



LOPANGO

Land of the Sacred Sun

A MAZTICA ALIVE! NETBOOK



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Land of the Sacred Sun

CORE NETBOOK III
Maztica Alive! Campaign

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Here, high upon the mountain shall be my home! Forever I will live among you, my chosen people! For in this land thou shall find many and great enemies, but know that for as long as the sun shines upon these lands, the Natican shall prosper!"

*-Intiri to the Natican
Upon the discovery of Picchu Umu*

BEHOLD THE PEOPLE OF THE SUN!!!

When writing in the Forgotten Realms, it is usually impossible to work with a completely blank slate. Even in areas as off the beaten path as Maztica, there are still books full of lore to pore through.

Lopango, however, is such a place. Other than hints and legends, little has been said in either canon or even fanon about Maztica's southerly neighbor.

What is the land like? Who are its people? What is important to them, and what are its major conflicts? When all these questions are answered, perhaps Lopango can become a wonderful, if dangerous place to visit.

Having the truest freedom to develop the land without the fear of stepping on any toes has been both a blessing and a curse. Unlike *The Monsters of the True World* and *The Great Skyhome*, there is next to nothing to draw upon or expand. If Lopango is to be defined in full, it all needs to be "made up."

Anywhere on the net that Lopango has been mentioned in the past it has universally been given an "Incan feel." This netbook will continue and expand upon that sentiment. In these pages you will recognize the Incans in the form of the Natican, a beleaguered race that trusts in their patron deity with nearly full devotion. He even lives among them in the Forgotten Realms equivalent of Macchu Picchu!

You will also find that their enemies are many. Altered classics like the jungle drow and orcs may not be a new threat to gaming veterans, but the greedy giants whose very touch can turn a man into fool's gold most certainly are. Yet, while they may be cruel and greedy, their sadistic capabilities pale in comparison to the necromancies of the horrifying Supay Gnomes!

Yes, you read it correctly; these gnomes are not to be trifled with as they are certainly not your "garden variety."

All are not necessarily enemies, however, and races who simply desire to survive can also be found aplenty. Though they have been slaves for longer than even they can remember, the lizard-like cayma are eager to taste freedom. Arcane from the Spelljammer setting hide in the mountains, just recently opening contact among mankind, and even a violent, but valiant race of scorpionfolk dwells within the Lopangan Underdark.

What this all means for the Natican people is largely up to you and those who adventure within these lands. Perhaps the future of the Natican depends upon the actions of the strangers who know neither their ways, nor those of their enemies.

A D&D netbook is not worth its binary weight in 1s and 0s without a good adventure to give an adventuring party a taste of what it has to offer. Hopefully *Yagrel vs. the Hunters* does the trick in these pages. In *The Great Skyhome*, we were introduced to the fact that the anadjiin have long had their compound eyes set on the True World. In these pages you will first understand why exactly they are here, and then the adventurers will be thrown right into the circumstances surrounding their arrival. The adventure can be run as a stand-alone or as a continuation to the adventure found in *The Great Skyhome*. Oh, and for those of you who ran through the first adventure and recognized its movie reference, there is little hiding that YvH certainly models its sequel!

Elsewhere in these pages you will discover the richness of the Lopangan divine pantheon. Gods play a direct role in the lives of the Lopangans, even more so than those of their northerly Maztican neighbors. Some deities, like Intiri of the Natican, even live among their chosen people!

As usual the "Maztica Alive!" campaign only exists because there are still fans of the setting out there and so many have supported the creation of these netbooks with suggestions and ideas. There will NEVER be a monetary gain made from these products and there is certainly no intention of stepping on the toes of other authors. I can't think of something that would make me happier right now than to see an "official" product made that covers Lopango or even Maztica herself making this whole project obsolete. Thank you once again, Douglas Niles, for creating such an amazing land!

Another special thank you goes to Nathan Wormer, who is the first contributor to one of these netbooks to specifically write for the "Maztica Alive!" campaign. You will find his great work in the racial descriptions. I'd also like to particularly thank Joel Amat Güell for creating brilliant artwork based off descriptions of what must have seemed to him to be truly ridiculous. Finally, David "Big Mac" Shephard, I PROMISE that I will bring this to Facebook soon!

