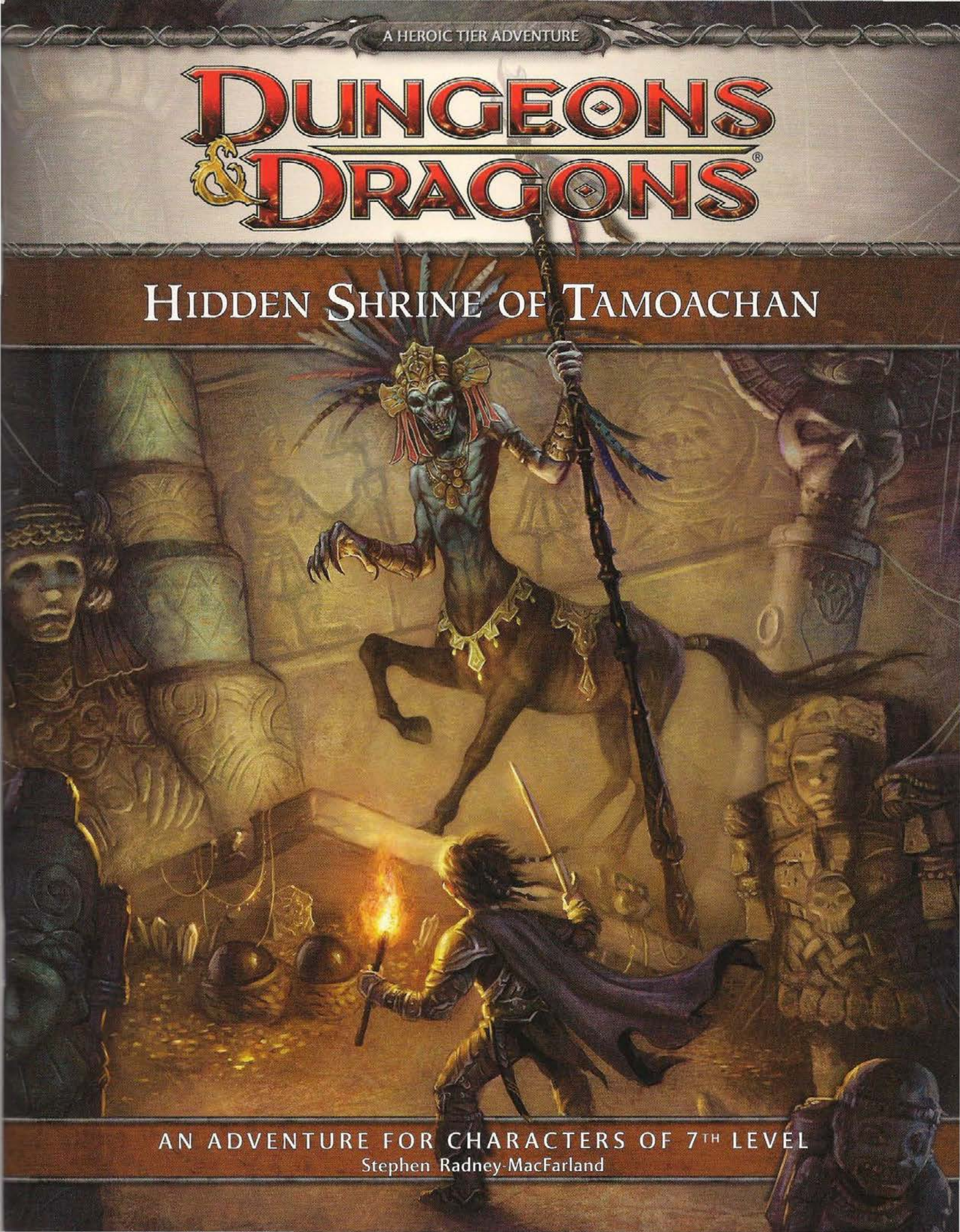
A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS®

HIDDEN SHRINE OF TAMOACHAN



AN ADVENTURE FOR CHARACTERS OF 7TH LEVEL

Stephen Radney-MacFarland

Introduction

Lost in a dark and dank jungle, pursued by hostile natives, the characters race toward an enormous pyramid in the distance. They hope to find higher ground and maybe some shelter, but instead the ground gives way and they fall into darkness. They land in the lower chambers of an ancient underground labyrinth filled with dangerous tricks and traps, strange creatures, and poisonous gas.

The characters have unwittingly found long-lost Tamoachan. Surviving means escaping as quickly as possible.

Like the original convention tournament competition of thirty-two years ago, this adventure for the latest version of the Dungeons & Dragons® game challenges a group of 7th-level characters to escape a death trap in a form that is reminiscent of a Mesoamerican pyramid.

Background

Long ago, a human culture worshiped not only powers from the Astral Sea, but also a collection of primal spirits, fey creatures, vampires, and even monstrosities of the Far Realm. They built city-states that banded together as empires and waged mighty wars against enemies both internal and external. These people were the Olman.

All that is currently left of the Olman civilization are the scattered tribes of their degenerated descendants, now prone to Demogorgon worship and savagery. Ruins of vast cities and tall temples are the only remaining traces of the civilization's advances. Some of these structures still hold great treasures and the legendary magic of the Olman. All feature deadly traps and creatures still bound to the dead empire.

The Hidden Shrine of Tamoachan is one such temple. Dedicated to Zotzilaha, vampire god of the underworld, and built to imprison a powerful Far Realm entity, it is filled with lost secrets and merciless traps. Although Zotzilaha does not inhabit the shrine, his servants linger here, waiting to be freed, or to feast upon those who seek to plunder the temple.

FOREWORD: TAMOACHAN'S BACKSTORY

In June 1979 at Widener College (now Widener University) in Chester PA, gamers lined up to play the official Advanced Dungeons & Dragons tournament adventure *Lost Tamoachan*. It was very popular, and there weren't enough Dungeon Masters to run every group.

Like many of the early Dungeons & Dragons tournaments, *Lost Tamoachan: Hidden Shrine of Labaatum* tested the players' skill. A quest for survival while being trapped in a dungeon environment loosely based on Mesoamerican culture and mythology, *Lost Tamoachan* was an adventure in the spirit of *Tomb of Horrors*, which had come out four years earlier.

During the adventure's convention premiere, TSR sold an original limited print run of the adventure. Only 300 were produced, and existing copies do not change hands cheaply. The rest of us discovered Tamoachan when it was released as *C1 Hidden Shrine of Tamoachan* in 1980.

The "C" in the name stood for competition, and the adventure featured a scoring system and guidelines for tournament play.

I admit, I didn't play the classic *Hidden Shrine of Tamoachan* until recently, but I often stole ideas from the adventure over the years, because it was full of devious traps and tricks. Using all of them over the course of an adventure or two, I reasoned, would probably end in a few character deaths.

Is your group up for the challenge of Tamoachan?

–Stephen Radney-MacFarland

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Traits of Tamoachan

(TA-mo-a-chan: the home sought after)

Tamoachan is not a typical dungeon. It has many challenging traits, presented below.

Poisonous Gas: The lower chambers of the shrine (the entirety of areas 1 through 25) are filled with a slow-acting but deadly poisonous gas, the effects of which the characters will immediately realize. If the characters take an extended rest in the lower chambers, the gas kills them. Each time a character takes a short rest, and for every 5 minutes a character spends in the lower chambers, he or she must make a saving throw because of the poisonous gas. On a failure, the character loses a healing surge, or hit points equal to his or her healing surge value if the character has no more healing surges. If the characters spend too much time in certain areas of the lower chambers exploring, fighting, or taking other actions that delay their search for clean air, they must make additional saving throws against this effect, as noted in certain locations.

Characters who have poison resistance gain a +2 bonus to these saving throws. The denizens of the lower chambers are immune to the poisonous gas.

Illumination: All areas in the shrine are dark, unless otherwise noted.

Walls, Doors, and Ceilings: Unless noted otherwise, the walls and doors in the shrine are made of stone. The doors are heavy, and it takes a standard action to open or close one instead of a minor action. In addition, all doors have hp 80, AC/Reflex 4, and Fortitude 12. Ceilings are 15 feet (3 squares) high unless otherwise noted.

Chance of Cave-In: Area and close burst powers with the force or thunder keyword have a chance of causing the stone ceiling to collapse when used in the lower chambers due to shock waves. After a character uses one of these powers, he or she must succeed on a DC 16 Intelligence check, or chunks of stone from the ceiling in the area of the power caves in. A player can choose to have his or her character fail this check. Creatures in the caved-in area take 2d6 damage from falling debris and are slid to the nearest square outside the area (of your choice), and the caved-in area becomes blocking terrain.

These cave-ins do not create passages out of the lower chambers.

Olman Language: Many creatures and inscriptions within the shrine use the ancient Olman language. The written language uses hieroglyphs similar to (and influenced by) the Supernal language. A character who knows Supernal can make a DC 11 Insight check to correctly interpret any Olman writing. Otherwise, a character must make a DC 23 History check to understand the writing.

For speech, trying to understand what a creature speaking Olman is saying requires a DC 23 Insight check. Even on a success, the character only gets a rough sense of what is being said.

Make both of these kinds of checks for the player. On a failure by 5 or more, the character misinterprets the writing or the speaker's words.

A Comprehend Language ritual or similar effect allows characters to understand Olman perfectly, once they encounter it.

Adventure Start

To begin the adventure, read:

You are lost. You never should have abandoned the ship and struck out into the marshes. Now, a large group of savage warriors from the local area are hot on your trail. Stumbling through a fen, you race toward higher ground ahead. As you get closer, you realize that what you thought were craggy hills is an ancient stone pyramid choked with creepers and carpeted with moss.

Maybe there you can make a stand.

This opening scene assumes much. It plays like an adventure serial, introducing the story with the action already in progress. If you find it too railroading, feel free to create a starting situation of your own. If you use the setup given here, continue reading.

Warriors crash though the underbrush in the clearing behind you. They rush toward you, their eyes wild with rage. Among them is a witch doctor. When he sees you, he tosses his totem to the sky, convulses, and then dramatically catches the implement and plants it in the ground.

The ground begins to tremble, and you feel the earth give way. You fall as the world goes black.

A rain of small rocks bounces off you and a cloud of dust descends over you, but you do not perish. There is no sign of the sky above.

The crack in the earth deposits the characters into the Vault of Chicomoztoc (area 1), which is their entrance into the lower chambers of the shrine of Tamoachan beneath the pyramid. To escape the shrine, the characters must find the exit.

FEATURES OF THE ORIGINAL

When *C1* was published, it included a booklet of illustrations for the DM to show to the players at the proper times. Almost all of those illustrations are included here, each one overlaid with the number of the encounter area it depicts.

Another feature of the original *Hidden Shrine* that's repeated here is a built-in guide to the pronunciation and meaning of many of the names that were taken or derived from Aztec and Mesoamerican culture.

Lower Chambers

In this sprawling section of the complex, characters face a variety of dangers in addition to having to cope with the ever-present poisonous gas.

1. Vault of Chicomoztoc

(Chee-ko-MOZ-tok: the place of seven caves)

When the cave-in has subsided, read:
The world has stopped tumbling. The air is roiling with dust kicked up from the collapse of the earth; it is humid and smells putrid, choking you. When the dust settles, you see a rectangular chamber of rough-hewn stone blocks stretching before you. At its center is a three-foot-tall adobe dome. Niches are set into the walls to your left and right, each at the perfect height for a human to view its contents. A stone door with a stylized sun carved into it is at the far end of the chamber.

The dome at the room's center is actually a half dome with its open side facing toward the door, creating a small adobe structure that encloses a diorama. Each of the six niches features a smaller diorama. All the figures in the dioramas are made of stucco and can be removed. Each diorama features an aspect of ancient Olman life and contains an Olman spirit (Arcana DC 16 to detect primal energy, but not its exact nature).

The first time a stucco figure is removed from a diorama (including the dome), the figure crumbles to dust, releasing the diorama's spirit, which appears within 2 squares of that diorama. The spirit rolls initiative and begins attacking.

As a minor action, a released spirit can remove a figure from a diorama still containing an Olman spirit, releasing it.

7 Olman Spirits	**Level 8 Skirmisher**
Medium natural animate	XP 350
HP 86; **Bloodied** 43	**Initiative** +11
AC 22, **Fortitude** 19, **Reflex** 22, **Will** 19	**Perception** +5
Speed 7	Darkvision
Immune force, miss effects	
Standard Actions	
⊕ **Life-Draining Touch** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: The target loses a healing surge, or hit points equal to its healing surge value if it has no more healing surges.	
Miss: 2d8 + 6 necrotic damage.	
Str 14 (+6) **Dex** 20 (+9)	**Wis** 14 (+6)
Con 14 (+6) **Int** 10 (+4)	**Cha** 8 (+3)
Alignment unaligned **Languages** understands Olman	

Diorama in the Dome: This diorama shows an Olman hunting party made up of warriors and dogs hunting stags and wild cats. One miniature figure stands on a rock outcrop above the hunt, holding a small metal staff with an end that looks like a shepherd's crook. It is also the key to the chamber's only door. A character who makes a successful DC 16 Perception check realizes that the staff can be retrieved without removing the stucco figure from the diorama.

Diorama A: This river scene has Olman men, women, and children working along a river.

Diorama B: In this scene, Olman people plant corn and harvest wheat. As soldiers stand guard, a priest in a bird costume blesses the fields.

Diorama C: In this scene, Olman people climb a tiered pyramid and give offerings in the temple at the top. In the temple, a priest handles a snake. Three costumed warriors stand nearby, one dressed as a couatl, one as a bear, and one as a coyote.

Diorama D: This scene depicts a war. The warriors on one side are painted black, and those on the other side are painted red.

Diorama E: This scene shows the creation of the Olman people. A feathered god is mixing ash and blood to create men and women. Four black and red figures stand around a fire, stabbing themselves with daggers. The fire is consuming a smaller figure, and a snaillike creature cowers in fear at the sight.

Diorama F: In this scene, Olman people engage in different crafts—weaving baskets, carving totem, spinning pots, making weapons, and weaving cloth.

Door: The door has a small keyhole and is locked. The key in the dome's diorama will open it. Otherwise, picking the lock requires a DC 23 Thievery check, or forcing it requires a DC 28 Athletics check.

2. Hall of the Thrashing Canes

The stone walls and ceiling of this corridor are carved to resemble bamboo stalks. The corridor slopes slightly downward before turning to the left.

The pressure plate in the north end of the hallway is connected to two panels of faux bamboo stalks. When a creature enters a pressure plate square, the panels swing out from the walls, barring the corridor. Forcing the stalks apart to allow a Small or Medium creature to squeeze through the panel requires a DC 23 Athletics check. The panel has hp 80, AC/Reflex 8, and Fortitude 10.

3. Roost of the Conch

When the characters look into this area for the first time, read:

This room is constructed of large stone blocks, buttressed in the corners. The walls are wet and slimy, and mud covers most of the floor. A large polished boulder sits in the center of the chamber amid a pile of smaller rounded rocks. The boulder is as tall as a human and brown with black streaks and spots. A discolored bamboo staff leans against it. In the wall opposite you, stairs descend out of sight. Stone doors are set within alcoves in the wall to your left and right.

The "boulder" is the shell of a crustacean (Nature DC 23). It's being used by Kalka-Kylla (KAL-ka-KEE-ya), an ancient primal spirit taking the form of a large hermit crab. The bamboo stalk is a segment of one of its legs (Perception DC 23 to recognize this). Most of what seems to be a smaller pile of rocks is the mottled shell of Kalka-Kylla's servant, a spirit-possessed crayfish.

When the first character enters the room, read:

Some of the small rocks around the boulder move. They sprout segmented legs and a pair of them open up to become pincers, revealing a crayfish creature that advances, waving its claws aggressively.

Tactics

Crayfish Guardian: A character who makes a DC 23 Insight check recognizes the crayfish as a guardian that is warning the characters to leave. If the characters back out of the room, the crayfish does not attack, but it continues to defend the room. If the characters push farther into the room or attack, the crayfish attacks.

In combat, the crayfish is relentless, always seeking out the closest target to grab.

Kalka-Kylla: Once a primal spirit worshiped by the Olman people, Kalka-Kylla was vanquished by Zotzilaha, vampire god of the underworld to the Olman people. After its defeat, the great hermit crab was forced to swear service to the vampire and its spawn.

Kalka-Kylla's fallen spirit rouses, emerging from its shell, if the characters attack the crayfish. Kalka-Kylla does its best to grab two enemies and then retreat into its shell. While fighting, however, Kalka-Kylla is still open to parley, making comments about the characters' rashness in attacking.

If the heroes show no signs of being willing to talk, Kalka-Kylla goes on the offensive. It tries to reach the stairway leading north and suffocate any enemies it is grabbing in the mud there (see area 4). If it does so, any creature Kalka-Kylla is grabbing must make a DC 20 Endurance check at the end of its turn when it takes damage from the grab. On a failure, the grabbed creature loses a healing surge from suffocation.

Crayfish Guardian — **Level 7 Soldier**
Medium natural magical beast — XP 300

HP 81; **Bloodied** 40 — **Initiative** +8
AC 23, **Fortitude** 21, **Reflex** 19, **Will** 19 — **Perception** +6
Speed 6 (swamp walk), swim 6 — Darkvision

Traits

Natural Camouflage
When the crayfish guardian starts its turn underwater or within 3 squares of Kalka-Kylla, it becomes invisible until it moves or makes an attack.

Standard Actions

⊕ **Claw ✦ At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 1d8 + 3 damage.

⊹ **Twin Claws ✦ At-Will**
Effect: The crayfish uses *claw* twice. If both attacks hit the same target, the crayfish grabs it (escape DC 16) if it does not have a creature grabbed.

⊹ **Pincer Crush ✦ At-Will**
Attack: Melee 1 (one creature grabbed by the crayfish); +10 vs. Fortitude
Hit: 2d10 + 6 damage.

Skills Stealth +11

Str 21 (+8)	**Dex** 17 (+6)	**Wis** 17 (+6)
Con 17 (+6)	**Int** 2 (-1)	**Cha** 6 (+1)

Alignment unaligned — **Languages** –

Kalka-Kylla — **Level 8 Elite Controller**
Large natural magical beast — XP 700

HP 190; **Bloodied** 95 — **Initiative** +3
AC 22, **Fortitude** 23, **Reflex** 20, **Will** 18 — **Perception** +10
Speed 6 (swamp walk) — Darkvision
Saving Throws +2; **Action Points** 1

Traits

✧ **Flailing Legs ✦ Aura 1**
Any enemy that starts its turn in the aura must make a DC 12 Acrobatics check. On a failure, it takes 5 damage and falls prone. If Kalka-Kylla is grabbing the enemy, it doesn't fall prone.

Standard Actions

⊕ **Bite ✦ At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d10 + 6 damage.

⊹ **Primal Claw ✦ At-Will**
Requirement: Kalka-Kylla has fewer than two creatures grabbed.
Attack: Melee 1 (one or two creatures); +11 vs. Reflex
Hit: 2d8 + 7 damage, and Kalka-Kylla grabs the target (escape DC 16). Until the grab ends, the target takes ongoing 10 damage and a -4 penalty to escape checks, and it cannot teleport.

Move Actions

Shell Retreat ✦ At-Will
Effect: Kalka-Kylla retreats into its shell. While in its shell, Kalka-Kylla gains a +4 bonus to all defenses, but the only action it can take is to leave its shell as a minor action.

Str 21 (+9)	**Dex** 8 (+3)	**Wis** 13 (+5)
Con 23 (+10)	**Int** 16 (+7)	**Cha** 12 (+5)

Alignment unaligned — **Languages** Olman, understands Common after hearing it

Features of the Area

Muddy Floor: A thin layer of slick, oily mud covers the floor of this room. Whenever a creature without swamp walk moves more than half its speed or takes a standard action in the room, it must make a DC 11 Acrobatics check or fall prone after that action.

Stairs: The stair squares are filled with mud and are difficult terrain (see area 4).

Development

Calling Off Combat: Getting Kalka-Kylla (and the crayfish) to stand down once combat has started requires a DC 23 Diplomacy check.

If Kalka-Kylla is reasoned with, it and the crayfish allow the characters to pass, but it stubbornly denies knowledge of the shrine's layout (even though it knows the quickest path out of the lower chambers). A character who makes a DC 16 Insight check realizes that the hermit crab is holding information back. If pressed for directions, Kalka-Kylla points the characters toward the eastern door in an attempt to steer them toward area 7.

Killing Kalka-Kylla: If Kalka-Kylla dies, its death awakens the vampire Tloques-Popolocas in area 7.

4. Mud-Filled Doorway

When a character moves adjacent to the stairs for the first time, read:

The stairway here is partially submerged under a layer of thin, silty mud.

Due to the mud, the door is difficult to open. Characters must spend 5 minutes clearing away the mud and then make a group DC 11 Athletics check to open the door. On a failure, mud and water refill the stairwell, requiring another 5 minutes of work and a new check.

Water seeps under the door into area 13.

5. Tomb Stone and Wet Lime

When the characters enter the corridor leading east from area 3, read:

The sides of this corridor are wet and slimy. The water damage done to the walls reveals the seams of a large stone block in the right wall that seals an opening.

The large limestone block seals a tomb, but it is also covered with wet lime. Unsealing the tomb requires two successful DC 23 Athletics checks. The first one moves the block halfway out of the opening, and the second moves it far enough to allow entry into the chamber beyond. Whether a check succeeds or fails, the character who made it is splattered with corrosive lime and takes 1d6 acid damage.

6. Rubble-Filled Stair

If the characters move to the base of the stairs, read:

A stairway leads up in this location, but rubble and dirt completely block the passage a few feet away.

The characters might assume that this area was closed off by the same upheaval that landed them in area 1. The difference is that in this location, it might be possible for them to dig their way out.

If the characters decide to try clearing the stairway, they need to work at the task for 5 minutes, after which time the characters must make a DC 11 group Endurance check. If the check fails, each character loses 1d4 healing surges because of fatigue, strain, and being buffeted by shifting rocks. Then, after the group check is resolved, each character must make a saving throw against the effect of the poisonous gas.

For every 5 minutes of additional work, another group check and another batch of saving throws are required. If the characters accumulate four successful group Endurance checks, they break through to the surface on that final check (and no longer need to make saving throws against the poison).

If the characters dig their way out, read:

You're back on the surface, not far from where the earth swallowed you up. Ahead of you once again is the pyramid you saw earlier. Signs of activity are evident on the side closest to you.

Now that the characters have created their own means of entering and exiting the temple complex, the adventure can proceed in a number of directions. It might continue with a battle against the Olman savages that are now moving around on top of the pyramid (see area 54).