If you would like to see more "**Maztica Alive!**" projects, including the aforementioned *Monsters of the True World* and *The Great Skyhome*, please come visit us!

<http://games.groups.yahoo.com/group/MazticaAlive/>

See you in the jungle!

Jon "Seethyr" Hild

Area Map of Lopango

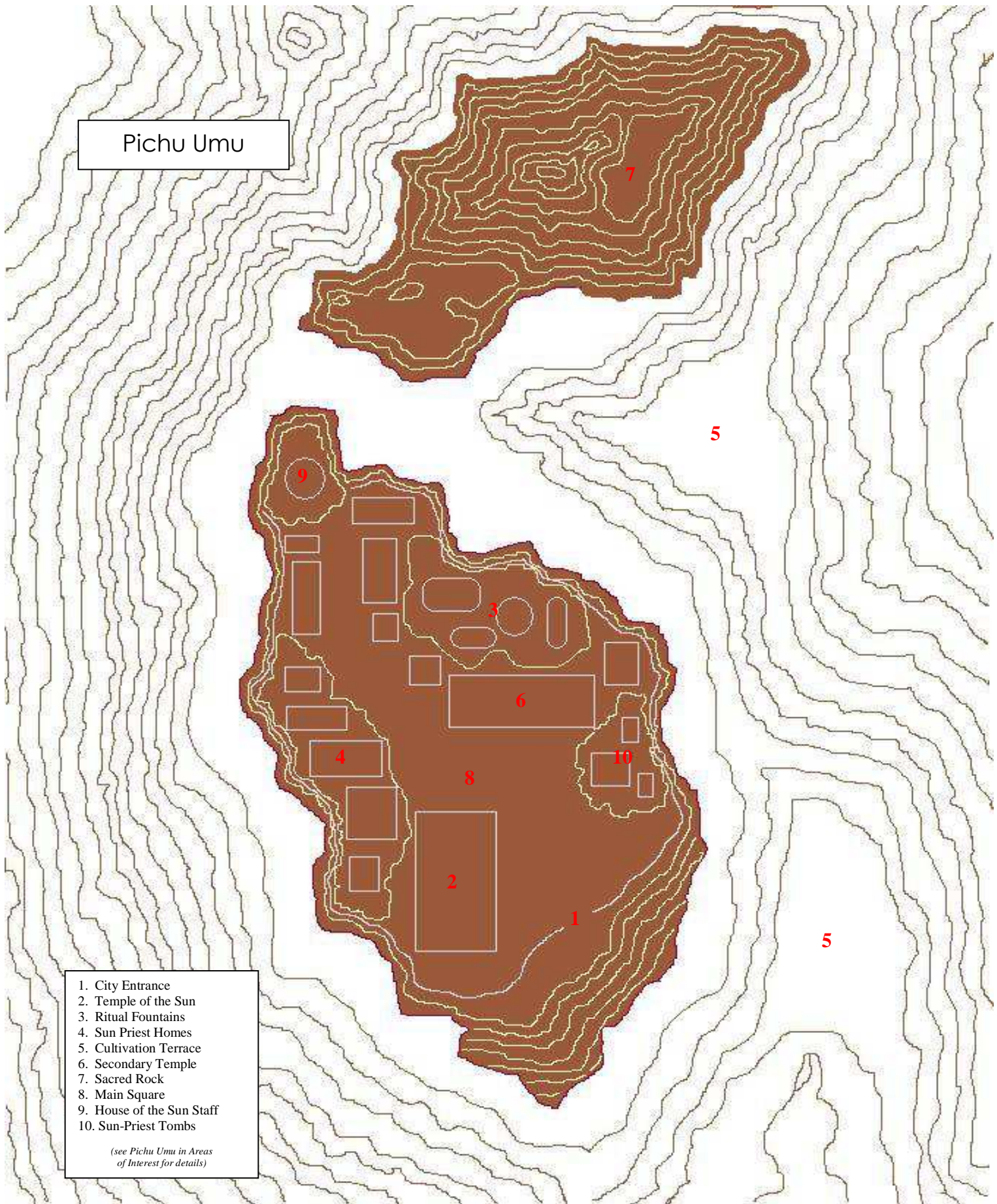


Area Map of Pichu Umu

Pichu Umu

1. City Entrance
2. Temple of the Sun
3. Ritual Fountains
4. Sun Priest Homes
5. Cultivation Terrace
6. Secondary Temple
7. Sacred Rock
8. Main Square
9. House of the Sun Staff
10. Sun-Priest Tombs