7. Sepulcher of Tloques-Popolocas

(TLOH-kays Poh-poh-LOH-kas: master of the others)

When the characters get past the stone block at area 5, read:

You muscle the block out of the doorway and advance into a small foyer holding six sealed urns on the floor, three on the left and three on the right. Double doors of beaten bronze with glyphs worked into each surface are at the far end of the chamber.

The urns are sealed with beeswax and preserve fine anointing oils. One of the urns is filled with oil infused with primal magic that has the effect of the Remove Affliction ritual when applied to a single creature (taking 5 minutes; DC 16 Arcana to detect its magic). The character applying the oil makes a Heal check to determine the effect's potency.

The Olman hieroglyphs on the doors read, "Here lies Tloques-Popolocas, thrall of Zotzilaha, master of tombs and the night."

The doors are locked (Athletics or Thievery DC 23 to open) and trapped with sleep of the ages gas. When the doors are opened, a nozzle connected to a bladder built into the wall above the door releases a blast of the gas into the urn room.

Sleep of the Ages Gas	**Level 7 Trap**
Object	XP 300
Detect Perception DC 23	**Initiative** –
Immune attacks	

Triggered Actions

Gas Blast (charm, poison) ✦ **Encounter**
Trigger: The doors are opened.
Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +8 vs. Fortitude
Hit: The target falls unconscious and can be awakened only with a Remove Affliction ritual or similar effect.
Miss: The target is dazed (save ends).

Countermeasures

✦ **Disable:** Thievery DC 16. *Success:* The nozzle is blocked, and the gas trap cannot attack.

When the characters open the door, read:
Beyond the doors is a chamber cut out of solid stone. An oval of natural stone pillars supports the vaulted ceiling, with a tomb of stone slabs at its center. A bronze-headed battleaxe is embedded in the opposite wall, about five feet above the floor. Its haft casts a strange shadow, like that of a withered arm and claw.

The tomb is the resting place of Tloques-Popolocas, an ancient vampire in repose. The battleaxe on the wall is the vampire's magic axe, which is cursed and can be removed from the wall only by Tloques, or upon the vampire's destruction.

If Kalka-Kylla (in area 3) has been killed, Tloques has already awakened, and the characters find it already grabbing its axe. If Kalka-Kylla is still alive, the vampire does not rise until the gas trap triggers or its tomb is opened. A character can remove the lid from the tomb with a successful DC 23 Athletics check; Tloques can do the same as a free action. Regardless of how the tomb is opened, it takes 1 round for the vampire to emerge, and the characters gain a surprise round against it if they are the ones to open the tomb.

When the characters see the vampire, read:
A desiccated human corpse leaps forth with unnatural speed. The creature wears a jade mask with cowry shell eyes and obsidian pupils. It is further protected by a breastplate of jade, bronze, and bone. As it sees you, it emits a long stream of hoarse laughter.

Tloques-Popolocas	**Level 8 Elite Lurker**
Medium natural humanoid (undead), vampire	XP 700
HP 148; **Bloodied** 74	**Initiative** +13
AC 23, **Fortitude** 21, **Reflex** 20, **Will** 18	**Perception** +7
Speed 6, climb 4 (spider climb)	Darkvision
Immune disease, poison, sleep; **Resist** 10 necrotic	
Saving Throws +2; **Action Points** 1	

Traits

Burned by Sunlight (radiant)
Whenever Tloques starts its turn in direct sunlight, it takes 10 radiant damage.

Regeneration
Tloques regains 10 hit points whenever it starts its turn and has at least 1 hit point. When Tloques takes radiant damage, its regeneration does not function on its next turn.

Trapped by Water
Tloques cannot cross running water.

Standard Actions

⊕ **Claw** ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage.

Bite (healing) ✦ **At-Will**
Attack: Melee 1 (one creature that is restrained by Tloques, or that cannot see the vampire); +13 vs. AC
Hit: 1d10 + 6 damage, and Tloques regains 20 hit points.

Cloud of Bats (polymorph) ✦ **At-Will**
Effect: Tloques assumes the form of a cloud of bats until the start of its next turn. While in this form, Tloques cannot attack but becomes insubstantial, gains fly 8 (hover), gains a +5 power bonus to Stealth checks, and can move through enemies' spaces.

Corpsesight Gaze ✦ **Recharge** when no creature is restrained by this power
Attack: Ranged 5 (one creature); +11 vs. Fortitude
Hit: 2d10 + 5 damage.
Effect: The target becomes rigid like a corpse and is restrained until the end of Tloques's next turn.

Triggered Actions

Dust Form (illusion) ✦ **Recharge** ⚄ ⚅
Trigger: Tloques takes damage while bloodied.
Effect (No Action): Tloques becomes invisible. This effect lasts for 1 hour or until Tloques attacks, uses *cloud of bats*, or ends the effect as a minor action.

Skills Acrobatics +14, Athletics +15, Intimidate +12, Stealth +14

Str 22 (+10)	**Dex** 20 (+9)	**Wis** 17 (+7)
Con 20 (+9)	**Int** 15 (+6)	**Cha** 17 (+7)

Alignment evil **Languages** Olman
Equipment breastplate, axe, mask

Tactics

The mask doesn't affect Tloques's vision. The vampire first tries to retrieve its axe from the wall, which it can do as a minor action. When Tloques has the axe, it gains the following power.

Minor Actions

⊕ **Axe of Tloques** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d8 + 9 damage.

Though arrogant and unyielding at first, Tloques is a survivor and a blood drinker. It does not kill living creatures, preferring to knock them unconscious so it can feast on their blood for days. If outmatched, it stalks enemies while invisible using *dust form*.

Because Tloques cannot cross running water, it is confined to areas 1 through 8, and it makes a desperate assault against the characters if they try to leave the area.

Features of the Area

Pillars and Tomb: The tomb is 5 feet high, and it costs 2 squares of movement for a character to move atop it. Both it and the pillars provide partial cover.

Treasure: The jade mask is worth 100 gp. The bone and jade breastplate is worth 300 gp. The battleaxe is a unique item, the *axe of Tloques*. It has the *curse of Tloques* power attached to it, which forces the character who picks it up to use only it in battle. Once the curse is triggered, the weapon can be stowed, but not removed from its wielder's possession. It teleports back to its wielder if it is somehow separated from that character. Once the curse is identified, it can be removed only with a Remove Affliction ritual or a similar effect.

Axe of Tloques — **Level 9 Rare**

This bronze-bladed battleaxe's haft is wound with snakeskin and casts an unnatural shadow of a withered, clawed arm.

Weapon: Battleaxe — 4,200 gp
Enhancement Bonus: +2 to attack rolls and damage rolls
Critical: +1d8 damage per plus

Easy Swing ✦ Daily Utility (Minor Action)
Effect: You can make melee basic attacks with this axe as a minor action until the end of your turn.

Curse of Tloques ✦ At-Will Utility (No Action)
Trigger: The wielder attempts to use another weapon during combat.
Effect: The *axe of Tloques* teleports to the wielder's hands, forcing that character to drop any other held weapon. In addition, the wielder must roll a d20. On a roll of 1, the dropped weapon is destroyed.

8. Courses of the Gods

The doors of this chamber are difficult to open because of the water around them, requiring a DC 16 Athletics check.

When the characters open the doors, read:
A rancid, dank pool has filled the floor of this chamber. What remains of stucco statues of fantastic creatures are poking up here and there out of the water. The door on the other side of the room has a damp, putrid green mass clinging to the wall just above it.

The pool is 2 feet deep, and the floor is difficult terrain. A character who makes a DC 16 Nature check or Dungeoneering check identifies the green mass to be only a colony of harmless algae.

Poisonous Gas: If the characters take more than a round to examine or interact with the algae, each adventurer must make a saving throw because of the poisonous gas.

9. Stone Statue

When the characters enter the corridor leading north, read:
Water from the last chamber trickles down this corridor in a slow stream, flowing under a set of double doors. A stone statue as tall as an ogre depicting an Olman warrior dressed in ceremonial garb is set into the right wall. The statue holds an empty stone tray.

This 12-foot-tall statue hides a secret door. A character who makes a successful DC 25 Perception check realizes that pulling down on the tray tilts the statue forward and reveals an opening behind it. The statue is heavy, requiring a DC 28 Athletics check to move. Up to two characters can assist on this check. However, the door and statue have been designed to look like a trap that will collapse the ceiling into the corridor, and the characters believe this unless one of them makes a successful DC 23 Dungeoneering check. If the tray is pulled down, the ceiling does not collapse, but the statue leans forward and its weight breaks the pivoting mechanism so that the doorway can't be closed again.

10. Passage

This narrow, cramped corridor is 5 feet wide and 6 feet tall.

If the characters enter this corridor through the west end, read:
You squeeze into the opening behind the statue and find yourself in a narrow corridor that turns to the left after a short distance.

If the characters follow the corridor to its northern end, they see that it ends at a doorway blocked open by debris (see area 12B).

If the characters enter this corridor through the north end, read:
Beyond the debris-choked doorway is a narrow and apparently featureless passage.

Anyone who follows the narrow corridor to its terminus finds a blank wall and a dead end. (There's no way to manipulate the stone statue at area 9 from this side.)

11. Court of Cemanahuac

(Say-man-AH-wok: place surrounded by water)

This encounter uses the water-filled chamber depicted on the poster map.

If the characters enter from the south, read:
The doors before you are plated with bronze tinted blue from age. Beyond the doorway, the stream of water flows across a short hall with a pair of alcoves before draining down a set of steps a few feet away. The steps lead to a large central chamber flooded with brackish water. The water doesn't appear to be too deep, because the tops of a large bronze brazier and two broken urns rise above it in the center of the room.

If the characters enter from the north, read:
The stream of water under your feet flows down a set of steps right in front of you. The steps lead to a large central chamber flooded with brackish water. The water is seemingly not too deep, because the tops of a large bronze brazier and two broken urns rise above it in the center of the room.

When the characters move into the large chamber, read:
Columns line the chamber walls, and a thick patch of phosphorescent growth floats on the water behind one of the columns, glowing an eerie green. Water pours into the room down a set of stairs in the opposite wall.

The phosphorescent growth is the end of a tentacle belonging to Tecuziztecatl (Tay-COO-zeez-tay-COT-el), the Lord of Snails—a primal spirit similar to the hermit crab Kalka-Kylla. The Lord of Snails used to command the worship of the entire Olman empire. It has been forced to slumber in this chamber. Its body is hidden under the water, attached to the eastern wall, with one tentacle floating on the surface.

Tactics

Tecuziztecatl is highly intelligent and a boaster, and it is also itching for a fight after so many years being cooped up in this room. During combat, it says that it is a son of the moon, and announces each attack it is using and how the attack is part of its plan to defeat the characters.

If reduced to 55 hit points or fewer, Tecuziztecatl changes its tone. It grovels for surrender and offers safe passage across the trench (by stretching its body across the gap). If the characters continue with their assault, it retreats to the bottom of the trench, where it can remain for 2 hours.

Tecuziztecatl, Lord of Snails	**Level 8 Elite Brute**
Large natural magical beast (aquatic)	XP 700
HP 222; **Bloodied** 111	**Initiative** +5
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 19	**Perception** +11
Speed 5, swim 3	Darkvision
Resist 5 all; **Vulnerable** 10 fire	
Saving Throws +2; **Action Points** 1	
Traits	
Truesight	
Tecuziztecatl can see invisible creatures and objects.	
Standard Actions	
⊕ **Tentacle** ✦ **At-Will**	
Attack: Melee 3 (one creature); +13 vs. AC	
Hit: 3d8 + 6 damage.	
⊕ **Bite** ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d10 + 4 damage.	
┼ **Double Attack** ✦ **At-Will**	
Effect: Tecuziztecatl makes two melee basic attacks.	
⇠ **Acid Spray** (acid) ✦ **Recharge** ⚃ ⚄ ⚅	
Requirement: Tecuziztecatl must be bloodied.	
Attack: Close blast 5 (creatures in the blast); +11 vs. Reflex	
Hit: 2d6 + 5 damage, and the target is dazed and slowed until the end of Tecuziztecatl's next turn.	
Move Actions	
Barrel Through ✦ **Recharge** when first bloodied	
Effect: Tecuziztecatl moves its speed, and can enter other creature's spaces. A creature whose space it enters with this movement takes 10 damage. If any creature is in Tecuziztecatl's space when it ends the move, it slides that creature to the nearest square outside its space.	
Skills Bluff +8, Diplomacy +8, Insight +11	
Str 18 (+8) **Dex** 13 (+5) **Wis** 14 (+6)	
Con 21 (+9) **Int** 17 (+7) **Cha** 8 (+3)	
Alignment unaligned **Languages** Olman	

Features of the Area

Columns: The columns are blocking terrain that provide partial cover.

Illumination: Tecuziztecatl's phosphorescence provides dim light throughout the chamber.

Brazier: The brazier in the center of the chamber provides partial cover.

Murky Water and Hidden Trench: It is impossible to see the chamber's floor through the murky water. The water is 3 feet deep, except for a 10-foot-wide section around the room's edge, which is a trench that drops 20 feet. The only way to detect the trench is to probe ahead. Probing ahead one adjacent square is a minor action. A character who uses a reach weapon with a haft or a 10-foot pole can probe two squares within reach as a minor action. It takes two hands to probe.

The water trench trap attacks any character who enters a trench square. If hit, the character sinks to the bottom and begins suffocating. While submerged and suffocating, the character must make an Endurance check at the end of each of his or her turns, beginning at DC 20 and increasing by 5 with each failure (see *Rules Compendium*, page 180).

Due to Tecuziztecatl's influence on the water in this chamber, a submerged character must make a DC 15 Athletics check to swim to the surface.

Water Trench	**Level 9 Trap**
Object	400 XP
Detect by probing	**Initiative** –
Immune attacks	
Triggered Actions	
┼ **Drop** ✦ **At-Will**	
Trigger: A creature moves into one of the trench squares.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +12 vs. Reflex	
Hit: The target is slid 1 square, drops 4 squares (taking no damage), and begins suffocating.	

11A. Alcoves

If the characters enter from the south, read:
Two alcoves, one to either side of the stairs, branch off from a short hall. Each alcove contains an old stone fountain that is cracked and crusted with a white chalky substance. The fountain to the right looks empty, with rubbish on the floor around it. The one to the left is filled with green scummy water that seems to ripple with color.

If the characters enter from the north, read:
Two alcoves, one to either side of the stairs, branch off from a short hall. Each alcove contains an old stone fountain that is cracked and crusted with a white chalky substance. The fountain to the left looks empty, with rubbish on the floor around it. The one to the right is filled with green scummy water that seems to ripple with color.

The rippling in the western fountain is an optical illusion created by the characters' light playing off the gem of an amulet at the bottom of the scummy water. The amulet is made of brass and chrysoprase, with an image of a snail carved into the gemstone. It's worth 65 gp and has deep sentimental value to the Lord of Snails (area 11), having once been the badge of office for Tecuziztecatl's high priestess.

If Tecuziztecatl sees the amulet, it demands its return. If the characters give it to the snail spirit, Tecuziztecatl stops fighting and offers the characters easy passage to the north, stretching its slimy body across the water trench to act as a bridge.

A harmless group of normal rats lives in the rubbish around the eastern fountain.

12. Shrine of Hurakan

(Ewe-RA-kan: god of storms)

This chamber is filled with 4 feet of water (a narrow stream enters from area 12B and exits to area 12A). Anyone opening the northern door releases a rush of water that can push creatures (including those in the room) along the corridor to the north and west.

Rush of Water	**Level 7 Hazard**
Terrain	300 XP
Detect Dungeoneering DC 11	**Initiative** –
Immune attacks	
Triggered Actions	
⇶ **Flood** ✦ **At-Will**	
Trigger: The door is opened.	
Attack (Opportunity Action): Close burst 4 (creatures in the burst); +10 vs. Fortitude	
Hit: 1d10 + 7 damage, and the target is pushed 14 squares.	
Miss: Half damage, and the target is pushed 8 squares.	
Countermeasures	
✦ **Avoid:** Athletics DC 23. *Success:* A creature pushed by the flood can grab onto the walls as an immediate interrupt, avoiding the effect.	

Characters hit by the trap might get pushed all the way to the northern doors to area 11, or into the trench in that chamber, if those doors are open. The rushing water also acts as an alarm, informing Tecuziztecatl in area 11 of intruders approaching from the west if they haven't already encountered it.

If the characters enter this area from the south, they need to wade through the water (which is difficult terrain) to get to the door that triggers the trap.

12A. Overflow Corridor

This corridor has a steady stream of water running down it. Anyone opening the door at the eastern end of the hall sets off a rush of water (see area 12).

If the characters enter this area from the south, the rush of water has already been triggered.

12B. Overflow Corridor

This passage is damp and filled with mud and gravel. Rainwater trickles through tiny shafts in the ceiling into the middle of the corridor, then flows down a slight slope to the west, finally emptying into area 12.

Secret Door: This door is a block of stone in the wall set on a central stone pivot. The door is currently blocked open by debris from the overflow, making it obvious to the characters.

If the characters come upon this door after traveling through area 10, they can move easily into the wider corridor and then continue north or east.

13. Child of Zotzilaha

(Zoats-ee-LA-ha: vampire god of the underworld)

When the characters near the chamber, read:
You hear a faint melodious singing. The voice is sweet and alluring, yet so subtle that it seems to use the water drops falling from the ceiling of this area as its percussion.

If the adventurers try to sneak into the chamber, a DC 11 group Stealth check reveals the source of the singing and grants the characters a surprise round.

When a character first looks in the room, read:
Half of the room is filled with a pool of phosphorescent water, fed by a small stream from the south. A pair of partially submerged stone doors, each emblazoned with the symbol of the sun, is set into the wall on the far side of the pool. A heavenly creature in a white shawl is reclining in front of those doors The pool looks inviting, with its vivid blue water lapping against a sandy shore.

The figure is a nereid–a creature of the Elemental Chaos that appears as an object of romantic desire (either male or female) to whoever views it. This nereid's name is Dasa-Zotz (DA-sa-ZOATS), or "child of Zotzilaha." At least, that is the only name it remembers. Dasa-Zotz waits for its vampire master to return to this chamber, and over the centuries it has gone mad. Its song can draw characters toward it, and into its pool.

Dasa-Zotz **Level 8 Controller**
Medium elemental humanoid (water), nereid XP 350

HP 86; **Bloodied** 43 **Initiative** +7
AC 22, **Fortitude** 19, **Reflex** 20, **Will** 23 **Perception** +3
Speed 7, swim 8 Low-light vision
Resist 5 poison

Traits

Song of the Nereid (charm, psychic) ✦ **Aura** 8
Any living enemy that starts its turn in the aura takes 5 psychic damage at the end of its turn unless it is closer to Dasa-Zotz at the end of its turn than it was at the start of that turn. If a living creature starts its turn adjacent to Dasa-Zotz, the creature instead must choose to either take 10 psychic damage or provoke an opportunity attack from the nereid.

Slowed by Cold
Whenever Dasa-Zotz takes cold damage, it is slowed until the end of its next turn.

Standard Actions

Kiss (charm) ✦ **At-Will**
Attack: Melee 1 (one living creature); +11 vs. Reflex
Hit: Roll a d6.
1-3: The target begins suffocating and must make a DC 20 Endurance check at the end of its turn. If the target succeeds, the effect ends. Otherwise, the target loses a healing surge and must make another Endurance check at the end of its next turn. The checks continue until the target succeeds or dies.
4-6: The target feels an incredible euphoria. The target gains 25 temporary hit points and a +2 bonus to all skill checks and ability checks until those temporary hit points are gone or the target gains temporary hit points from another source.

Spittle (acid) ✦ **At-Will**
Attack: Ranged 10 (one creature); +11 vs. Reflex
Hit: 1d10 + 7 acid damage, and the target is blinded until the end of Dasa-Zotz's next turn.

Move Actions

Watery Escape ✦ **Recharge** ⚁ ⚂ ⚀
Effect: Dasa-Zotz ends any dazing or slowing effect on it. It can then make an escape check (if applicable) with a +4 power bonus, and after that check it can move or swim its speed if it is able to do so.

Minor Actions

Control Water ✦ **At-Will** (1/round)
Effect: Close burst 5 (enemies in the burst that are in water squares). The target takes 5 damage, and Dasa-Zotz slides the target 1 square.

Skills Acrobatics +12, Bluff +16

Str 12 (+5)	**Dex** 16 (+7)	**Wis** 8 (+3)
Con 14 (+6)	**Int** 14 (+6)	**Cha** 24 (+11)

Alignment evil **Languages** Primordial, Elven
Equipment white seaweed shawl

Crac **Level 9 Soldier**
Medium natural humanoid (aquatic, reptile), yuan-ti XP 400

HP 100; **Bloodied** 50 **Initiative** +9
AC 25, **Fortitude** 23, **Reflex** 21, **Will** 20 **Perception** +6
Speed 7, swim 5
Resist 10 poison

Traits

Aquatic
Crac can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Standard Actions

Lightning Trident (lightning, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 8 lightning damage, and the target is immobilized until the end of Crac's next turn or until Crac is no longer adjacent to the target.

Str 21 (+9)	**Dex** 16 (+7)	**Wis** 14 (+6)
Con 20 (+9)	**Int** 10 (+4)	**Cha** 11 (+4)

Alignment evil **Languages** Common, Draconic

Tactics

Tasked by its beloved master to guard this chamber, Dasa-Zotz defends it with its life. If the characters try to talk to Dasa-Zotz, the nereid ignores them and keeps singing, relying on *song of the nereid* each turn to draw them to it.

When a character enters a water square, read:
The waters begin to heave and boil, and a serpentine creature with a vaguely humanoid head rises from the depths of the pool. The creature wears an elaborate headdress and wields a trident.

This creature is Crac, Dasa-Zotz's devoted yuan-ti servant. It initially attacks the enemy closest to it, but thereafter it goes for whichever character is nearest to Dasa-Zotz.

Features of the Area

Doors: The double doors to the east are difficult to pull open because of the water pressing against the bottom of them, requiring a DC 23 Athletics check.

Illumination: The phosphorescent water provides dim light throughout the chamber.

Pool: An illusion in the room makes Dasa-Zotz's pool look and feel like a tropical lagoon (Insight DC 28 to detect the illusion). The floor drops from the water's edge to a depth of 10 feet, except for a shelf that runs along the south and eastern walls (to the doors) 3 feet below the surface. Any character entering the water somewhere other than this shelf must make a DC 15 Athletics check to swim, or sink and begin suffocating until he or she returns to the surface (see *Rules Compendium*, page 180). The shelf squares are difficult terrain.

Treasure: In a small underwater niche (Perception DC 23 to find) are six gold statues (50 gp each), a gold mask (175 gp), and a sealed crystal scroll case containing two ritual scrolls, Raise Dead and Remove Affliction.

14. Flooded Hall

When the characters open the doors leading east from area 13 and move beyond them, read:
The corridor ahead of you has flooded with water because of the overflow from the room you just left.

The floor of this corridor is 1 foot higher than the shelf around the edge of area 13, so the water in the corridor is only about waist-deep. The first four squares of water heading east are difficult terrain.

The corridor ascends gently as it heads east, with the water stopping around the corner.

When the characters turn the corner, read:
A short flight of steps leads up to a landing in front of a set of double doors.

15. Great Hall

When the characters pass through the doors and look to the west, read:
This wide hallway has piles of rubble and debris scattered along its length, and the walls are covered with well-preserved frescos. The wall to the right depicts the Olman nation questing for a new land under the bright sun. The left wall has the scene of a battle between two tribes—one side bearing a red standard and the other bearing a black standard.

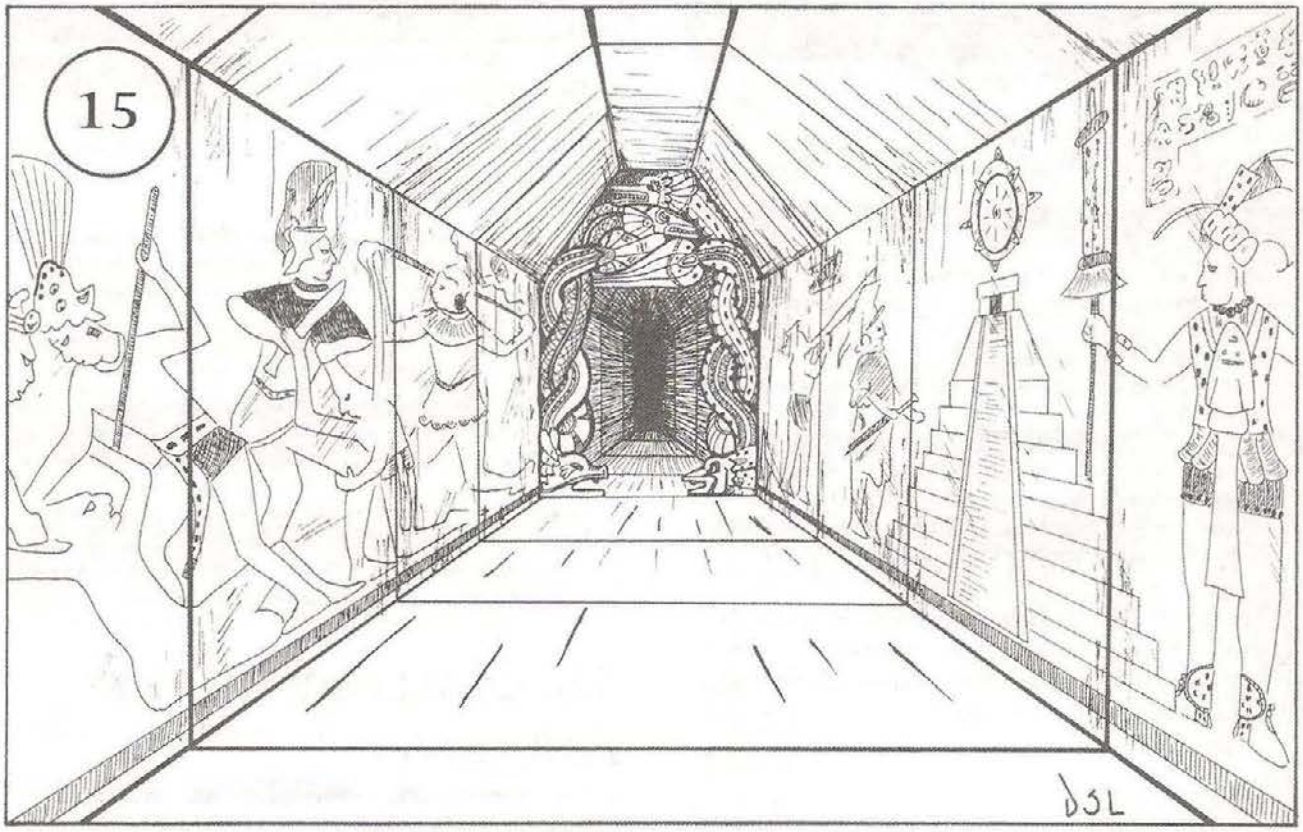
When the characters come close enough to see the archway, read:
At the far end of the hall is an archway carved as twined serpents. Beyond it, the corridor continues into the shadows.

The actual end of the corridor comes 1 square after the arch. The wall has a cleverly painted mural designed to give the illusion of depth and reality (Insight DC 28 to detect the illusory wall).

Any character who attempts to move west through the wall triggers a portcullis to fall across the arch, trapping any characters west of the portcullis.

If any character searches the edges of the archway and makes a DC 23 Perception check, he or she detects the portcullis in the ceiling. Raising the portcullis requires a DC 23 Athletics check or Thievery check. Up to two characters can assist.

Poisonous Gas: For each attempt the characters make to escape from the portcullis using a skill check, each adventurer must make a saving throw because of the poisonous gas.



16. Secret Door

If the characters investigate the wall in this area, read:

The centerpiece of the mural along this wall is a giant symbol of a sun in bas relief, centered high over the floor of the corridor in this location.

Eight feet above the floor in the center of the northern wall of the Great Hall (area 15) is a secret door marked by the sun symbol (Perception DC 16 to detect it). To open it, a character must push the sun inward, requiring that character to climb up to it or use an object.

On the back side of the door, visible to anyone who moves past the door into the adjoining corridor, is an Olman hieroglyph that reads, "Turn back!" It looks like it was hastily scrawled on the stone.

17. Hall of the Great Spirit

This corridor has a high ceiling and is decorated with sculptures mounted on the walls. You can make out two breaks in the wall, a narrow one to the right and a wider one beyond it to the left.

Four sculpted, stylized heads of animals adorn the walls. Nearest to you on the right is a bison head. On the left wall opposite the narrow passage is the head of a coyote. Next is the head of a grinning bear that faces the wider corridor. Beyond it, on the left wall, is the head of an eagle, beak open. Something shines in the eagle's mouth.

Each head juts out 1 foot from the wall and is 6 feet above the ground. Only the eagle sculpture is dangerous. A golden circlet is attached to the eagle's mouth, inside the open beak. Any creature that reaches into the eagle's mouth sets off the crushing jaws trap.

Crushing Jaws	Level 7 Trap
Object	300 XP

Detect Perception DC 16 **Initiative** +2
HP 40
AC 18, **Fortitude** 16, **Reflex** 16, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

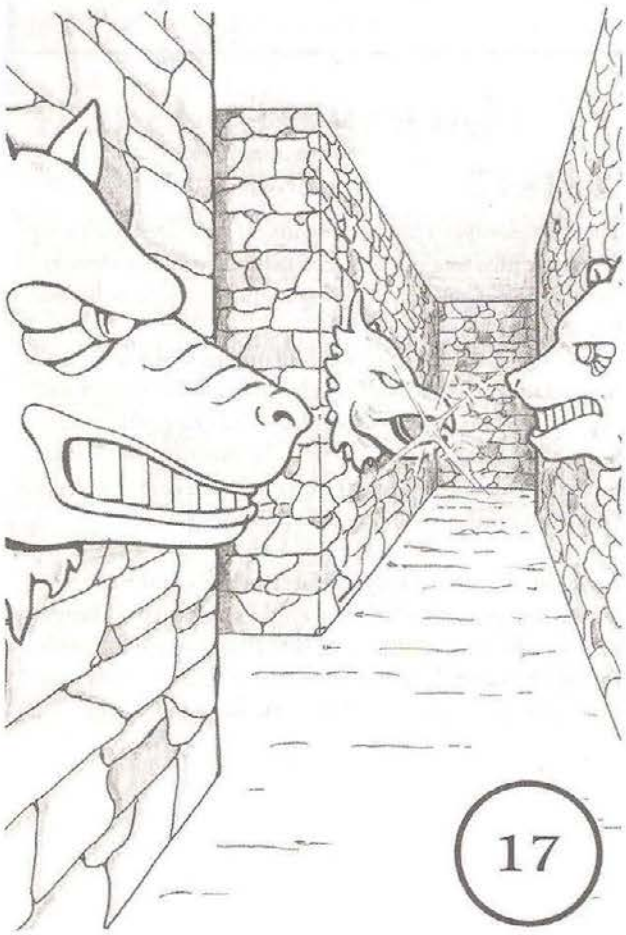
Triggered Actions

Crush ✦ Encounter
Trigger: A creature reaches into the eagle's mouth.
Attack (Opportunity Action): Melee 1 (triggering creature); +10 vs. Reflex.
Hit: 3d8 + 6 damage, and the target is restrained (save ends). Until the effect ends, the target takes 10 damage at the start of its turn.

Countermeasures

✦ **Disable:** Thievery DC 23. *Failure (18 or lower):* The crushing jaws trap is triggered.
✦ **Free:** Athletics DC 26: *Success:* A creature restrained by the trap is freed. Up to two characters can assist.

Treasure: The circlet is attached to the sculpture's mouth with glue, requiring a minor action to remove it. Originally designed as a ring by stone titans, the circlet is a +2 *circlet of the stone titans.*



Circlet of the Stone Titans	Level 10+ Rare

This intricately crafted golden circlet allows you to petrify creatures with a touch.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Neck Slot
Enhancement Bonus: Fortitude, Reflex, and Will
Special: The circlet has three charges. Each time a creature uses *stone grasp*, a charge is used. When the charges are gone, the circlet loses its magic.

Property
You are immune to petrification effects.

Stone Grasp ✦ At-Will Attack (Standard Action)
Effect: You make a melee touch attack, but target Fortitude instead of any other defense. On a hit, the target is immobilized (save ends).
First Failed Saving Throw: The target is restrained (save ends) instead of immobilized.
Second Failed Saving Throw: The target is petrified until released with a Remove Affliction ritual or similar effect.

18. Hallway of the Ancestors

When the characters approach this area from either direction, read:
Within the shadows where the corridor turns, human figures stand lining the walls.

The figures are zombies, but they appear to be unblemished and preserved humans. When they are attacked, or when a creature moves more than 3 squares down this corridor, they animate and attack until they are destroyed.

Poisonous Gas: If the characters take more than 2 rounds to kill the zombies, each adventurer must make a saving throw after combat because of the poisonous gas.

15 Olman Zombies	Level 5 Minion Brute
Medium natural animate (undead)	XP 50 each

HP 1; a missed attack never damages a minion. **Initiative** +5
AC 17, **Fortitude** 18, **Reflex** 16, **Will** 15 **Perception** +4
Speed 4
Immune disease, poison

Standard Actions

⊕ **Slam ✦ At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 8 damage.

Triggered Actions

Deathless Hunger ✦ Encounter
Trigger: The zombie drops below 1 hit point, but not from a critical hit.
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 21 (+7)	**Dex** 16 (+5)	**Wis** 14 (+4)
Con 20 (+7)	**Int** 10 (+2)	**Cha** 11 (+2)

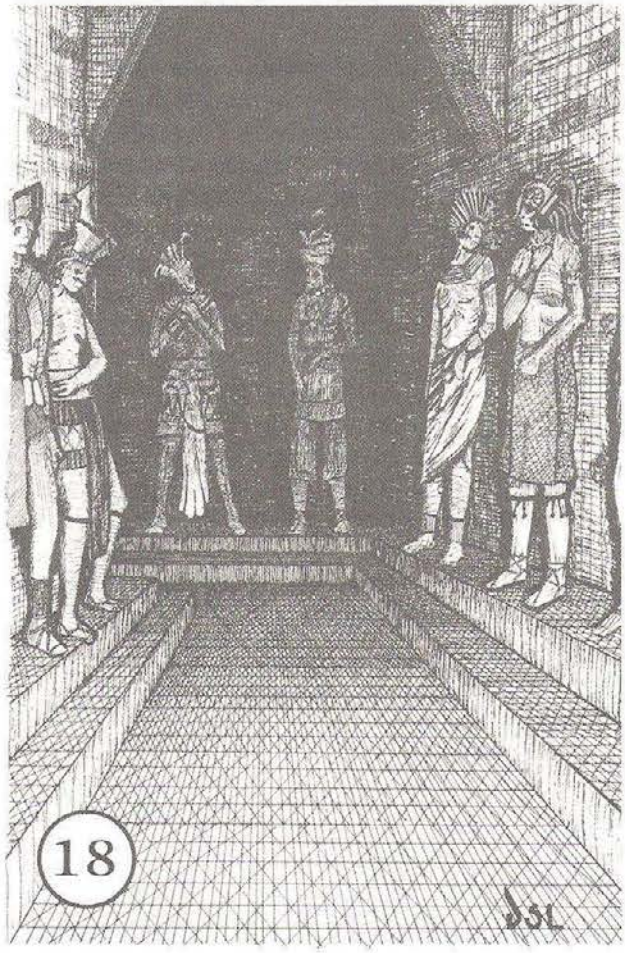
Alignment unaligned **Languages** –

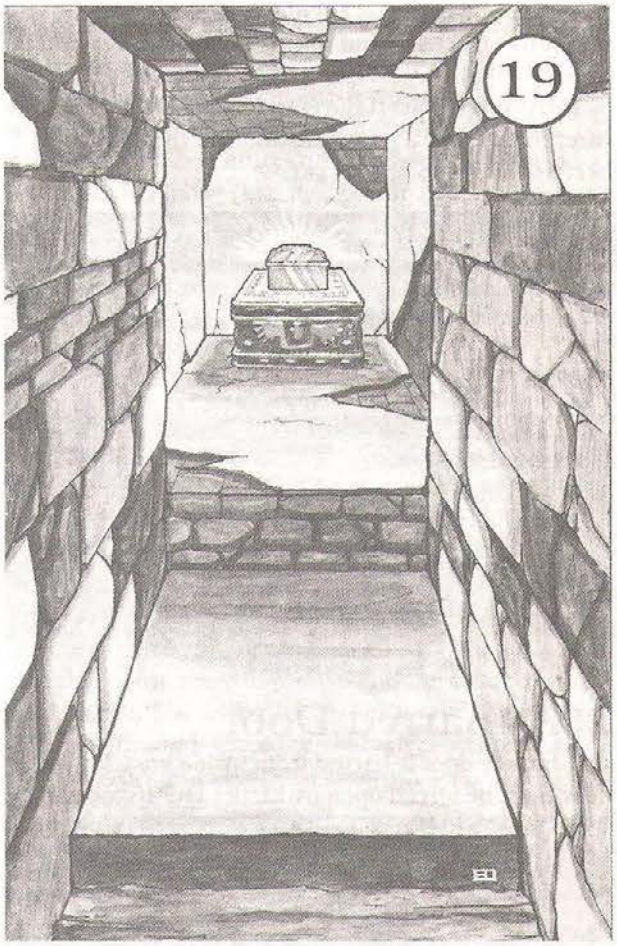
19. Silver Coffer

When the characters reach this corridor, read:
A short passage to your left ascends two wide steps and ends in a small alcove. Within the alcove, a coffer of untarnished silver rests upon a five-foot-tall stone pedestal.

The floor around the pedestal is part of a sliding floor pit trap. When a creature moves adjacent to the pedestal, the floor tilts downward, sending the creature, the pedestal, and the coffer into the pit. The trap must be manually reset and remains open after triggering.

Sliding Floor Pit	**Level 7 Trap**
Terrain	300 XP
Detect Perception DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
Slide to Spikes ✦ At-Will	
Trigger: A creature enters a square adjacent to the pedestal.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +10 vs. Reflex	
Hit: The target falls 40 feet to the bottom of a pit filled with spikes, taking 5d10 damage and falling prone.	
Effect: The false floor slides downward, and the pit is no longer hidden.	
Countermeasures	
✦ **Disable:** Thievery DC 23: *Success:* The floor is jammed open and the trap cannot attack.	





Poisonous Gas: If any character falls into the pit, each adventurer must make a saving throw because of the poisonous gas.

Treasure: The coffer is worth 100 gp.

20. Spirit Guard of Ayocuan

Both doors in this chamber are made from bronze. The door in the southern wall opens normally. See area 20A for the eastern door.

When the characters open either door, read:
This great chamber is filled with rubble and broken statues. Ranks of spearmen, supported by archers and warriors with clubs, once stood strong here, but now many are the victims of time and small cave-ins.

When the characters move far enough to see the northern area, read:
Peering between the broken statues lining an open area ahead, you see that they seem to be guarding a vaulted structure made of stucco.

The stucco structure is a sealed cairn. Breaking into it requires no check and releases Ayocuan, a very hungry wight.

Poisonous Gas: If the cairn is opened, each adventurer must make a saving throw after the combat because of the poisonous gas.

Ayocuan	**Level 8 Skirmisher**
Medium natural humanoid (undead), wight	XP 350
HP 88; **Bloodied** 44	**Initiative** +10
AC 22, **Fortitude** 21, **Reflex** 20, **Will** 19	**Perception** +3
Speed 7	Darkvision
Immune disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 radiant	
Standard Actions	
(+) **Claw** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 5 necrotic damage, the target loses a healing surge, and Ayocuan can shift up to 3 squares.	
Skills Stealth +13	
Str 20 (+9) **Dex** 18 (+8) **Wis** 8 (+3)	
Con 16 (+7) **Int** 12 (+5) **Cha** 17 (+7)	
Alignment evil **Languages** Olman	

20A. Barred Door

This bronze door is barred from inside area 20. The door must be forced open (Athletics DC 26) or broken (hp 100; AC/Reflex 8, Fortitude 15) to pass through it from the east.

21. Stone Block

A large stone block obstructs an intersection ahead, preventing passage. You can see corridors leading in two directions beyond it.

With some effort, the stone block can be shifted enough to allow characters to squeeze past it into either the corridor leading north or the one leading east. The corridor that the stone is shifted into is blocked and remains so unless the stone is shifted a second time from the opposite side. Shifting the stone requires four DC 23 Athletics checks or Dungeoneering checks. Up to two other characters can assist.

Poisonous Gas: If the characters get more than two failures before achieving four successes on these checks, each adventurer must make a saving throw because of the poisonous gas.

22. Chamber of the Nacehual

(Nah-SAY-wal: the achieved ones)

The first time the characters see into this room, read:

In the middle of this octagonal chamber are two stone divans, each with a human figure stretched out upon it—a middle-aged man and woman. A crystal flask and two crystal goblets are on a low stone table between the figures. Though perfectly preserved, the figures are dust-covered and apparently dead, since each is covered with a translucent, paper-thin snakeskin shroud.

The flasks look empty to casual observation, but if examined, one of them holds a silvery magical dust (Arcana DC 16). If the dust is mixed with any liquid, it creates a *potion of dreadful sleep.*

Potion of Dreadful Sleep	Level 12 Rare
This clear liquid is flecked with strange silvery flakes.	
Consumable: Potion	500 gp
Ageless Sleep (charm) ✦ **Consumable Utility** (Minor Action)	
Effect: You drink this potion and fall into a deep slumber. While in this slumber, you are unconscious and do not age, but are plagued by nightmares. This slumber can be ended only by a Remove Affliction ritual or similar effect.	

The two human bodies are living monks suspended in sleep by a variation of the potion that their psionic discipline allows them some control over. If either is disturbed in any way or the glass flask is touched, both monks awaken. The female monk is named Oxomoco, and she tries to communicate with the characters in Olman when she first wakes, saying, "You have ended our long rest. Repent or suffer my wrath." The male monk's name is Cipactonal, and he follows Oxomoco's lead.

If the characters apologize for the disruption (a DC 23 Bluff check or Diplomacy check), the monks allow the heroes to leave this chamber, for a price. Each monk requires 2,600 gp in valuables (or an equivalent value magic item), or both will attack.

2 Ancient Monks	Level 7 Elite Skirmisher
Medium natural humanoid	XP 600
HP 152; **Bloodied** 76	**Initiative** +10
AC 21, **Fortitude** 19, **Reflex** 20, **Will** 18	**Perception** +10
Speed 7	
Saving Throws +2; **Action Points** 1	
Standard Actions	
⊕ **Unarmed Strike** ✦ **At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 4 damage.	
⸸ **Fist Flurry** ✦ **At-Will**	
Effect: The monk uses *unarmed strike* three times.	
Move Actions	
Shifting Maneuver ✦ **At-Will**	
Effect: The monk shifts up to 3 squares.	
Minor Actions	
Stunning Strike ✦ **Recharge** when first bloodied	
Effect: The next time the monk hits with a melee attack before the end of this turn, the target is also stunned until the end of the monk's next turn.	
Skills Acrobatics +13, Athletics +12	
Str 18 (+7) **Dex** 20 (+8) **Wis** 14 (+5)	
Con 12 (+4) **Int** 10 (+3) **Cha** 16 (+6)	
Alignment evil **Languages** Olman, Supernal	

23. Triangular Pillar

When the characters enter the narrow corridor leading east, read.

A light flickers ahead of you, near a jog in the corridor. It turns the corner and moves away from you.

The light is a will-o'-wisp (see area 24). It is attempting to lure the characters into a sandbox trap in the next section of corridor. A character who makes a DC 16 Arcana check or a DC 23 Nature check recognizes the light as coming from a will-o'-wisp.

When the characters begin heading north in the wide corridor, they won't see the light, only a pit and a triangular block of stone beyond it with its apex pointing toward the pit. The pit is 10 feet deep and contains a litter of human and animal bones, but nothing of value.

23A. Strange Door

Any character who searches the triangular block and makes a DC 16 Perception check finds arc-shaped scratches on the floor and ceiling around the block. Pushing the block requires a DC 11 Athletics check that causes it to pivot (like a revolving door), creating an opening large enough for a Medium creature to squeeze through.

The will-o'-wisp can bypass the block without pushing it. It awaits, concealed, in area 24.

24. Sandbox

The will-o'-wisp is hidden in this corridor beyond an elaborate sandbox trap. The sandbox has a pair of timber walls that drop to trap the characters. When a creature steps on the trigger plate (the 2-square-by-2-square area south of the northern wall), each wall drops to the ground, sealing the area. Then sand starts pouring in through holes in the ceiling.

At that point, the will-o'-wisp and the sandbox trap roll initiative. The will-o'-wisp attacks while the sandbox fills with sand. Once the characters escape the sandbox, it becomes blocking terrain.

Sandbox Trap	Level 7 Trap
Object	300 XP
Detect Perception DC 23	**Initiative** +2
Immune attacks	
Triggered Actions	
Entrapping Timbers ✦ **Encounter**	
Trigger: A creature enters one of the trigger squares.	
Effect: Two timber walls drop from the ceiling, trapping creatures between the walls. The chamber then begins filling with sand. While trapped, a creature must make a DC 20 Endurance check at the end of its turn. On a failure, it loses a healing surge.	
Countermeasures	
✦ **Delay:** Thievery DC 23. *Success:* The sand holes are plugged for a short time, and creatures in the sandbox do not have to make Endurance checks for 1d4 rounds.	
✦ **Break:** The timber walls have hp 60, AC/Reflex 8, and Fortitude 15. Breaking through a wall allows all trapped characters to escape from the trapped area to the other side of that wall.	

Hungry Will-O'-Wisp	**Level 10 Lurker**
Small fey magical beast	XP 500
HP 55; **Bloodied** 27	**Initiative** +15
AC 22, **Fortitude** 19, **Reflex** 24, **Will** 22	**Perception** +11
Speed 0, fly 6 (hover; altitude limit 2)	Low-light vision

Traits

Insubstantial

A will-o'-wisp takes half damage from any damage source.

Standard Actions

⊕ **Glimmer Wisp** (radiant) ✦ **At-Will**

Attack: Melee 2 (one creature); +13 vs. Reflex

Hit: 3d6 + 6 radiant damage.

† **Spirit Drain** (psychic) ✦ **At-Will**

Attack: Melee 3 (one creature); +13 vs. Fortitude

Hit: 2d8 + 3 psychic damage, and the target is weakened (save ends). In addition, the will-o'-wisp gains a +4 power bonus to attack rolls until the end of its next turn.

← **Luring Glow** ✦ **At-Will**

Attack: Close burst 20 (one creature in the burst that is not blinded); +13 vs. Will

Hit: The target is pulled 3 squares and dazed (save ends).

Free Actions

Fey Light ✦ **At-Will**

Effect: A will-o'-wisp can give off light as a torch or extinguish this light. *Fey light* must be on for the will-o'-wisp to make any attack. When darkened, the will-o'-wisp has total concealment and can make a Stealth check to remain hidden.

Triggered Actions

Blink Out (teleportation) ✦ **At-Will**

Trigger: An attack misses the will-o'-wisp.

Effect (Immediate Interrupt): The will-o'-wisp teleports up to 5 squares and extinguishes its fey light.

Skills Stealth +16

Str 4 (+2)	**Dex** 22 (+11)	**Wis** 12 (+6)
Con 13 (+6)	**Int** 8 (+4)	**Cha** 18 (+9)

Alignment evil **Languages** Elven

The will-o'-wisp hides beyond the trap on the side opposite where the characters come from (make a Stealth check for it). Once the trap triggers, the will-o'-wisp uses *spirit drain* on any character within range, targeting anyone attempting to break through one of the timber walls as long as it is adjacent to that wall. It uses *luring glow* to draw an enemy near it.

Poisonous Gas: If the characters escape from the sandbox trap into the southern corridor instead of the northern one, each adventurer must make a saving throw because of the poisonous gas.

25. Nest of Warriors

When the characters enter this room from any direction, read:

A bitter reek assails your senses. The chamber beyond contains piles of rubbish and offal, among which ghostly lanterns move about the floor. You quickly realize that the lanterns are actually strange glowing glands on the abdomens of large beetles crawling about.

These ghostlight beetles are kin to the fire beetle. They are not aggressive unless threatened or their breeding piles are disturbed. The beetles provide dim light throughout the room.

13 Ghostlight Beetles	**Level 6 Minion Brute**
Small natural beast	XP 63
HP 1; a missed attack never damages a minion.	**Initiative** +5
AC 18, **Fortitude** 18, **Reflex** 17, **Will** 16	**Perception** +4
Speed 6	

Standard Actions

⊕ **Bite** ✦ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 7 damage.

Str 17 (+6)	**Dex** 15 (+5)	**Wis** 13 (+4)
Con 15 (+5)	**Int** 4 (+0)	**Cha** 11 (+3)

Alignment unaligned **Languages** –

Poisonous Gas: If the characters attack the beetles, each adventurer must make a saving throw after the combat because of the poisonous gas.

Treasure: If any characters thoroughly search the room, which takes 10 minutes, a DC 23 Perception check reveals silver and gold coins worth 100 gp, and a +2 *vicious dagger.*

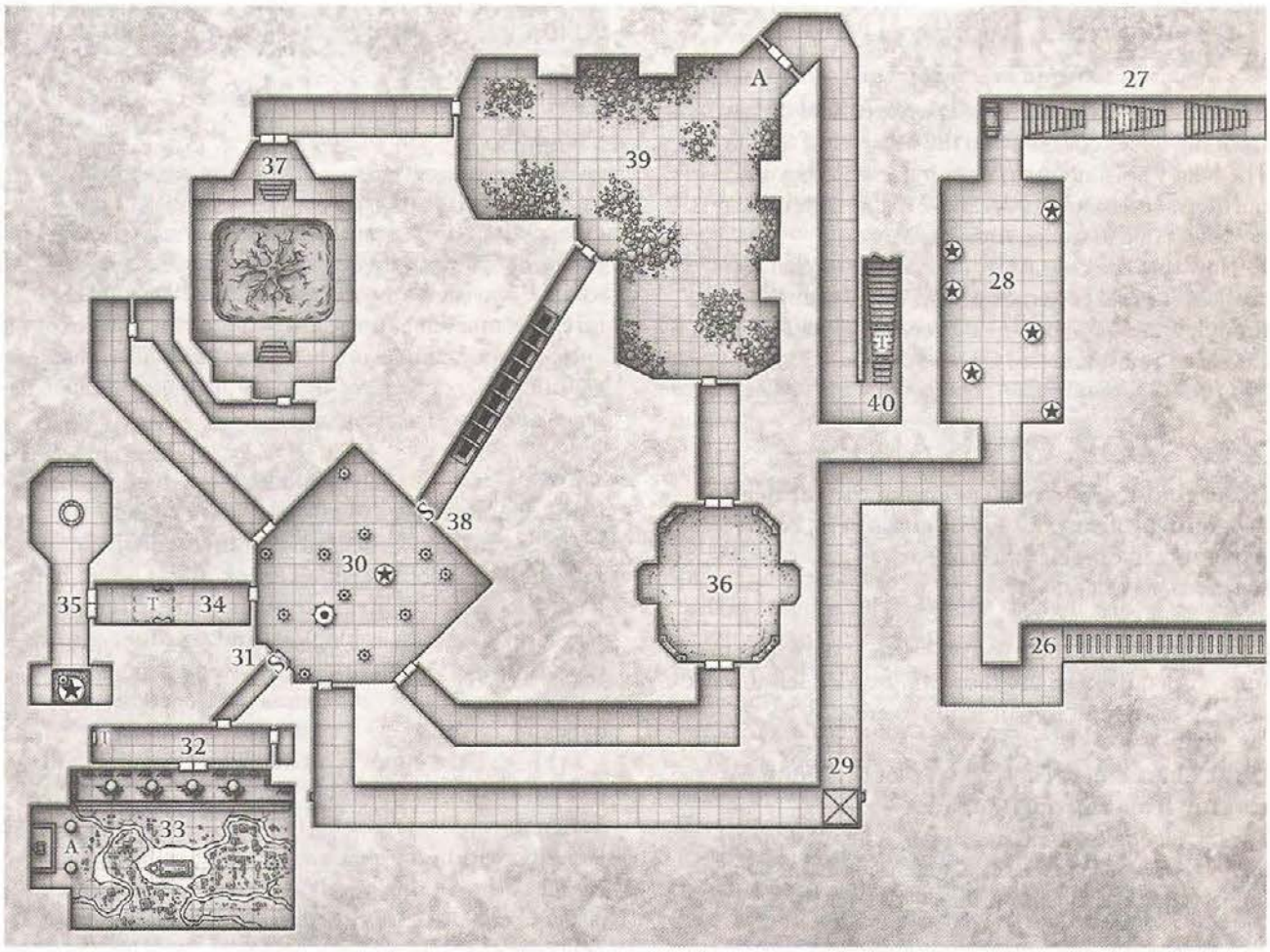
26. Bottom of Ramp

If the characters enter this corridor from the south, read:

After squeezing past the stone block, you are in a passageway that slopes upward ahead of you. Stone cylinders are set in the floor at 2-foot intervals.

The stone cylinders are rollers that were used during the construction of the complex. They're not slippery but can't be moved across quickly: A character who moves more than half speed on the ramp must make a DC 16 Acrobatics check. On a failed check, the character falls prone and slides 3 squares down the slope (to the south).

When the characters arrive at the top of the ramp, go to the description of area 26 in the first tier on the following page.



27. Bottom of Stairs

If the characters enter this corridor from the south, read:

The passage ahead of you is one long set of stairs leading upward, interrupted by small landings every few feet.

The squares that contain stairs are difficult terrain for creatures ascending the corridor. This area is not perilous until a character enters one of the trigger squares shown on the map. On its turn, a millstone is released from the top of the stairs and begins rolling down the stairway. The millstone is 2 squares wide and 1 square deep, and it must move forward. It moves 8 squares during its turn. It stops moving when it crashes into the doorway leading to area 25.

When a creature enters the millstone's square or when the millstone enters a creature's square, the trap makes an attack against that creature.

Millstone Trap	**Level 7 Trap**
Object	300 XP
Detect Perception DC 23	**Initiative** +9
Immune attacks	

Standard Actions

Rolling Millstone ✦ Encounter

Attack: Melee 0 (one creature in the millstone's square); +10 vs. Reflex

Hit: 2d10 + 9 damage, and the target falls prone.

Countermeasures

✦ **Disable:** Thievery DC 23. *Success:* The pressure plate is disabled, and the trap cannot attack.

✦ **Leap Away:** Acrobatics DC 23. *Success:* As an immediate interrupt, a character who has training in Acrobatics can attempt to leap over the millstone when it hits, avoiding damage.

First Tier

Beyond areas 21 and 25, two passages lead upward from the lower chambers to the first tier of the shrine. The heavy poisonous gas does not extend beyond the northern ends of areas 26 and 27, and the characters no longer take damage from exposure.

Now that the characters can take extended rests without harm, keep track of how many they take—the final fight atop the pyramid becomes harder with each extended rest taken (see area 54).

26. Top of Ramp

If the characters reach the top of the ramp after ascending it from the lower chambers, read:
At the top of the incline, you breathe clean air for the first time in a long while.

Continuing along their path takes the characters to a T intersection from where they can proceed left toward area 29 or right in the direction of area 28.

If the characters reach the top of the ramp by coming from the north, read:
The corridor descends in front of you. A line of stone cylinders is embedded in the floor, and the air in this sloping tunnel is cloudy and foul-smelling.

If the characters move down the slope, see the details in "26. Bottom of Ramp" on the previous page.

27. Top of Stairs

If the characters reach the top of the stairs after ascending from the lower chambers, read:
At the top of the incline, you breathe clean air for the first time in a long while.

When the characters approach area 28, refer to the following page.

If the characters reach the top of the stairs by coming from the west, read:
You step around a large stone cylinder and look to the right, where a series of stairways leads downward. The air in this sloping corridor is cloudy and foul-smelling.

It's possible for the characters to set off the millstone trap (see the previous page) by entering one of the trigger squares from this side.

28. Arc of Nanahuatcin

(Na-na-WA-zen: the pimply one)

When the characters enter this chamber from either direction, read:
This wide hallway is vaulted, spacious, and strangely scoured. Though the room is not pristine—thanks to the ravages of time—there are scorch marks on the walls, as of ancient flames. Statues of a half-dozen baboonlike creatures, all realistically crafted, are randomly distributed around the room; some have fallen and chipped.

This hall is the lair of a beholder, trapped and bound to the chamber to serve as a guardian. A character searching around either hall entrance who makes a successful DC 23 Perception check finds Olman hieroglyphs scribed into the stone walls. A DC 23 Arcana check reveals them as magical binding runes of some type. A character can disable the runes around both entrances with a DC 16 Arcana check or Thievery check.

Although the runes bind the beholder to the hall, its eye ray attacks can affect targets outside the area. When the characters enter the room, the beholder is hiding within the shadows near the ceiling in the center of the southern wall. A character who makes a successful DC 19 Perception check can detect the beholder's presence.

When someone detects the beholder or at least half the characters are in the room, read:
Ahead, something spherical floats down from the shadowy ceiling of this place. It has a central eye and nearly a dozen tentacles growing out of its body. Each of the writhing tentacles ends in a smaller eye. As it flies nearer, it begins speaking as though trying to communicate.

Have the characters roll initiative, and do the same for the beholder. The beholder is Nanahuatcin, or at least that's what the Olman called it. Over the centuries, it has forgotten its own name. It enters combat without hesitation, but as it fights, it remains open to discussion with the characters, especially if the dialogue involves freeing the beholder from this hall. If any character tries to talk to it, he or she can make a DC 16 Diplomacy check as a standard action to start a conversation during the fight.

Disabling the Olman binding hieroglyphs at each exit frees Nanahuatcin, but as soon as the beholder leaves the room, it crumbles to dust. The binding magic also preserved its life.

Nanahuatcin **Level 9 Solo Artillery**
Large aberrant magical beast, beholder XP 2,000

HP 392; **Bloodied** 196 **Initiative** +9
AC 23, **Fortitude** 21, **Reflex** 22, **Will** 22 **Perception** +11
Speed 0, fly 4 (hover) All-around vision, darkvision
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking Nanahuatcin.

Standard Actions

Bite ✦ At-Will
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 8 damage.

Eye Rays ✦ At-Will
Effect: Nanahuatcin uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.

1. *Charm Ray* (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.
2. *Wounding Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.
3. *Sleep Ray* (charm): Ranged 10; +14 vs. Will; the target is immobilized (save ends). *First Failed Saving Throw:* The target is knocked unconscious instead of immobilized (save ends).
4. *Telekinesis Ray*: Ranged 10; +14 vs. Fortitude; Nanahuatcin slides the target up to 4 squares.
5. *Slowing Ray* (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).
6. *Brilliant Ray* (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).
7. *Terror Ray* (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage, and Nanahuatcin pushes the target its speed.
8. *Petrifying Ray*: Ranged 10; +14 vs. Fortitude; the target is petrified (save ends). *Aftereffect:* The target is immobilized (save ends).
9. *Death Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends). *First Failed Saving Throw:* The target is dazed and weakened (save ends both); *Second Failed Saving Throw:* The target dies.
10. *Disintegrating Ray*: Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).

Eye Ray Frenzy ✦ Recharge ⚃
Requirement: Nanahuatcin must be bloodied.
Effect: As *eye rays* above, except Nanahuatcin makes three eye ray attacks.

Minor Actions

Central Eye ✦ At-Will (1/round)
Attack: Close blast 5 (enemies in the blast); +12 vs. Will
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

Triggered Actions

Random Eye Ray ✦ At-Will
Trigger: Nanahuatcin is conscious and an enemy starts its turn within 5 squares of it.
Effect (No Action): Nanahuatcin uses one random eye ray against the triggering enemy.

Str 18 (+8)	**Dex** 20 (+9)	**Wis** 15 (+6)
Con 18 (+8)	**Int** 19 (+9)	**Cha** 20 (+9)

Alignment evil **Languages** Deep Speech, Olman

29. Tomb of Pelota

The first time the characters approach the squares marked X, read:
As you come upon a turn in the passageway, you notice line drawings on the walls. The drawings depict a game, where players attempt to get a ball through stone goals. Other drawings show priests killing some of the players with ceremonial daggers.

Ahead, where the corridor turns right, is a capstone in the floor. It fills the entire corner of the corridor but is only a hand-length in height above the floor. On the wall to your left above the capstone is a small niche carved into the wall in a spherical shape.

Pelota was a favorite game of the Olman. It pitted a dangerous magic ball against a team of warriors. During a game, the ball would seek to move itself into its goal, while the players attempted to move the ball into their goal. Each time the ball scored a goal, a warrior from the opposing team was sacrificed to the vampire god Zotzilaha. To win, the warriors needed to score only once. The drawings and hieroglyphs on the wall explain the rules and importance of the game.

The north-south corridor is a pelota run. Ball-sized niches in both the north and south walls of the run serve as goals.

Any character who makes a successful DC 16 Perception check while examining the capstone notices dust-covered Olman hieroglyphs on the stone. They read, "Dare not open this pit, lest you meet the challenge of the game." The capstone can be removed easily.

When the capstone is removed, read:
The stone covers a shallow pit. At the bottom of the pit are the skeletal remains of a human. Lying among the remains are some carved pieces of jade, a jade plaque, and a glistening black ball the size of a melon.

When a character interacts with the ball or tries to pick it up, read:
The ball is cold, stealing the warmth of the air around it. It is crafted from a strange, glistening, black leather material. Looking at it makes you dizzy and hurts your mind. It then lurches into the air, like a living thing.

If any character tries to touch the ball, he or she takes 1d10 + 5 necrotic damage. The ball's yielding but impenetrable material comes from a creature of the Far Realm, and it fuels the magical effect of the ball.

The ball flies into the air and begins a pelota game against the players, whether they want to play or not. Its goal is the northern niche, and the characters' goal is the southern niche. Have the characters roll initiative. The ball goes on an initiative count 1 higher than the highest initiative among the characters.

When the ball moves into its goal, one random character dies and the game starts again, with the ball reappearing at the center of the run.

If the characters make a goal, the ball disappears (returning to the Far Realm), and the game ends.

Pelota Ball — **Level 7 Trap**
Tiny object — 300 XP

Detect Arcana DC 16 to realize that the ball deals necrotic damage to any creature in its space — **Initiative** special
AC 22, **Fortitude** 18, **Reflex** 22, **Will** –
Immune damage, all conditions
Speed 0, fly 4 (hover)

Traits

Ricochet Propulsion
To move on its own, the pelota ball must propel itself by bouncing off the opposing walls of the corridor. As such, it always moves in a zigzag path on its turn, ricocheting off one wall toward the other one. It does not provoke opportunity attacks with this movement.

Forced Rebound
The ball can be attacked with a melee attack or a force attack. A hit deals no damage to the ball but enables the attacker to slide the ball up to 4 squares. On a critical hit, the slide can be up to 8 squares.

Triggered Actions

Deadly Ricochet (necrotic) ✦ **At-Will**
Trigger (No Action): The ball enters a creature's space.
Effect: The creature takes 1d10 + 5 necrotic damage.

Countermeasures

✦ **Duck:** Acrobatics DC 23. *Success:* A character who would have taken damage from the ball's *deadly ricochet* instead manages to avoid that instance of damage.

Treasure: When the characters win the game, a small secret compartment opens in the northern goal (Perception DC 28 to notice it otherwise). It contains a fishskin pouch with four pearls each worth 100 gp and a *whistle of the wind*.

Whistle of the Wind — Level 5 Uncommon

Made of an eagle bone with feather decorations, this whistle grants the power of flight.

Wondrous Item 1,000 gp

Property
Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

Ride the Wind ✦ **Encounter Utility** (Standard Action)
Effect: Until the end of this turn, you can fly up to 8 squares as a move action, but you must end the move on solid ground or fall.

30. Guardian Beast

When the characters enter this room for the first time, read:

This six-sided chamber is devoted to cats. The far wall to your right is carved to resemble the snarling face of a hollow-eyed tiger. At the center of the room is a mummified tiger, posed as if on guard. Squaring off against the tiger from a short distance, near the wall with the tiger carving, is a stone statue of a man with a jaguar head holding a spear. Scattered throughout the room are other stuffed and mummified felines, none much larger than a farm cat.

In the center of the wall to your left, a stone sculpture is set in the wall above an altar. On either side of you are other doorways that exit the chamber.

Werejaguar Guardian — **Level 7 Elite Skirmisher**
Medium natural (shapechanger), human — XP 600

HP 154; **Bloodied** 77 — **Initiative** +13
AC 21, **Fortitude** 19, **Reflex** 22, **Will** 17 — **Perception** +6
Speed 7 (8 in jaguar form) — Darkvision
Saving Throws +2; **Action Points** 1

Traits

Regeneration
The werejaguar regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the werejaguar takes damage from a silvered weapon, its regeneration does not function on its next turn.

Easily Petrified
The werejaguar takes a -5 penalty to saving throws against petrifying effects.

Standard Actions

⊕ **Spear** (weapon) ✦ **At-Will**
Requirement: The werejaguar must be in human or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 3d6 + 5 damage.

⊕ **Bite** (disease) ✦ **At-Will** (1/round)
Requirement: The werejaguar must be in jaguar or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d10 + 4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the werejaguar curse of vengeance (stage 1).

† **Stab and Chew** ✦ **At-Will**
Requirement: The werejaguar must be in hybrid form and cannot use this power during the same turn it uses *biting stride*, unless it spends an action point.
Effect: The werejaguar uses *spear* and *bite*.

Move Actions

Biting Stride ✦ **At-Will**
Requirement: The werejaguar must be in jaguar or hybrid form.
Effect: The werejaguar moves up to half its speed. Once during the move, if an enemy hits it with an opportunity attack, it can use *bite* against the attacker as a free action.

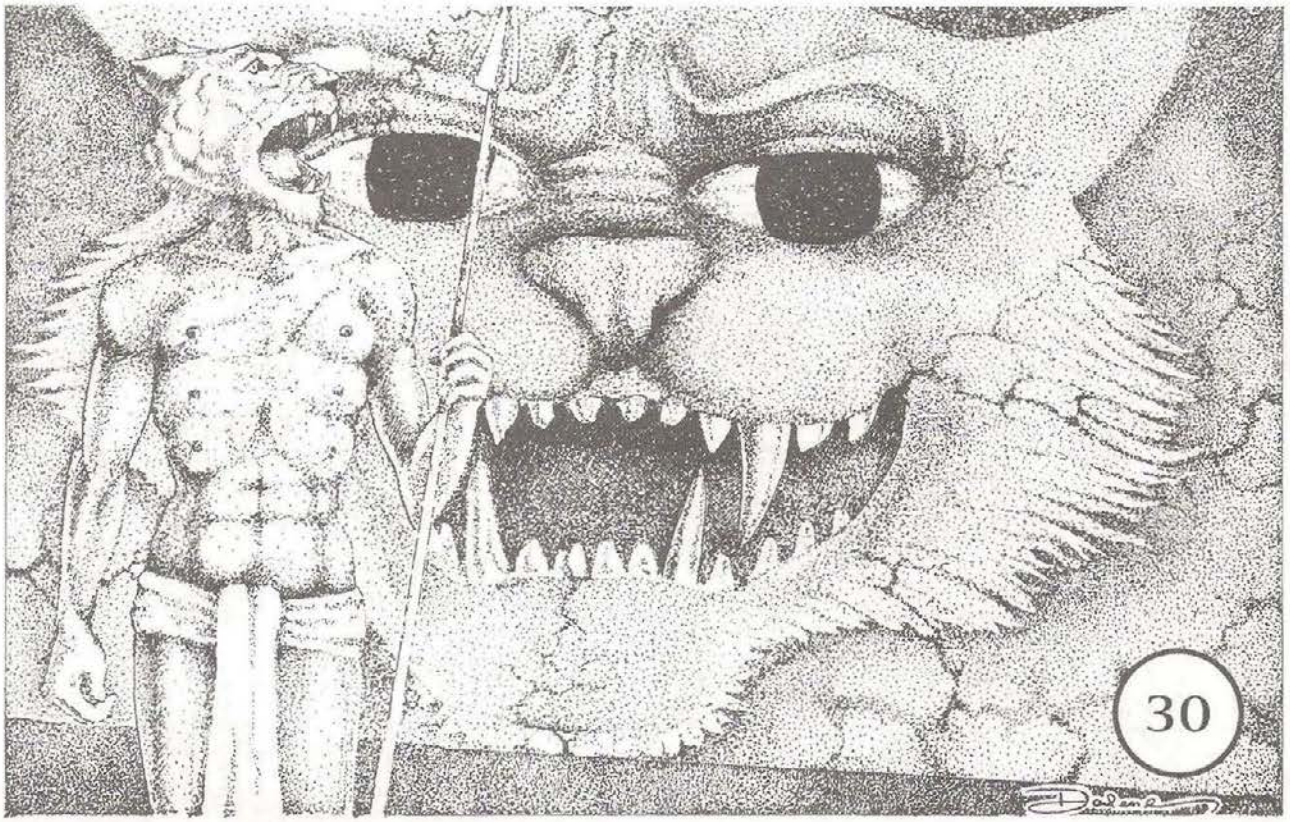
Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The werejaguar alters its physical form to appear as a Medium jaguar, a unique human, or a hybrid.

Skills Acrobatics +16, Athletics +13, Nature +11

Str 20 (+8)	**Dex** 27 (+11)	**Wis** 16 (+6)
Con 13 (+4)	**Int** 10 (+3)	**Cha** 11 (+3)

Alignment evil — **Languages** Olman



The statue is a petrified werejaguar. Unlike most petrified creatures, it has remained aware, witnessing the passage of time in an unchanging room for centuries, while becoming quite insane. It can return to flesh only if a creature touches it or one of the mummified cats in this room.

When a character touches one of the cats or the statue, read:
Suddenly, the statue comes to life with a snarl. It turns toward the closest intruder and brandishes its spear.

Werejaguar Curse of Vengeance	Level 6 Disease
This lycanthropic affliction shatters the will and creates a delusional lust for vengeance.	

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target takes a -2 penalty to Will.
Stage 2: While affected by stage 2, whenever the target makes an attack, it must attack the creature that attacked it most recently since its last turn.
Stage 3: While affected by stage 3, if the target took damage since its last turn, it must make a melee basic attack during its turn. If other creatures (including allies) are adjacent to the target when it makes this melee basic attack, it randomly chooses one of those creatures as the target of its attack.
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
11 or Lower: The stage of the disease increases by 1.
12-15: No change.
16 or Higher: The stage of the disease decreases by 1.

Tactics

The werejaguar, in hybrid form, tries to concentrate its attacks on the character closest to it.

Features of the Area

Altar: Resting on the altar behind a jade cat statue is a silvered +2 *magic dagger*. The cat statue is worth 100 gp. Any character who moves adjacent to the altar can see the dagger behind the statue.

Stuffed Cats: The mummified tiger is represented by a large stuffed animal symbol. It is blocking terrain and provides partial cover.

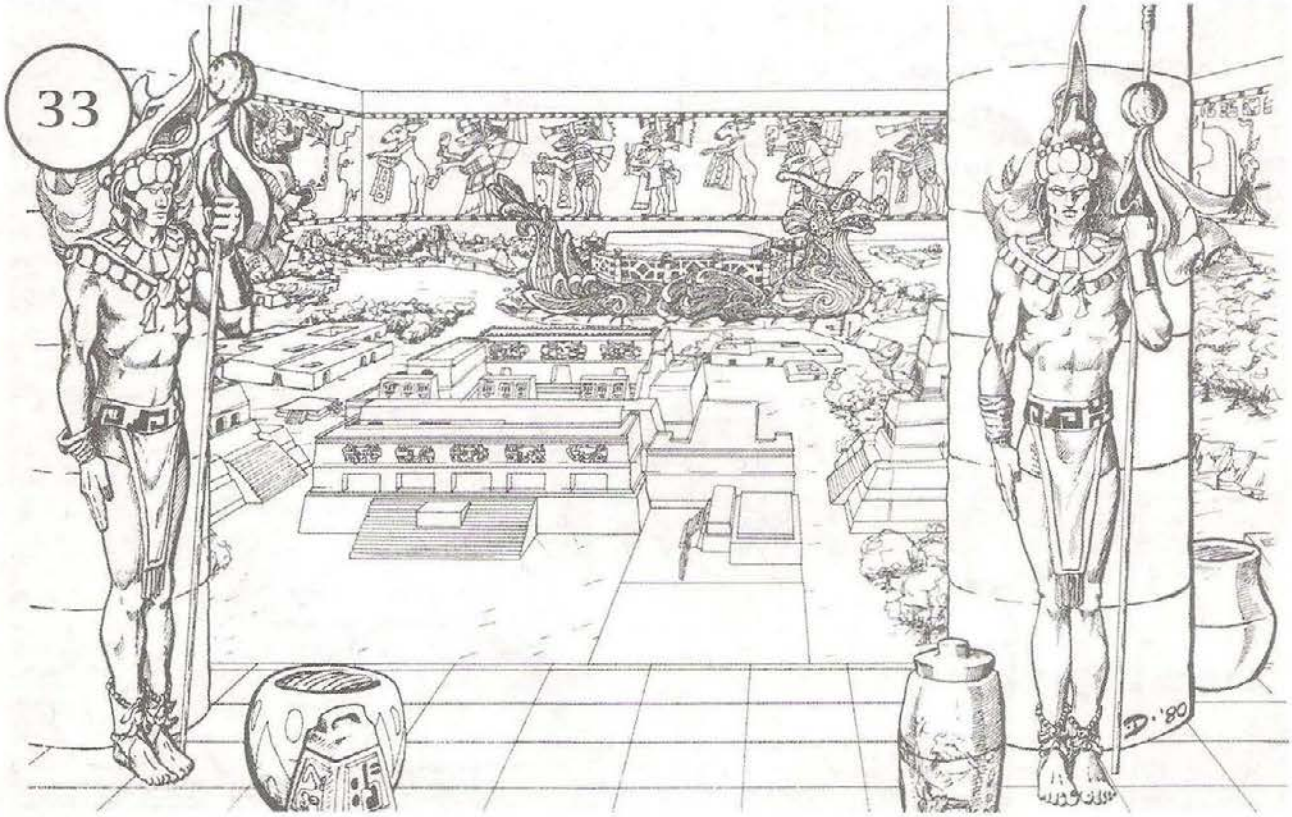
The smaller symbols are the other stuffed cats. The squares they occupy are difficult terrain. Characters can move into or through these squares without touching the cats.

Secret Doors: See areas 31 and 38 for details of these passageways.

31. Calendar Stone

When a character stands before the altar for the first time, read:
A large limestone wheel with a sun carved into its center and adorned with numerous hieroglyphs hangs on the wall above the stone altar.

The wheel is a calendar stone. A character investigating it who makes a DC 16 Perception check detects the



secret door and opens it by pushing on the sun carving. The doorway leads into a narrow tunnel that is only wide enough for a Medium or smaller creature to squeeze through.

32. Portal to Death

When a character enters this area for the first time, read:

The door at the end of the crawlspace opens into a corridor with three exits: a pair of double doors in front of you, and a single door at each end of the hallway.

A gold disk seals the double doors. The door to the right is carved with the figure of a bear holding an obsidian disk. The left door is made from bronze and bears a carving of a snake eating its own tail.

The door to the north is a false door that is trapped. A creature that tries to open the door triggers the obsidian disk trap, which releases a psychic blast.

Obsidian Disk	**Level 7 Elite Trap**
Object	600 XP
Detect Arcana DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
✧ **Nullifying Blast** ✦ **At-Will**	
Trigger: A creature tries to open the false door.	
Attack (Opportunity Action): Close blast 3 (creatures in the blast); +8 vs. Will	
Hit: 2d10 + 9 psychic damage, and the target is immobilized and takes ongoing 10 psychic damage (save ends both).	
Countermeasures	
✦ **Disable:** Arcana or Thievery DC 23. *Failure (18 or lower):* The trap is triggered and attacks.	

The door to the south is stuck (Athletics DC 16 to open). Beyond it is a small alcove that has been enchanted with a one-way teleportation feature. This feature is detectable by a creature that succeeds on a DC 23 Arcana check while adjacent to the alcove. Any creature that enters the alcove is teleported to area 15 (the Great Hall), arriving through one of the murals, and must immediately make a saving throw because of the poisonous gas.

The double doors are warded with a golden seal across their center. A character examining the seal who makes a DC 16 Arcana check determines that it bars the passage of aberrant creatures. (An aberrant creature cannot enter a space adjacent to the double doors until the seal is broken.) Olman hieroglyphs on the seal read, "Beware! Beyond this door is death!" Opening the doors breaks the seal.

33. Ancient Tamoachan

(Tah-mo-AH-chan: the home sought after)

When the characters open the doors, read:
A pillared landing overlooks a great chamber that holds a gigantic model of a city—most likely the vine-choked ruin sprawling somewhere above you.

When they can see the center of the large chamber, read:
In the center of the model, three rivers meet to form a lake. Atop that lake is a tarnished copper dragon ship bearing a human-sized copper coffin.

When a creature enters any of the landing squares (between the doors and the steps), a fiery floor trap is triggered, releasing a gout of fire in that square that continues to burn.

A character who makes a successful DC 18 Perception check or Arcana check detects runes engraved into the dust-covered squares in this area.

Fiery Floor Trap	**Level 10 Trap**
Terrain	500 XP

Detect Arcana DC 18
Immune attacks

Triggered Actions

Wall of Flame (fire, zone) ✦ **At-Will**
Trigger: A creature enters one of the landing squares.
Attack (Immediate Reaction): Melee 0 (one creature); +13 vs. Reflex
Hit: 2d6 + 6 fire damage, and ongoing 5 fire damage (save ends).
Effect: The square becomes a zone that lasts for 5 minutes. Whenever a creature enters the zone or ends its turn there, it takes ongoing 10 fire damage (save ends).

Countermeasures

✦ **Disable:** Arcana or Thievery DC 18. *Success:* The magic runes in one square are disrupted and stop functioning for 5 minutes.

This chamber is the tomb of Tlacaelel (Tlah-kah-AYL-ayl), a powerful Olman priest-king, and the protection of this tomb is the true reason for most of the deadly traps and precautions placed within the shrine. Tlacaelel is an ancient and powerful doppelganger from the Far Realm, though the Olman people didn't immediately discover this truth. Out of reverence for Tlacaelel's power, and in response to its grave transgressions against them, the Olman entombed Tlacaelel in this vault.

As soon as the characters are within 2 squares of the coffin, long-sleeping Tlacaelel wakes and scans the characters' minds (undetected), then takes the form of someone the characters recognize (such as a comrade who has died in the shrine) and attempts to join the characters.

The first time a character moves to within 2 squares of the coffin, read:
The lid of the coffin opens and falls away. Emerging from the opening is someone you thought you might never see again. His eyes flare in recognition, and he begins to communicate.

Adjust this read-aloud text as needed so that the doppelganger looks and acts like a certain person the characters all know.

Tlacaelel	**Level 8 Solo Lurker**
Medium aberrant humanoid (shapechanger)	XP 1,750

HP 360; **Bloodied** 180 — **Initiative** +14
AC 23, **Fortitude** 18, **Reflex** 20, **Will** 21 — **Perception** +10
Speed 6
Vulnerable 5 fire
Saving Throws +5; **Action Points** 2

Traits

Thought Scan ✦ **Aura** 5
Tlacaelel knows the surface thoughts of all creatures in the aura. It gains a +5 power bonus to Bluff checks and Insight checks against any creature in the aura, and all creatures in the aura grant combat advantage to Tlacaelel.

Combat Advantage
Tlacaelel deals 2d6 extra damage against any creature granting combat advantage to it.

Standard Actions

Swordlike Appendage (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage.

Flurry of Strange Blades ✦ **At-Will**
Effect: Tlacaelel uses *swordlike appendage* four times, making the attacks against two or more different targets.

Cloud Mind (charm) ✦ **Recharge** ⚁ ⚀
Attack: Close burst 5 (enemies in the burst); +11 vs. Will
Hit: Tlacaelel is invisible to the target until Tlacaelel attacks or is hit by an attack.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: Tlacaelel alters its physical form to appear as a Medium humanoid until it uses *change shape* again or until it drops to 0 hit points. It can assume a specific individual's form whose thoughts it has learned by using *thought scan*. Other creatures can make a DC 29 Insight check to discern that the form is a disguise.

Skills Bluff +17, Insight +12, Stealth +15

Str 12 (+5)	**Dex** 22 (+10)	**Wis** 12 (+5)
Con 18 (+8)	**Int** 13 (+5)	**Cha** 23 (+10)

Alignment evil — **Languages** all

Tactics

Unlike doppelgangers from the natural world, Tlacaelel can read the minds of living creatures, taking thought and form from its would-be victims.

Tlacaelel tries to convince the characters that it is the person it looks like. Failing that, it demands that the characters help release it. If they refuse to do that, it takes its true form as a gray featureless humanoid and attacks. It stays away from the landing (and the fiery floor trap) if at all possible.

Features of the Area

City Model and Dragon Ship: Most of the squares west of the landing are uneven due to the buildings of the model and are difficult terrain. The lake squares are harmless clear terrain. The dragon ship (represented by the image in the lake at the center of the city model) provides partial cover.

Pillars: The pillars on the landing and in the larger chamber provide partial cover.

Treasure: Three of the buildings that make up the cityscape are cunningly shaped treasure chests (Perception DC 23 to locate and identify a single chest). The chests can't be removed from the model, but each one's hinged top can be opened easily after that chest has been identified. Place each chest in a difficult terrain square of your choosing and reveal their contents in the following order as each is opened.

Either of the trapped chests can be identified as such by a character who makes a DC 16 Thievery check. A second DC 16 Thievery check disables the trap on that chest.

Chest 1: The chest holds eight pieces of jade, two pearls, and five bits of turquoise, each worth 50 gp.

Chest 2: The chest is trapped with a poisoned needle. The trap makes the following attack against the first creature to press the top: Melee 1 (one creature); +12 vs. Reflex; 1d6 + 4 damage, and ongoing 10 poison damage (save ends). The chest holds five golden bracelets, each worth 100 gp.

Chest 3: The chest is trapped with a dart trap. The trap makes the following attack when the top is opened: Close blast 3 (creatures in the blast); +12 vs. Reflex; 2d6 + 4 damage. The chest holds five gold and turquoise necklaces, each worth 200 gp.

A. Heartless Boy

The first time a character moves onto the stairs leading into the large chamber, read:

To your right, inside a nook, a small, shriveled figure lies curled on a stone seat. Various small trinkets are scattered at its feet between a pair of pillars.

The body is that of a young man sacrificed as part of the ritual that bound Tlacaelel to this chamber. The victim's heart was ripped from his chest, as the desiccated remains dramatically indicate. The various trinkets are worth a total of 120 gp. One of the items, a small silver statue of a handmaiden dressed in feathers (worth 20 gp), has a minor curse on it. A character who succeeds on a DC 23 Arcana check while examining it discerns that the item is cursed. Any character who carries it treats all enemies as having +4 to all defenses for as long as that character continues to possess it.

34. Guardians Bar the Way

When the characters move into this corridor, read:

This passage ends at a set of bronze double doors bearing the engraved face of a jaguar god. Images of warriors holding hatchet-headed polearms standing in profile are carved into each wall a short distance from the doors.

When a creature enters one of the four pressure plate squares in the corridor, two warrior constructs carved into the walls across from each other activate. Each construct emerges partially from the wall and uses *death swing*. After the initial attack, or after a failed disable attempt, the constructs begin combat with the characters.

Each construct goes on an initiative count 1 higher than the highest initiative among the characters. After the trap is triggered, each construct uses *death swing* as a standard action on each of its turns. The constructs cannot move away from the locations where they are attached to the wall.

Construct Polearm Swipe	**Level 9 Trap**
Object	400 XP

Detect Perception DC 25 to detect the pressure plates; Arcana DC 25 to notice that two of the carved images are infused with necrotic energy **Initiative** special
HP 60 (each construct)
AC 20, **Fortitude** 22, **Reflex** 16, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Triggered Actions

Death Swing (necrotic) ✦ **At-Will**
Trigger: A creature enters one of the trapped squares.
Attack (Opportunity Action): Melee 2 (triggering creature); +12 vs. Reflex
Hit: 2d10 + 9 damage, and the target is immobilized and takes ongoing 10 necrotic damage (save ends both).
Effect: The constructs begin combat.

Standard Actions

Death Swing (necrotic) ✦ **At-Will**
Attack: Melee 2 (one creature); +12 vs. Reflex
Hit: 2d10 + 9 damage, and the target is immobilized and takes ongoing 10 necrotic damage (save ends both).

Countermeasures

✦ **Disable (pressure plate):** Thievery DC 17. *Success:* The pressure plate squares are jammed, and the trap cannot attack. *Failure:* Each construct uses *death swing* against the character who failed and then begins combat.
✦ **Disable (statue):** Thievery DC 25 as a standard action. *Success:* One construct is disabled. *Failure:* Each construct uses *death swing* against the character who failed the check and then begins combat.
✦ **Destroy:** If a construct drops below 1 hit point, it no longer attacks.

35. Xipe's Audience Chamber

When the characters open the doors and move into this area, read:

You feel a warm rush of fetid air. The area beyond glows red like a forge. Flayed human skins are tacked on the wall opposite the doorway, forming a single gruesome tapestry. A large cat-o-nine-tails hangs on the wall beside the tapestry.

This is the lair of Xipe, a young oni whose ancestors were worshiped by the Olman. These chambers are his ancestors' shrine, and he was taught never to open the doors. He gains access to the chamber through a small flue in the ceiling that leads to the surface. When the characters enter this area, Xipe is on the surface a short distance away from this access shaft and is not immediately aware of their presence.

When the characters can see into the area to the left, read:

The end of the chamber widens to accommodate a statue. An ogrelike figure outfitted in flayed skins and a skull necklace towers to the ceiling. It has a mouth seemingly wide enough to swallow a horse whole. Inside the mouth, a black jungle cat sits in repose. A pit filled with burning coals emits smoke near the statue's base.

When the characters can see into the area to the right, read:

The corridor widens into an oval chamber with highly polished walls. A blackened mirror with a richly ornamented frame hangs on the far wall, and an intricately carved well is set into the floor at the chamber's heart. Reddish light emanates from within the well.

The ogrelike statue is Xipe's ancestor, who did indeed have a mouth big enough to swallow a horse. Lounging inside the mouth is Xipe's pet panther. It ignores the characters unless Xipe commands it to attack, or it is attacked.

If the well water is disturbed, light shoots upward from it, passing through the flue in the ceiling and up the shaft to the sky above. If Xipe sees the burst of light or hears his panther snarling in combat, he returns to the chamber in 1 round and begins combat. He does not tolerate intruders, and he calls to his panther to help him attack them.

Xipe — **Level 8 Elite Controller**
Large natural humanoid, oni — XP 700

HP 180; **Bloodied** 90 — **Initiative** +7
AC 22, **Fortitude** 21, **Reflex** 19, **Will** 20 — **Perception** +5
Speed 8, fly 4 (clumsy) — Darkvision
Saving Throws +2; **Action Points** 1

Standard Actions

⊕ **Claw** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage, and Xipe can push the target 1 square.

† **Double Claw** ✦ **At-Will**
Effect: Xipe uses *claw* twice, making each attack against a different target.

⇲ **Hypnotic Breath** (charm, sleep) ✦ **Recharge** when Xipe hits two different creatures with one use of *double claw*
Attack: Close blast 5 (creatures in the blast); +11 vs. Will
Hit: The target is dazed (save ends).
First Failed Saving Throw: The target falls unconscious (save ends).

† **Devour Soul** (healing, psychic) ✦ **At-Will**
Attack: Melee 2 (one unconscious creature); +13 vs. AC
Hit: 2d10 + 4 psychic damage, and Xipe regains 10 hit points.

Gaseous Form (polymorph) ✦ **Encounter**
Effect: Xipe becomes insubstantial and gains a fly speed of 8 (hover). He can enter and move through a small opening that would otherwise prevent movement (such as under a door or down a narrow flue). Xipe can end this effect as a minor action.

Skills Bluff +13, Insight +10, Stealth +12, Thievery +12

Str 20 (+9)	**Dex** 16 (+7)	**Wis** 12 (+5)
Con 18 (+8)	**Int** 12 (+5)	**Cha** 18 (+8)

Alignment evil — **Languages** Common, Giant

Xipe's Panther — **Level 9 Lurker**
Medium natural beast — XP 400

HP 76; **Bloodied** 38 — **Initiative** +13
AC 23, **Fortitude** 21, **Reflex** 23, **Will** 19 — **Perception** +10
Speed 7 — Low-light vision

Traits

Combat Advantage
The panther deals 2d6 extra damage against any creature granting combat advantage to it.

Standard Actions

⊕ **Claws** ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 8 damage.

Spectral Form ✦ **At-Will**
Effect: The panther becomes insubstantial and gains a +5 power bonus to Stealth checks. While under this effect, it deals half damage with its attacks. It can end this effect on its turn as a free action.

Minor Actions

Invisibility (illusion) ✦ **At-Will**
Requirement: The panther must be using *spectral form*.
Effect: The *spectral form* effect ends, and the panther is invisible until it makes an attack or until the end of the encounter. It can end this effect on its turn as a free action.

Triggered Actions

† **Tail Spike** ✦ **At-Will**
Trigger: An enemy moves or shifts into a square adjacent to the panther.
Attack (Immediate Reaction): Melee 1 (triggering enemy); +14 vs. AC
Hit: 1d6 + 2 damage.

Skills Stealth +14

Str 15 (+6)	**Dex** 21 (+9)	**Wis** 13 (+5)
Con 16 (+7)	**Int** 2 (+0)	**Cha** 12 (+5)

Alignment unaligned — **Languages** –

Tactics

Xipe uses *gaseous form* to enter the chamber, but that power is not expended at the start of the encounter. He uses *hypnotic breath* whenever he can target at least two enemies. When an enemy falls unconscious, he uses *devour soul* if he has been wounded. If he is bloodied, Xipe tries to use *gaseous form* to flee up the flue.

Xipe's panther tries to gain combat advantage each round, either by flanking or by using *spectral form* to become insubstantial, and then using *invisibility*.

If Xipe escapes, he plays a part in the climactic battle to come (see area 54). In that case, do not award experience for his defeat until the characters face him in area 54. His panther fights to the death.

Features of the Area

Flue: The access chute is 1 foot in diameter and ascends 30 feet to the surface.

Pit of Coals: The coals are natural, and their smoke exits through the flue, concealing Xipe's arrival. While in contact with the coals, creatures take 1d6 fire damage per round.

Statue: The statue is blocking terrain and provides partial cover.

Well: This 30-foot-deep well is filled with a magical red liquid light that erupts upward through the flue if it is disturbed. The liquid light becomes inert if it is removed from the well.

36. Apartment of the Dust of Ages

When the characters enter this area for the first time, read:

The floor of this chamber is covered with a layer of fine gray dust or ash. You can make out another set of double doors in the opposite wall. Pieces of broken pottery are scattered on and around small ledges throughout the room.

There is no danger in this room, though a character who makes a DC 23 Arcana check detects primal illusion magic here. When all the characters have entered the room, the dust swirls into the air, forming phantasms that represent all facets of the Olman people—the good, the bad, and the bloody. Though the phantasms seem to be aware of the characters, they are harmless, and they dissipate when any creature touches one of them.

37. Bed of Xilonen

When the characters enter this area from either direction, read:

Ahead of you, a set of stairs leads down from a short ledge into a sunken chamber, in the center of which is a withered tree that looks like a leafless willow. It is rooted in a depression filled with brackish water.

When they move far enough into the room to see the other side, read:

Another set of stairs, a similar ledge, and a doorway are visible on the other side of the room.

The tree is Xilonen, an ancient and weakened primordial spirit. Long neglected and very hungry, it attacks any living creature that descends from the ledge in either direction.

Although Xilonen is immobile, it's an obstacle that can't be avoided because its branches reach out to every corner of the sunken chamber. All the squares in this part of the room, except for Xilonen's space, are difficult terrain.

Xilonen	**Level 8 Solo Controller**
Huge natural magical beast (blind, plant)	XP 1,750

HP 360; **Bloodied** 180 — **Initiative** +6
AC 22, **Fortitude** 21, **Reflex** 18, **Will** 20 — **Perception** +8
Speed 0 — Tremorsense 5
Saving Throws +5; **Action Points** 2

Traits

Threatening Reach
Xilonen can make opportunity attacks against enemies within 3 squares of it.

Primal Roots
Xilonen cannot be pulled, pushed, or slid, and dazing and stunning effects on Xilonen end at the end of its turn.

Standard Actions

⊕ **Lashing Branch** (poison) ✦ **At-Will**
Attack: Melee 3 (one creature); +11 vs. Reflex
Hit: 2d8 + 7 damage, and Xilonen grabs the target (escape DC 16) if it is not already grabbed. Whenever a creature tries to escape this grab and fails, it takes 5 poison damage.

⊕ **Flurry of Branches** ✦ **At-Will**
Effect: Xilonen uses *lashing branch* up to four times, making each attack against a different target.

⊕ **Life Leach** (necrotic) ✦ **At-Will**
Attack: Close burst 1 (one or two creatures in the burst); +11 vs. Fortitude
Hit: 4d8 + 10 necrotic damage, and the target is dazed and slowed until the end of Xilonen's next turn.

Minor Actions

Pull In ✦ **At-Will**
Effect: Xilonen pulls each creature it has grabbed up to 3 squares without making a Strength check.

Str 20 (+9)	**Dex** 14 (+6)	**Wis** 18 (+8)
Con 18 (+8)	**Int** 12 (+5)	**Cha** 6 (+2)

Alignment unaligned — **Languages** understands Olman

38. Barred Pit

A character who makes a DC 23 Perception check while searching the tiger carving detects the secret door hidden in its mouth. Flipping a lever in the tiger's right eye opens the secret door.

When the characters see the corridor beyond, read:

A long, narrow hallway leads into the distance, its walls glowing with a ghostly magenta hue. A few feet away from you, the floor drops into a deep pit that has white plants with long thorny branches growing at the bottom of it. Bronze bars embedded in the pit walls are set at regular intervals across the length of the pit.

The pit is 20 feet deep, and the plants at the bottom of it are thornslingers, which can hurl their thorns at nearby creatures. When a creature attempts to move across the pit, the hazard attacks. The plants can sense movement within 4 squares, so unless a character teleports or flies across the pit, the hazard attacks. As long as one square of the plants remains, the hazard can attack any target in range.

Patch of Thornslingers	**Level 7 Hazard**
Terrain	300 XP

Detect Nature DC 16 — **Initiative** –
Immune melee and ranged attacks, forced movement, all conditions

Triggered Actions

Thorns (poison) ✦ **At-Will**
Trigger: A creature enters a square within 4 squares of the thornslinger patch.
Attack (Opportunity Action): Ranged 4 (triggering creature); +12 vs. AC
Hit: 2d8 + 7 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).

Countermeasures

✦ **Destroy:** A close or area fire attack or cold attack (no attack roll required) destroys the patch in the affected squares.

Short of flying or teleportation, the only way to cross the pit without descending into it is to navigate the bars, either by leaping from one to the next or by slowly swinging between them. The bars are spaced 5 feet apart. Leaping from one to the next requires a DC 16 Acrobatics check at half speed, or a DC 23 Acrobatics check at normal speed. Swinging between them (possible only at half speed) requires a DC 11 Acrobatics check. On a failed check of any sort, the character's movement ends after 2 squares.

The corridor on the other side of the pit ends at a closed stone door.

39. Chamber of the Second Sun

The first time the characters enter this area from any direction, read:
This huge chamber has a 30-foot-high vaulted ceiling. It might once have been an important place, but now the ceiling is littered with gaps where blocks of stone have fallen down, covering much of the room in mounds of rubble.

A character who moves far enough into the room to see the 2-square-by-2-square rubble pile near the southeast corner of the chamber and has a passive Perception of 21 or higher can detect the amphisbaena snake that currently lounges inside the mound of debris. If the snake is undetected when a character moves adjacent to the rubble pile, the creature gains a surprise round in the ensuing combat.

Amphisbaena	**Level 10 Elite Brute**
Large natural beast (reptile)	XP 1,000
HP 256; **Bloodied** 128	**Initiative** +11
AC 22, **Fortitude** 21, **Reflex** 23, **Will** 20	**Perception** +11
Speed 4, climb 4	Low-light vision
Resist 10 cold, 10 poison	
Saving Throws +2; **Action Points** 1	
Traits	
Double Actions	
The amphisbaena has a head at each end of its body. It makes two initiative checks and takes a full turn on each initiative result. It can take two immediate actions per round but only one between one turn and the next.	
Standard Actions	
⊕ **Bite** (poison) ✦ **At-Will**	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage, and the amphisbaena makes a secondary attack against the target.	
Secondary Attack: +13 vs. Fortitude	
Hit: 1d8 + 4 poison damage, and ongoing 5 poison damage (save ends).	
Str 15 (+7) **Dex** 22 (+11) **Wis** 13 (+6)	
Con 18 (+9) **Int** 5 (+2) **Cha** 17 (+8)	
Alignment unaligned **Languages** –	

Rubble: The mounds of debris in the room are difficult terrain.

Treasure: A character who makes a successful DC 16 Perception check finds the skeletons of a pair of humans under some debris. Scattered among their remains are jewelry and coins worth 400 gp.

A. Southeast Doors

One of these bronze double doors is open. Above the doorway is a broken plaque inlaid with shattered pieces of jade featuring a sun symbol.

If the characters flee this chamber before defeating the amphisbaena, the snake does not pursue them (but it's still here if they reenter the room later).

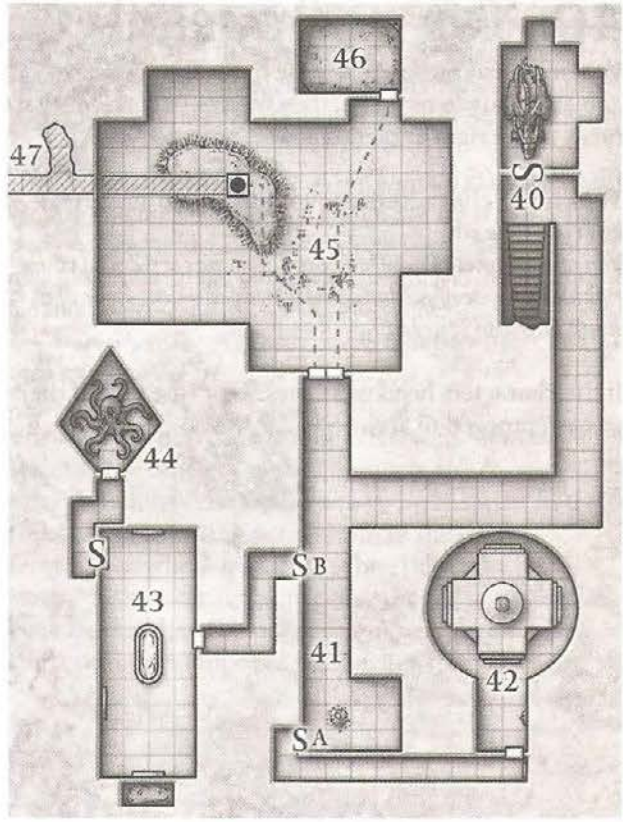
40. Bottom of Stairs

When the characters move through the southeast doors, read:
You are in a wide corridor that bends sharply to the right. It eventually ends in another sharp turn, and you stand at the bottom of a long staircase.

A 2-square-by-2-square pressure plate is built into the stairs 1 square up from the bottom (see the map of the first tier). The trap activates and rolls initiative when a creature enters one of the trigger squares. On its turn, a dragon statue emerges through a secret door at the top of the staircase, rolls 4 squares down the stairs, and uses *steam spray*. It continues to attack for 5 turns.

When the statue emerges, read:
With a crash and a rumble, a stone object comes bouncing toward you. Then, with a scraping lurch, the object grinds to a stop halfway down the stairs. You can see that it's a statue of a dragon in the Olman style of art. It emits a gurgling rumble and spits a blast of scalding steam down the stairwell.

The stairs are 10 squares long and are difficult terrain. After the dragon statue uses *steam spray* for the first time, the bottom 6 squares of the stairs become hazardous terrain for the rest of the encounter. Whenever a creature enters the area of the blast, it must make a DC 16 Acrobatics check. On a failure, its movement ends and it falls prone.



Steam-Spitting Dragon	Level 10 Trap
Object	500 XP

Detect Perception DC 26 **Initiative** +12
HP 80
AC 18, **Fortitude** 20, **Reflex** 16, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

STANDARD ACTIONS

Steam Spray (fire) ✦ **At-Will**
Attack: Close blast 6 (creatures in the blast); +11 vs. Fortitude
Hit: 2d6 + 6 fire damage.

COUNTERMEASURES

✦ **Disable (plate):** Thievery DC 18. *Success:* The pressure plate is jammed, and the trap cannot attack.
✦ **Disable (statue):** Thievery DC 18 as a standard action. *Success:* The dragon takes 20 damage. If the trap drops below 1 hit point, it is destroyed and cannot attack.

Secret Door: If the characters reach the top of the stairs without setting off the trap, they can find and open this secret door easily. Except for the dragon statue, which can't be removed, the room beyond the secret door is empty.

Second Tier

The second tier of the shrine focuses on deadly traps. Along the hallway leading away from the top of the stairs, faded Olman hieroglyphs (Perception DC 23 to notice) tell of one called "the Architect," who designed many traps on this level of the shrine.

40. Top of Stairs

When the characters reach the top of the staircase and are ready to move on, they traverse a corridor that turns to the right and ends at a "T" intersection.

When the characters move into the intersecting corridor, read:
You can see a set of double doors down the corridor to your right, and a pile of golden coins is heaped on the floor of a small alcove to your left.

If the characters head west, proceed to area 41. If they go east, proceed to area 45.

41. Free Gold

If the characters examine the coins from a distance, read:
A jawless skull sits on top of the coins. You see movement within the skull's eye socket and notice that a small black spider has made its home there.

The pile of coins is a colony of yellow mold with an illusion placed on it, though the skull and the spider are real. A creature that touches the coins sets off the illusion-veiled yellow mold hazard. If a character disbelieves the illusion, any character who succeeds on a DC 15 Dungeoneering check recognizes that the mold is poisonous.

Illusion-Veiled Yellow Mold	Level 6 Hazard
Terrain	250 XP

Detect Perception DC 23 to disbelieve the illusion **Initiative** –
Immune attacks

TRIGGERED ACTIONS

Poison Spores (poison) ✦ **Encounter**
Trigger: A creature touches the yellow mold (the coins).
Attack (Opportunity Action): Close burst 3 (creatures in the burst); +7 vs. Fortitude
Hit: 3d8 + 6 poison damage.

A. Secret Door

A dark stain is visible on the stone floor in the square marked A, and a secret door is set in the wall next to it (Perception DC 23). The door is a stone slab that swings on a horizontal pivot. Pushing on either side of the slab opens the door.

If the heroes open the door, proceed to area 42.

B. Second Secret Door

This secret door is not as well hidden as the one to the west (Perception DC 16), and a character with a high passive Perception might notice it. It is opened by forcefully stepping on a raised cobblestone in front of it.

If the heroes open the door, proceed to area 43.

42. Chapel of Kukulkan

(Que-QUEL-kan: the feathered serpent)

After the characters move through the secret door marked A, read:
Beyond the door, a passage turns sharply to the left. It ends after a short distance at a wall that has a large mirror on it facing you.

When a character reaches the midpoint of the corridor, read:
A door is set in the wall to the left of the mirror, framed by posts that resemble stone warriors dressed in loincloths and wearing puma skins. The center of the door has a carving of an eagle killing a serpent.

The first time any character moves to within 2 squares of the mirror and peers into it (or examines it), read:
You see the image of an Olman warrior in the mirror who points his weapon at you in challenge. The figure then leaps out of the mirror and attacks.

Olman Mirror Spirit	**Level 8 Skirmisher**
Medium natural animate	XP 350
HP 86; **Bloodied** 43	**Initiative** +11
AC 22, **Fortitude** 19, **Reflex** 22, **Will** 19	**Perception** +5
Speed 7	Darkvision
Immune force, miss effects	

Traits

Single-Minded
The Olman mirror spirit is immune to any attacks except those made by the creature that caused it to emerge from the mirror. The spirit attacks that creature whenever possible.

Standard Actions

⊕ **Life Draining Touch** (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: The target loses a healing surge, or hit points equal to its healing surge value if it has no more healing surges.
Miss: 2d8 + 6 necrotic damage.

Str 14 (+6)	**Dex** 20 (+9)	**Wis** 14 (+6)
Con 14 (+6)	**Int** 10 (+4)	**Cha** 8 (+3)
Alignment unaligned	**Languages** understands Olman	

The mirror spirit cares about only one target: the character who released it from the mirror. Although the other characters can see the spirit, their attacks pass through it harmlessly. They also cannot flank the spirit or use the aid attack action against it. If the spirit can't get to its preferred target, it attacks whatever target stands in its way.

Any character can use a standard action to break the mirror (no attack roll needed) and thereby deal 21 damage to the spirit.

The spirit pursues its preferred target into the adjoining room or back down the corridor, but it does not go beyond the door marked A.

When the characters open the door, read:
Beyond the door, a short hall opens onto a circular room. In the hall, hanging on the wall to your right about five feet up, is a jade mask. In the middle of the circular chamber is a cross-shaped dais with a carved stone slab at its center.

The jade mask can be easily removed from the wall by someone directly in front of it. Doing so causes two walls of iron bars to fall from the ceiling and lock in place, trapping any character in either of the squares to the north of the mask.

Falling Walls	**Level 5 Trap**
Object	200 XP
Detect Perception DC 22	**Initiative** –
HP 60 per wall	
AC 5, **Fortitude** 10, **Reflex** 5, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	

Triggered Actions

✧ **Descending Bars** ✦ **Encounter**
Trigger: The mask on the wall is moved.
Effect (Immediate Reaction): Two walls of iron bars drop from the ceiling, trapping creatures in the area between them.

Countermeasures

✦ **Disable:** Thievery DC 22. *Success:* The release mechanism is triggered, and the bars retract.
✦ **Bend Bars:** Athletics DC 22. *Success:* The bars of one wall are bent enough to allow a Small or Medium creature to squeeze through.
✦ **Destroy:** Each wall of bars has 60 hit points; destroying a wall allows escape in that direction.

When the trap triggers or anyone moves near the steps, that event rouses the room's occupant, a couatl named Kukulkan that has been lying in a trance on the stone slab for decades. The couatl is invisible until it attacks. It calls out to the characters in Supernal:

"Interlopers, you have trespassed on a sacred place. For this affront, judgment has already begun. The air is now toxic, and you breathe in death. But perhaps your actions were not out of malice or greed, only curiosity. You will live if you can join me upon the dais by solving this riddle:
"Start where the mask stares, down sinister stairs, and then up opposite."

The couatl is playing with the characters–for one thing, there is no gas in the chamber. The correct interpretation of the riddle is to go up the west stairs (because the starting point is where the mask is located, not where it's facing), then down the north stairs (the sinister stairs, because they're to the left, or because they have blood on them), and then back up the south stairs (opposite the sinister stairs).

Kukulkan	**Level 15 Elite Controller**
Large immortal magical beast (reptile), couatl	XP 2,400

HP 286; **Bloodied** 143 — **Initiative** +11
AC 29; **Fortitude** 27; **Reflex** 27; **Will** 28 — **Perception** +18
Speed 6, fly 8 (hover) — Low-light vision
Saving Throws +2; **Action Points** 1

Traits

Radiant Absorption (radiant)
If Kukulkan takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.

Twist Free
Kukulkan makes saving throws against effects that immobilize or restrain it at the start of its turn as well as at the end of its turn. In addition, Kukulkan can make saving throws against effects that immobilize or restrain it that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn.

Standard Actions

⊕ **Bite** (poison, radiant) ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 3d6 + 5 poison and radiant damage, and the target is slowed and takes ongoing 5 poison and radiant damage (save ends both).

↓ **Couatl Radiance** (fire, healing, radiant) ✦ **Recharge** ⚅
Effect: Kukulkan becomes insubstantial and is phasing until the end of its turn. In addition, it can move up to 8 squares, and can move through enemies' spaces (but cannot end its turn in such a place). Each time Kukulkan moves through an enemy's space for the first time during this move, it makes the following attack against that enemy.
Attack: Melee 0 (one enemy whose space Kukulkan occupies); +19 vs. Will
Hit: 1d6 + 5 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends).

⇐ **Purifying Scream** (psychic) ✦ **Encounter**
Attack: Close burst 5 (enemies in the burst); +19 vs. Will
Hit: 1d10 + 6 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of Kukulkan's next turn.

Minor Actions

↓ **Righteous Coils** ✦ **At-Will** (1/round)
Attack: Melee 2 (one creature); +19 vs. Fortitude
Hit: 1d6 + 5 damage, and Kukulkan grabs the target (escape DC 22). Until the grab ends, the target grants combat advantage to Kukulkan, and when Kukulkan moves, it can move the target without needing to make a Strength attack and without provoking an opportunity attack from the target.

↓ **Constrict** ✦ **At-Will** (1/round)
Attack: Melee 2 (one creature grabbed by Kukulkan); +19 vs. Fortitude
Hit: 2d6 + 5 damage, and the target is dazed until the end of Kukulkan's next turn.

Skills Arcana +17, Diplomacy +17, Insight +18

Str 20 (+12)	**Dex** 18 (+11)	**Wis** 22 (+13)
Con 15 (+9)	**Int** 20 (+12)	**Cha** 20 (+12)

Alignment unaligned — **Languages** Supernal

Tactics

If the characters attempt to leave the room or fail to solve the riddle and approach the couatl's position incorrectly, Kukulkan becomes indignant and attacks, becoming visible after its initial attack. It does not follow the characters out of the room.

If the characters solve the riddle, Kukulkan reveals itself as soon as any character correctly ascends the south stairs. It admits to "stretching the truth" about the supposedly toxic air in the chamber. Then it blesses each of the heroes with the following divine boon before returning to its home in the Astral Sea (award the characters half the normal XP if they overcome the encounter in this way).

Boon of Kukulkan	**Level 8**

The blessing of a couatl is a powerful thing. Kukulkan's boon allows you to adjust fate to snatch victory from defeat.

Divine Boon 3,400 gp
Special: The next time you gain a level, you lose this boon.

Property
Whenever you reroll an attack roll, a skill check, or an ability check, you gain a +2 power bonus to the reroll.

Kukulkan's Blessing ✦ **Daily Utility** (Free Action)
Trigger: You make an attack roll, a skill check, or an ability check and dislike the result.
Effect: You reroll that die roll (with the +2 power bonus) and must use the new result.

Features of the Area

Stairs: Any character who investigates the northern stairs detects old bloodstains on the stone with a DC 16 Perception check.

Treasure: The jade mask is worth 20 gp.

Stone Slab: The slab in the center of the dais rises only 1 foot above the floor and thus doesn't provide cover.

43. Smoking Mirrors

When the characters move through the secret door marked B, read:
At the end of a short hallway that turns left and then right, you come upon another door.

When they open this door, read:
An amber haze fills this rectangular room, which seems to be empty of creatures. All you can see are four oddly shaped colored mirrors hanging from three walls, and a large basin in the middle of the room.

The mirror on the left wall is blue and has a gray stone frame. Its surface seems to ripple like when a stone is thrown into a tranquil pond.

An obsidian mirror framed in wood hangs from the wall opposite you to the left, while on that wall to the right is a white mirror framed in wrought iron.

The mirror on the wall to your right is red, flickers as if on fire, and is framed in bronze.

The basin in the center of the room is filled with a steaming golden liquid.

The mirrors and the basin are enchanted (Arcana DC 16), and each has the following qualities.

Red Mirror (east wall): Any character who moves adjacent to the red mirror and peers into it sees a false vision of his or her death (of your choosing). Any creature that touches the mirror takes 10 fire damage.

Black Mirror (north wall, west side): When a character moves adjacent to the obsidian mirror and faces it, the figure of an Olman chief appears in the mirror, beckoning the character toward it. If asked yes-or-no questions in the Olman language, the figure answers honestly using head nods and shakes. Its knowledge extends only to the shrine and to Olman culture in general. If any character touches the mirror, all coins or gems on his or her body are permanently transformed to mist and float away.

White Mirror (north wall, east side): The first time a character moves adjacent to the white mirror, an albino ochre jelly spills out from the mirror's surface.

The ochre jelly flows into a 2-square-by-2-square unoccupied space closest to the mirror; then the characters and the monster roll initiative. The ochre jelly attacks and shifts incessantly, using its action point the first time it has a chance to attack more than one enemy in the same turn. It pursues characters who flee this room (and after it splits, it might chase fleeing enemies in two directions).

After the ochre jelly emerges, the mirror ceases to exist, and the wall beyond it becomes visible. A character who succeeds on a DC 16 Perception check discovers the secret door built into the wall.

If the characters open the door and start into the passageway beyond, proceed to area 44.

Albino Ochre Jelly	**Level 9 Elite Brute**
Large natural beast (blind, ooze)	XP 800
HP 228; **Bloodied** 114	**Initiative** +4
AC 21, **Fortitude** 22, **Reflex** 19, **Will** 21	**Perception** +6
Speed 4, climb 4	
Immune blinded, gaze effects; **Resist** 5 acid	Blindsight 10
Saving Throws +2; **Action Points** 1	
Traits	
Ooze	
While squeezing, the ooze moves at full speed rather half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Standard Actions	
⊕ **Slam** (acid) ✦ **At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, and ongoing 5 acid damage (save ends).	
Move Actions	
Flowing Form ✦ **At-Will**	
Effect: The ochre jelly shifts up to 4 squares.	
Triggered Actions	
Split ✦ **Encounter**	
Trigger: The ochre jelly becomes bloodied.	
Effect (No Action): The ochre jelly splits into two creatures, each with hit points equal to one-half its current hit points. Effects on the original ochre jelly do not apply to the second one.	
Str 16 (+7) **Dex** 11 (+4)	**Wis** 15 (+6)
Con 14 (+6) **Int** 4 (+1)	**Cha** 4 (+1)
Alignment unaligned **Languages** –	

Blue Mirror (west wall): The blue mirror provides a look into a sideways pool of primordial water, harnessed by magic to remain on the other side of the mirror. Any character who touches the mirror or its surface is pulled into the pool and begins to suffocate.

The first time a character is pulled into the pool, have the players roll initiative. A character in the pool can do nothing except attempt a DC 20 Endurance check at the start of his or her turn. On a success, the character is expelled from the pool into the nearest unoccupied space. On a failure, the character loses a healing surge, or hit points equal to his or her healing surge value if the character has no more healing surges, and remains in the pool.

Characters outside the pool cannot affect or assist those in the pool in any way. Any character who takes an action that involves touching or attacking the mirror is pulled into the pool and must begin attempting Endurance checks on his or her next turn. Any projectile or handheld object that touches the mirror falls to the floor.

Golden Basin: The liquid is nothing more than water that stays golden only while in this basin. The first time a creature completely submerges itself in the basin, it gains 10 temporary hit points. Other creatures and objects submerged in the basin take on a golden hue for 2 hours but gain no benefit.

44. Sun of Motion

When the characters move beyond the concealed door, read:

The corridor beyond the doorway is barely long enough to contain all of you. It leads to a narrow stone door.

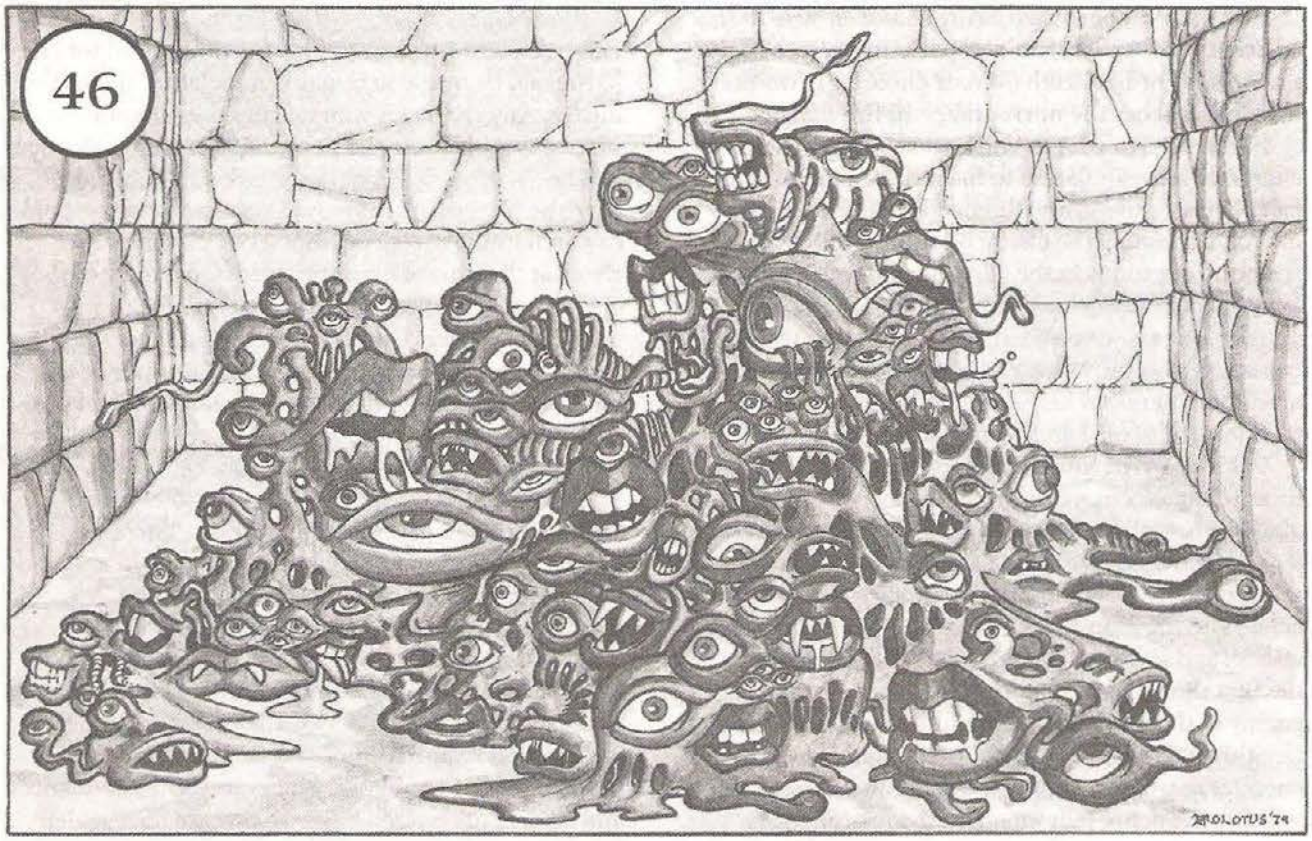
If they open that door, read:

At the center of a small diamond-shaped room is an octopus-shaped stone altar. It is beaked, evil-looking, and glistening with vermilion lacquer. A large red-purple gem is set into the altar above the octopus's eyes.

A painted map of the sky, including celestial paths for the sun, moon, and stars, covers the walls of the room.

The altar, occupying the center square of this room, is a conduit for the consciousnesses of entities from the Far Realm. Any creature that touches the altar or attempts to remove the gem is subject to the trap's attack. If the attack hits, an entity possesses the creature, fully controlling it. The possession isn't obvious to the creature's allies. The entity can read the thoughts of its host, but has imperfect knowledge of the host's past and personality.

The effect lasts until the altar is destroyed, the host is the recipient of a Remove Affliction ritual or similar effect, or the host dies.



Far Realm Conduit Object	**Level 8 Elite Trap** 700 XP
Detect Arcana DC 24	**Initiative** –
HP 60	
AC 10, **Fortitude** 15, **Reflex** 10, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	
Triggered Actions	
Entity Transference ✦ At-Will	
Trigger: A living creature touches the altar or attempts to remove the gem.	
Attack (Opportunity Action): Melee 0 (triggering creature); +13 vs. Will	
Hit: The target is inhabited and controlled by an entity from the Far Realm.	
Countermeasures	
✦ Destroy: If the altar is destroyed, the trap can no longer make attacks.	

If any of the heroes become inhabited and controlled, those characters might attempt to convince or force the other heroes to touch the altar in an attempt to turn them into hosts as well. If all the characters become hosts for creatures from the Far Realm, adjust your campaign accordingly.

Characters trained in Arcana can spend 6 hours studying the sky map to gain a permanent +2 bonus to Arcana checks for astronomy or astrology.

Treasure: The gem is worth 500 gp.

45. Mictlan

(Meek-TLAN: Land of the Dead)

When the characters open the doors to this area and look inside, read:

This room has been turned into a diorama depicting a bleak, gray landscape reminiscent of the Shadowfell. Small, brightly painted glass statues of people are placed throughout the diorama's landscape.

A glowing phosphorescent light shines out from a hole in the ceiling off in the distance to your left. Below the hole is a dirt hill that rises several feet above the floor of the chamber, peaking just beneath the opening. Two paths, made from small pebbles, lead away from the double doors. One veers to the right, and the other one angles to the left and connects to the top of the hill.

The pebbled paths are the only two routes that the characters can take to safely travel through this room, which is a representation of the land of the dead. They are shown as dashed lines on the map.

Whenever a character enters a square not on the path, that character is subject to the following attack.

Touch of the Shadowfell ✦ At-Will

Attack (Opportunity Action): Melee 1 (triggering creature); +13 vs. Fortitude

Hit: The target loses 1d4 healing surges, or hit points equal to its healing surge value if it has no more healing surges.

Miss: The target loses a healing surge.

When a character moves to the top of the hill, read:
From this vantage point, you can look up and see that the hole in the ceiling is large enough to move into. It appears to be a way to exit this chamber.

The dirt hill rises 7 feet above the floor, and the hole in the ceiling is 8 feet above the top of the dirt hill. The hole leads to a 60-foot-long vertical chute that the characters must ascend to reach the third tier. A character must make a successful DC 15 Athletics check to climb the chute, which is covered with old, dusty webs.

If the characters climb up into the chute, proceed to area 47.

If a character moves to within sight of the eastern door, read:
The pebbled path leads up to a simple door.

If the characters open the door, proceed to area 46.

46. Tlazolteotl

(Tlaz-ohl-TAH-oh-tel: mother goddess of the earth)

When the characters look into this area, read:
The floor of this small chamber looks earthy and strange, as though it were covered with a carpet of gray mold. On a small ledge in the far corner to the right is a glazed flask. On a shelf in the opposite corner is a stone cylinder. In the corner directly to your left is a shelf holding a small urn.

The first time a character enters the room, a portion of the strange floor mass rears up, showing its true form—a gibbering mouther.

Tactics

The gibbering mouther appears in one of the two central squares of this room and immediately affects every square around it with its *warped ground* aura. As soon as the creature's *gibbering* has dazed more than one enemy (which might happen on its first turn), it uses *gibbering feast* and then relies on bite attacks until *gibbering feast* recharges.

The mouther does not leave this room to pursue characters, but if it moves adjacent to the door, its aura and its burst powers can affect characters outside the room.

Gibbering Mouther	**Level 10 Controller**
Medium aberrant magical beast	XP 500
HP 110; **Bloodied** 55	**Initiative** +7
AC 24, **Fortitude** 24, **Reflex** 20, **Will** 22	**Perception** +4
Speed 5, swim 5	All-around vision, darkvision
Traits	
☼ **Warped Ground** ✦ **Aura** 3	
Squares in the aura are difficult terrain for enemies.	
Standard Actions	
⊕ **Bite** (acid) ✦ **At-Will**	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d6 + 6 damage, and ongoing 10 acid damage (save ends).	
⇖ **Gibbering Feast** (acid) ✦ **Recharge** ⚅	
Attack: Close burst 5 (dazed creatures in the burst); +15 vs. AC	
Hit: 1d6 + 6 damage, and ongoing 10 acid damage (save ends).	
Triggered Actions	
⇖ **Gibbering** (psychic) ✦ **At-Will**	
Trigger: The gibbering mouther starts its turn.	
Attack (Free Action): Close burst 5 (nondeafened creatures in the burst); +13 vs. Will	
Hit: Each target is dazed until the end of the gibbering mouther's next turn.	
Str 19 (+9) **Dex** 14 (+7) **Wis** 8 (+4)	
Con 22 (+11) **Int** 4 (+2) **Cha** 18 (+9)	
Alignment unaligned **Languages** –	

Treasure: The glazed flask holds a *potion of healing* (*Heroes of the Fallen Lands*, page 352). The other two containers have nothing of value.

47. Hidden Alcove

When the characters have climbed halfway up the chute, read:
The vertical shaft you're in continues for some distance. Fortunately, it's not too difficult to climb through, partly because it's so narrow.

If a character succeeds on a DC 23 Perception check while in a square adjacent to it, he or she can locate a web-shrouded alcove that branches off horizontally from the tunnel.

As soon as two characters move north beyond the branching passage shown on the map, read:
Suddenly, two spiders scuttle into the tunnel from a side passage.

These feyspitter spiders were lurking in the alcove until they detected prey. By moving into the tunnel when they do, they effectively split the party. One spider concentrates its attacks on the two characters who are highest in the tunnel, and the other goes after the characters who are still beneath the alcove.

Another feyspitter spider joins the fray at the start of each round of combat after the first one, until a total of five have appeared. Each new arrival begins in the alcove square adjacent to the tunnel.

A character above the alcove who is slid by one of the spiders' attacks moves up the direction of area 48.

A character beneath the alcove is slid down, back toward area 45.

Any character slid by a spider in either direction must make a DC 15 Athletics check to retain his or her grip. A character who fails this check falls the length of the tunnel and lands atop the dirt hill in area 45, taking falling damage as appropriate.

The spiders pursue enemies up into area 48 or down into area 45—or perhaps into both areas. (The spiders are immune to the *touch of the Shadowfell* effect in area 45, and they cannot bring forth the water elemental in area 48.)

When a spider becomes bloodied, it retreats.

5 Feyspitter Spiders	**Level 7 Controller**
Medium fey beast (spider)	XP 300 each
HP 80; **Bloodied** 40	**Initiative** +6
AC 21, **Fortitude** 19, **Reflex** 19, **Will** 18	**Perception** +5
Speed 6, climb 6 (spider climb)	Tremorsense 5

Standard Actions

⊕ **Bite** (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).
First Failed Saving Throw: The spider slides the target up to 3 squares.

⇲ **Poison Spittle** (poison) ✦ **At-Will**
Attack: Close blast 3 (creatures in the blast); +10 vs. Will
Hit: Ongoing 10 poison damage (save ends).
First Failed Saving Throw: The spider slides the target up to 3 squares.

Triggered Actions

Fey Leap (teleportation) ✦ **Recharge** ⚄
Trigger: An enemy hits the spider with a melee attack.
Effect (Immediate Interrupt): The spider teleports up to 3 squares.

Skills Acrobatics +11

Str 13 (+4)	**Dex** 16 (+6)	**Wis** 14 (+5)
Con 16 (+6)	**Int** 7 (+1)	**Cha** 11 (+3)

Alignment unaligned **Languages** –

Third Tier

At the top of the vertical chute lies the final tier the characters must travel through before they can escape the pyramid. It is filled with guardian creatures.

When a character can see into the area at the top of the chute for the first time, read:
You poke your head up out of the vertical shaft and look around into a small chamber. Two low stone structures are situated against the walls near the other end of the room.

As soon as any character moves fully into the room, proceed to area 48.

48. Hound of the Bat

When a character climbs up out of the chute for the first time, read:
Now you can tell that the stone structures are marble fountain pools, each decorated with bronze inlays. The left one is cracked and coated with lime, while the right one appears to contain water. Ahead of you, a narrow set of stairs on the opposite side of the room leads upward into shadows.

The northern fountain does hold water—plus a water elemental that is an agent of Zotzilaha. The elemental won't react unless a character touches the water; then it surges out to attack.

Water Elemental	**Level 11 Controller**
Medium elemental magical beast (aquatic, water)	XP 600
HP 111; **Bloodied** 55	**Initiative** +8
AC 25, **Fortitude** 24, **Reflex** 23, **Will** 22	**Perception** +5
Speed 6, swim 6	

Traits

Aquatic
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Sensitive to Cold
Whenever the elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.

Standard Actions

⊕ **Slam** ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. Reflex
Hit: 2d6 + 2 damage, and ongoing 10 damage (save ends).

⇲ **Whirlpool** ✦ **Encounter**
Attack: Close burst 2 (enemies in the burst); +14 vs. Fortitude
Hit: 4d6 + 7 damage, and the elemental slides the target up to 3 squares.

Minor Actions

Drowning Essence ✦ **At-Will** (1/round)
Effect: The elemental slides each creature taking ongoing damage from its *slam* up to 2 squares.

Str 20 (+10)	**Dex** 16 (+8)	**Wis** 11 (+5)
Con 15 (+7)	**Int** 5 (+2)	**Cha** 8 (+4)

Alignment unaligned **Languages** understands Olman and Primordial

The elemental doesn't go beyond this room, and it doesn't move over the hole that leads to the chute. If it slides a character into that square, he or she must attempt a saving throw. On a save, the character grabs the edge of the hole to keep from falling. On a failed saving throw, the character falls 60 feet down into area 45, takes 6d10 damage, and is knocked prone.

When a character first moves adjacent to the stairs, read:
A short but steep stairway ends at a door.

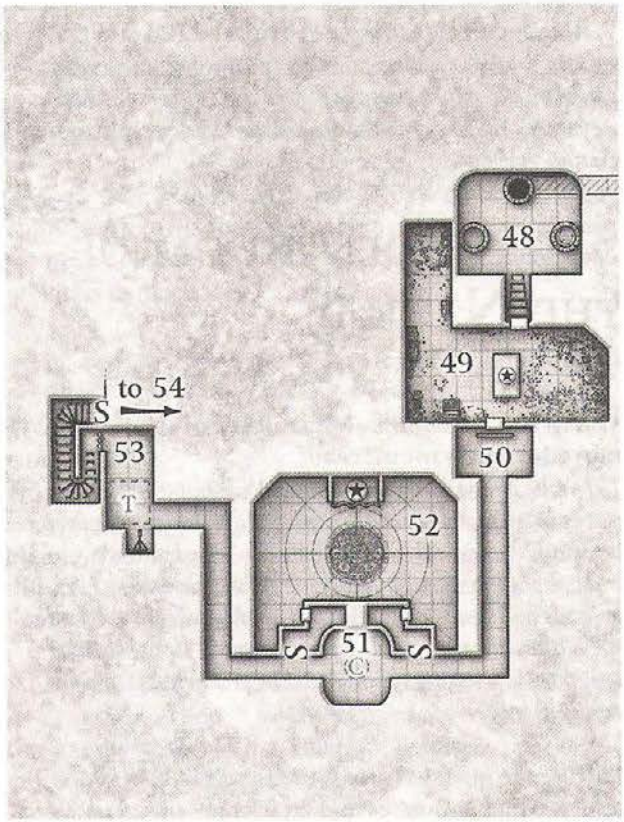
49. Sacred Chitza-Atlan

(SHEET-zah AYT-lan)

When the characters can see into this chamber for the first time, read:
A figure resembling a withered, mummified centaur stands atop a slab of marble at the center of this room. The figure is tinted green and decked out in lacquered leather armor and copper jewelry. It holds a longspear.

Except for a door in the wall opposite you, the rest of the room glitters with golden nuggets and colorful stones implanted in the walls and scattered around the floor.

The mummy is not a long-dead corpse, but an undead guardian of this place. It attacks anyone who enters the room, and pursues its prey anywhere in the third tier. When combat breaks out, show the players the illustration on the cover of this adventure.



Daughter of Chitza-Atlan	**Level 10 Elite Brute**
Large fey humanoid (undead), mummy	XP 1,000
HP 258; **Bloodied** 129	**Initiative** +8
AC 22, **Fortitude** 24, **Reflex** 22, **Will** 21	**Perception** +7
Speed 8	Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison	
Saving Throws +2; **Action Points** 1	
Traits	
Flammable Corpse (fire)	
Whenever the daughter of Chitza-Atlan takes fire damage, it also takes ongoing 5 fire damage (save ends).	
Standard Actions	
⊕ **Longspear** (weapon) ✦ At-Will	
Attack: Melee 3 (one creature); +15 vs. AC	
Hit: 3d8 + 9 damage.	
Minor Actions	
⸸ **Kick** ✦ **At-Will**	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d8 + 8 damage, and the daughter of Chitza-Atlan pushes the target up to 2 squares.	
Triggered Actions	
Overwhelming Fear (fear) ✦ **Encounter**	
Trigger: An enemy within 10 squares of the daughter of Chitza-Atlan gains line of sight to it for the first time in this encounter.	
Attack (No Action): Ranged 10 (triggering enemy); +13 vs. Will	
Hit: The target is stunned until the end of the daughter of Chitza-Atlan's next turn.	
Skills Athletics +15, Nature +12	
Str 21 (+10) **Dex** 17 (+8)	**Wis** 15 (+7)
Con 19 (+9) **Int** 8 (+4)	**Cha** 9 (+4)
Alignment unaligned **Languages** Elven	
Equipment leather armor, longspear	

Treasure: The copper jewelry is worth 200 gp. Sifting through the room's contents to glean all the valuable gemstones and gold ore takes 3 hours and yields 800 gp of treasure.

50. Jade Wall

When a character opens the door, read:
An immense slab of green stone blocks the doorway. Through a tiny gap around the edge, you can see that an open area lies beyond it.

Pushing the stone wall aside requires a DC 25 Athletics check, and breaking it takes 5 minutes. The rock has the appearance of jade but is in fact worthless.

51. Wind Tunnel

When the characters can see into this area, read:
A circular bronze trapdoor, closed by a latch, is set into the ceiling of this small chamber. Iron rungs jut out from the wall on the right. They lead up the wall and across the ceiling, allowing access to the trapdoor.

A character who makes a DC 16 Athletics check can climb up and across the rungs to reach the trapdoor. If the door is opened, it releases a trio of air elementals that attack. Any character on the rungs hit by an elemental's attack must succeed on a DC 23 Athletics check to avoid falling (2d10 damage).

3 Air Elementals	**Level 10 Lurker**
Medium elemental magical beast (air)	XP 500 each
HP 81; **Bloodied** 40	**Initiative** +15
AC 24, **Fortitude** 21, **Reflex** 23, **Will** 22	**Perception** +5
Speed 0, fly 8 (hover)	
Vulnerable 5 fire	
Traits	
Phantom on the Wind	
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits or misses with an attack.	
Standard Actions	
⊕ **Slam** ✦ **At-Will**	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 5 damage.	
⇖ **Rampant Storm** ✦ **At-Will**	
Attack: Close blast 3 (enemies in the blast); +13 vs. Reflex	
Hit: 3d8 + 5 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the elemental before the attack.	
Skills Stealth +16	
Str 20 (+10) **Dex** 22 (+11)	**Wis** 11 (+5)
Con 15 (+7) **Int** 5 (+2)	**Cha** 8 (+4)
Alignment unaligned **Languages** understands Primordial	

Secret Doors: Each of the two secret doors in the east wall requires a DC 23 Perception check to detect. A door is opened by pushing on a stone in the wall next to it.

When a character moves through either of the secret doors, read:
You're in a cramped passage that takes a quick turn just up ahead. A glimmer of illumination seems to be coming from around the bend.

52. Hidden Room of the Nahual

(NAH-wahl: alter ego)

When the characters open either of the doors and move into this room, read:
The walls of this chamber are flat black, but the floor is a riot of color, featuring a huge mosaic of strange gods dancing around a central sun that actually glows, throwing light throughout the room. In the center of the far wall, a curtain of shells and beads partially veils an alcove.

Within the alcove, you see a humanoid statue sitting on a throne. The figure wears a headdress and holds a scepter across its lap.

Parting the curtain reveals the figure to be a construct, which animates and attacks.

Nahual	**Level 8 Elite Soldier**
Medium natural animate (construct)	XP 700
HP 176; **Bloodied** 88	**Initiative** +7
AC 24, **Fortitude** 24, **Reflex** 20, **Will** 19	**Perception** +4
Speed 6	
Immune disease, poison, sleep	
Saving Throws +2; **Action Points** 1	
TRAITS	
Expert Strike	
Whenever Nahual hits with an opportunity attack, the target is also knocked prone.	
STANDARD ACTIONS	
⊕ **Scepter** ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage.	
⸸ **Shifting Strike** (polymorph) ✦ **At-Will**	
Attack: Melee 1 (one or two creatures); +13 vs. AC	
Hit: 2d10 + 5 damage, and the target is immobilized (save ends).	
First Failed Saving Throw: The target is restrained instead (save ends).	
Second Failed Saving Throw: The target is petrified, and Nahual takes its form and memories.	
Str 19 (+8) **Dex** 13 (+5) **Wis** 10 (+4)	
Con 16 (+7) **Int** 1 (-1) **Cha** 8 (+3)	
Alignment unaligned **Languages** –	

When Nahual petrifies an unfortunate character, he takes that character's form and memories, changing to flesh and blood as the character turns to stone. He then tells the other characters that he is a deva who has merged with one of his incarnations—a statement that Nahual believes is true.

The petrified character's race changes to deva (showing those details in petrified form), and that player can retrain racial feats immediately.

Nahual is a deva who has become corrupted and is on the way to becoming a rakshasa. He works with the other characters initially, but eventually betrays them. You can run Nahual as a nonplayer character or let the player control the updated character (now a deva).

Using the Remove Affliction ritual on the petrified character returns that character to his or her original form, and Nahual reverts to a construct, retaining any previous damage.

53. The Valve

When a character enters this room for the first time, read:

This small oblong chamber has a single exit in the opposite corner, but a portcullis blocks the passageway. In an alcove to your left, a wooden wheel is set horizontally half in the wall, and a bronze lever juts downward out of the wall between the spokes of the wheel.

A character who enters the alcove can manipulate the lever and the wheel. The wheel does not turn unless the lever is raised. When the lever is raised, the portcullis opens—and so does a pit trap, in the squares indicated on the map.

Turning the wheel opens the secret door at the top of the stairs. When the wheel is let go, however, it spins back into its original position, closing the secret door. Pulling the lever down after turning the wheel locks the wheel in place, but it also lowers the portcullis (the pit trap remains open). A character who makes a DC 23 Thievery check can jam the wheel (without needing to lower the lever) long enough to make it out the secret door before it closes.

Raising the portcullis manually requires a DC 30 Athletics check.

Pit Trap	**Level 7 Trap**
Object	300 XP
Detect Perception DC 23	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
⸸ **Pit Trap Attack** ✦ **At-Will**	
Trigger: A creature in the alcove raises the lever.	
Effect: The false floor opens.	
Attack (Immediate Reaction): Melee 1 (creatures in the four pit squares); +10 vs. Reflex	
Hit: The target falls 40 feet to the bottom of the pit, taking 4d10 damage and falling prone.	
Miss: The target leaps to the nearest safe square, or clings to the wall.	
COUNTERMEASURES	
✦ **Disable:** Thievery DC 16. *Success:* The floor is jammed closed, and the trap cannot attack.	

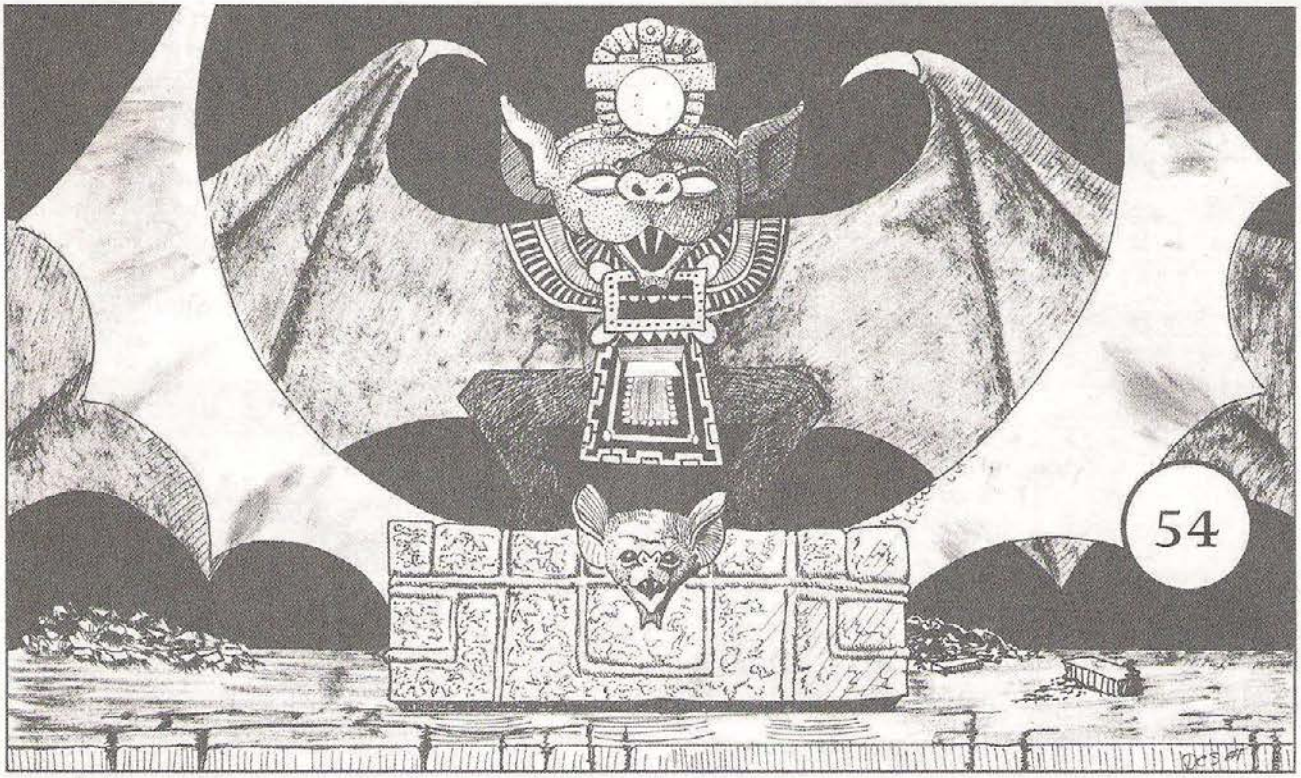
The Temple

When the heroes make their way past the portcullis, the climactic episode of the adventure awaits them.

The first time a character enters the square beyond the portcullis, read:

A narrow stairway climbs steeply to your left and takes a sharp turn.

At the top of the stairs lies a door. Unless the characters have already opened it by turning and anchoring the wheel in area 53, it's a secret door that requires a DC 16 Perception check to detect.



54. Temple Ruin

This encounter uses the temple exterior area depicted on the poster map.

When the characters move through the open door, read:

You emerge into the first fresh air you've tasted in a long time. You have reached the top of the pyramid, illuminated by the light of the setting sun.

Looking around in all directions, you see that this place is a temple of some sort. The wall you entered from is covered by a bas relief of a giant bat-thing, tall as an ogre and with the wingspan of a dragon. A short distance out from the wall is what looks like a stone altar, its surfaces carved to represent a mass of squirming rats, weasels, and worms. Jutting out above the altar from either side of it are metal bat wings, each taller than a giant.

When the characters can see the front of the altar, read:

The skeletal remains of two humanoids lie on the ground in front of the altar.

The remains are in the two squares directly south of the altar. Any character who touches the altar while standing in either of those squares triggers the bat wing scythes trap. The wings slice down together, meeting in the square of the creature that touched the altar, before snapping back into position.

Bat Wing Scythes	**Level 7 Elite Trap**
Object	600 XP
Detect Perception DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
✝ **Scythe** ✦ **At-Will**	
Trigger: A creature touches the altar.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +12 vs. AC	
Hit: 4d10 + 15 damage.	
Countermeasures	
✦ **Disable:** Thievery DC 23. *Success:* The wings are jammed, and the trap cannot attack. *Failure:* The trap attacks the disabling creature.	

The trap is not the only danger to the characters. The demon-worshiping savages that were chasing the heroes originally have come to the pyramid. Divinatory rites performed by the witch doctor revealed that those who were swallowed by the earth (the heroes) would return from the ground at the top of the pyramid. The savages now wait nearby for their quarry, though not in the temple proper out of respect for that holy place.

The number of enemies in this encounter depends in part on previous events in the adventure. In addition to the witch doctor and ten Olman savages, Xipe the oni (see area 35) is in this area if he survived or if the characters never faced him. Also, for every extended rest the characters took while in the shrine, there are five additional Olman savages.

If the characters manage to stay hidden when they emerge through the door (DC 11 group Stealth check)

and avoid triggering the trapped altar, they can assess the environs and see the savages stationed around the sides of the pyramid (in the grassy area on the perimeter of the poster map). If the trap is triggered, or if the characters fail the Stealth check, the Olman savages hear them and move to begin combat.

If the characters are initially undetected, they can try to sneak away and escape into the jungle. To do so, the party must succeed on four consecutive DC 16 group Stealth checks. If one of these group check fails, the savages hear the characters and move to attack before they can get away from the temple floor.

10 Olman Savages — **Level 6 Minion Brute**
Medium natural humanoid, human — XP 63

HP 1; a missed attack never damages a minion. — **Initiative** +5
AC 18, **Fortitude** 20, **Reflex** 17, **Will** 18 — **Perception** +5
Speed 6

Traits

Mob Rule
An Olman savage gains a +2 power bonus to all defenses while at least two other Olman savages are within 5 squares of it.

Standard Actions

⊕ **Spear** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 6 damage.

Str 18 (+7)	**Dex** 13 (+4)	**Wis** 14 (+5)
Con 19 (+7)	**Int** 11 (+3)	**Cha** 10 (+3)

Alignment chaotic evil — **Languages** Abyssal
Equipment hide armor, shield, spear

Olman Witch Doctor — **Level 8 Elite Controller**
Medium natural humanoid, human — XP 700

HP 162; **Bloodied** 81 — **Initiative** +2
AC 22, **Fortitude** 19, **Reflex** 20, **Will** 22 — **Perception** +5
Speed 6
Saving Throws +2; **Action Points** 1

Traits

✪ **Dread of Demogorgon** (fear) ✦ **Aura** 5
Enemies take a -2 penalty to saving throws while in the aura.

Standard Actions

⊕ **Spear** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage, and the target is slowed until the end of the witch doctor's next turn.

⊕ **Double Attack** ✦ **At-Will**
Effect: The witch doctor uses *spear* twice.

✧ **Clearing Strike** (weapon) ✦ **Recharge** ⚁ ⚀
Attack: Close burst 1 (enemies in the burst); +13 vs. AC
Hit: 2d8 + 7 damage, and the witch doctor pushes the target up to 2 squares. If the target is slowed or dazed, the witch doctor instead slides the target 4 squares.

✧ **Terrifying Snarl** (fear, psychic) ✦ **Encounter**
Attack: Close burst 2 (enemies in the burst); +11 vs. Will
Hit: 4d6 + 4 psychic damage. In addition, the witch doctor pushes the target up to 3 squares, and the target is dazed until the end of the witch doctor's next turn.

Skills Athletics +11, Intimidate +14

Str 15 (+6)	**Dex** 7 (+2)	**Wis** 3 (+0)
Con 9 (+3)	**Int** 17 (+7)	**Cha** 20 (+9)

Alignment chaotic evil — **Languages** Abyssal, Common
Equipment hide armor, spear, gold Demogorgon amulet

Features of the Area

Altar: The altar is blocking terrain and provides cover. A character in one of the squares abutting its front who succeeds on a DC 16 Perception check notices extrusions or notches near its base that look like they could serve as gripping surfaces. In fact, the altar is hinged and can be lifted up from this side by a character who makes a DC 30 Athletics check. This check can be aided by a character in the other front square.

Tipping the altar open reveals a 5-foot-deep hole underneath it containing the skeletal remains of past sacrifices, along with various valuables (see "Treasure"). Moving the altar alerts the enemies in the area if they weren't already aware of the characters' presence.

Sacred Space: The squares adjacent to the altar (outlined on the overall map of the complex but not on the encounter map) represent a "safe zone" for the characters. Neither the Olman savages, the witch doctor, nor Xipe attacks a character located in one of these squares or willingly enters this space, out of reverence for the altar and what it represents.

Raised Dais: The altar rests on a 5-foot-high dais 5 feet higher than the surrounding stone floor, and it costs 2 extra squares of movement for a creature to move on or off the dais, except by the stairs on the east and west sides.

Rubble and Walls: Squares with stone rubble are difficult terrain. The walls and the large chunks of stone on the floor are blocking terrain that provide cover.

Treasure: Scattered among the bones in the hole under the altar are coins, precious stones, and golden statuettes worth a total of 2,000 gp. Also to be found is a jade placard bearing the likeness of the vampire god Zotzilaha, in both his human and giant bat aspects, worth 300 gp. Finally, a bone scroll case sealed with beeswax holds an ancient Olman map showing the location of the legendary Isle of Dread.

Even though Zotzilaha has been long absent from this place, the vampire still exists, and he cares about the state of his cache. If any treasure is taken from the pit, including the map, Zotzilaha or one of his servants attempts to reclaim those items, and then feast on the thieves for their offense.

The witch doctor has a gold and jade amulet that depicts an image of Demogorgon. It is worth 200 gp.

Conclusion

Once the characters win their freedom from the shrine, possibly defeating the savages that were waiting for them, they can find their way back to their ship easily (unless you plan otherwise).

There are still dangers in the jungle, however, and more ruins and ancient magic waiting to be discovered. And the infamous Isle of Dread, whose location is detailed by the map in Zotzilaha's treasure cache, awaits as well.

AFTERWORD: THE REST OF THE STORY

We were surprised and pleased to learn that Wizards of the Coast planned to update our old adventure for the latest edition of the Dungeons & Dragons® game. It is an honor to have inspired the original generation of role-players and now, to have our first creation reintroduced to a new generation of gamers. It fills us with this odd feeling: "Has it really been over 30 years since we first set pen to paper? We can't be that old, can we?" That's one of the great things about gaming—age doesn't matter. Roleplaying requires only imagination and a youthful love of adventure!

We were both newly hired editors sharing an office at TSR Hobbies in 1979, when the company needed someone to write a tournament for an upcoming convention. All of the designers passed on the opportunity, so we volunteered. We filled several yellow pads with our handwritten notes. Then Harold, the faster typist, wrote the first draft.

The marketing people liked our tournament so much they decided it would be a great idea to print copies to sell at the convention. But it wasn't a finished retail product, so we had to write a lot more to make it worth selling. Because our printer required a clean master copy of each page free of typos and other marks (no computers in those days!), Harold had to spend days banging away on an electric typewriter, retyping entire pages each time he made major mistakes, and the date for the convention was looming. In the end, Harold typed for 48 hours straight and then rushed the final pages to the printer at 2 A.M., so that those travelling to the convention would have it when they left that morning. Then it was home to sleep for 24 hours! By all reports, the tournament was a resounding success.

Despite all our best efforts at the time, one typo managed to slip through that has never been corrected. As students of history and mythology, we drew many of the creatures and names in the adventure from such sources. But, in those final sleepless hours, the city of Tamoanchan lost its first "n" and became forever known as "Tamoachan."

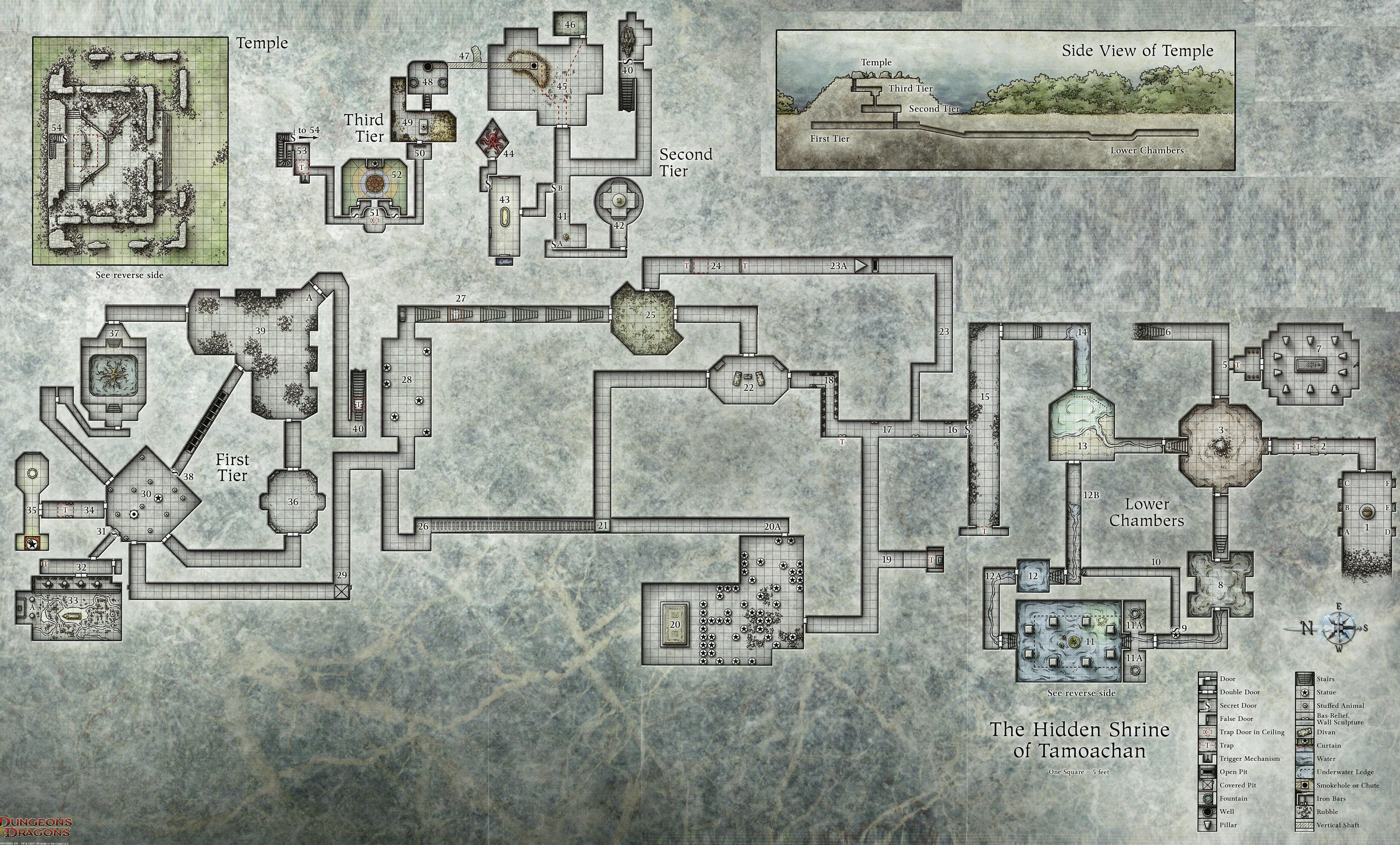
It's gratifying to us that what we created established a standard for published adventures that followed. One of our goals was to provide Dungeon Masters and players with examples of how they could improve their play and enjoyment of an adventure. Prior to *The Hidden Shrine of Tamoachan*, published adventures consisted mostly of nothing more than maps and lists of monsters or traps, followed by a list of treasures that could be claimed once the danger was nullified. There were no detailed descriptions of settings or strategies for foes. It was our intention to change all that.

In those early days, adventure gaming was in its infancy. The Dungeons & Dragons game was basically a set of rules for combat. It had few instructions about how to play a character or how to interact with other characters or monsters. True roleplaying was the invention of people like you who realized that pretending to be a character and creating a shared story was more fun than just fighting dumb monsters. We felt driven to provide examples of how to challenge the players. To fulfill this purpose we set ourselves several objectives:

- To present more detailed setting and encounter descriptions;
- To provide monsters with interesting and intelligent tactics and maneuvers;
- To teach players that actions have consequences and that every reward must be earned;
- To teach players to be alert for clues—things are not always what they seem to be;
- And to encourage players to exercise their imaginations and to use their ability to problem solve and work together as a team to overcome the adventure's challenges; to be creative in their solutions, because not every encounter needs to be conquered by combat!

We trust that this version of C1 will continue to teach, challenge, and inspire the current generation of gamers to expand upon and explore all the possibilities the game has to offer.

—Harold "Wisconsin" Johnson and Jeff "Duck" Leason



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