*(see Pichu Umu in Areas
of Interest for details)*



Introduction

Welcome to Lopango, where it is said mankind long ago crawled from the womb of Mama Carocha, and through the worship of their great deity Intiri became known as the People of the Sun. It is a land of many different peoples, and one of a tentative peace. Its massive mountains cause great isolation, but when meetings do occur, there is all too often bloodshed. This is an unchanging land, where societies have existed for centuries with little outside influence. The land of Lopango may all soon change, as you are about to enter the Land of the Holy Sun.

History

Lopango's history is the history of its varied peoples and that of its many deities. The two are entwined in ways that are rarely seen elsewhere and many of the gods choose to live close, if not among their people. The human Natican are considered the dominant race in Lopango and their empire is vast, but power exists in all corners of the land, and wherever they may go, these children of the sun god Intiri will never be completely at peace.

Below, the individual histories of each major race are given along with their current interactions and intentions. There may be only one land known as Lopango, but those who call it home are as varied as any ten nations elsewhere.

The Natican

As far as anyone knows, the Natican have always been in Lopango, though their Sun-Priests speak of

a time when the people entered the world through the "Womb of Mama Carocha." Many foreign sages believe this means they left their dwellings in caves and the Underdark long ago. Legends state that Intiri, the great sun god and child of both Virachoa and Mama Carocha, personally led his people forth until he came upon the site now known as Pichu Umu. Guided by the light of his *Sun Staff*, the Natican traveled many days and nights without rest until they settled upon this holy site. When

Intiri declared Pichu Umu the center of their faith, most Natican chose to leave the sacred site to the god and his priests, while the rest left to form a great city atop Mount Cuzcalac.

Over time, the Natican came into contact with a variety of other races, and first meetings were almost never peaceful. The Giant Kings were the first to arrive. Haughty and greedy giants who fled some great shame, they enslaved many Natican to mine their precious gold. Eventually the giants were punished by Intiri's father Virachoa, who many Natican had long ago forgotten. Virachoa, who was actually worshiped by the Giant-Kings, sent a great flood into their valleys and drowned nearly the entire race before his rage subsided and he found mercy. The guilt from this act forced Virachoa to leave the heavens and abandon the world, though

some folk claim that he was slain by an unknown son. Strange mountain hermits tell stories that Virachoa walks the land as an old wanderer or even a black llama. To this day, Natican give great respect to old strangers and practically revere the black llama in fear of offending the great deity. This fact is widely taken advantage of by the cursed beings known as the qarqacha, who can appear as

*Natican warriors are
ever-ready to combat
their many foes.*



either (though in the form of a llama, their second head is a certain give-away as to their nature).

Intiri, the current patron of the race and source of most of the Naticans' good fortune is said to still dwell personally within the Temple of the Sun in Pichu Umu. He did not, however, come to his people's aid when they first came into conflict with the scorpionfolk nor did he for the arrival of the jungle orcs. The Natican civilization has still not recovered from these two wars. The emperor scorpionfolk, known to their own race as the imperatonti, blamed flooding from Virachoa's wrath on the humans. Deep below the surface, their young and least mobile died horribly during the deluge and the stubborn creatures could not be convinced that the Natican had not caused the flood intentionally. In response, they sought to eradicate the threat from above. Many centuries later and relatively recently in their history, orcs poured forth from the southern jungles with their drow and cayma slaves, and wiped out all of the Natican jungle settlements. While Intiri himself did not appear to guide his people, his sun priests were at least able to make a tentative peace with the scorpionfolk, and hold the orcs at the jungle border.

Other conflicts have occurred with the alien threat of the yagrel and their tzakandi allies in the north. These horrid creatures are even more alien in outlook and appearance than the scorpionfolk and many Natican have disappeared when they stray too far in that direction.

Another threat has been taken far less seriously than is deserved. A race of gnomes lives deep within the

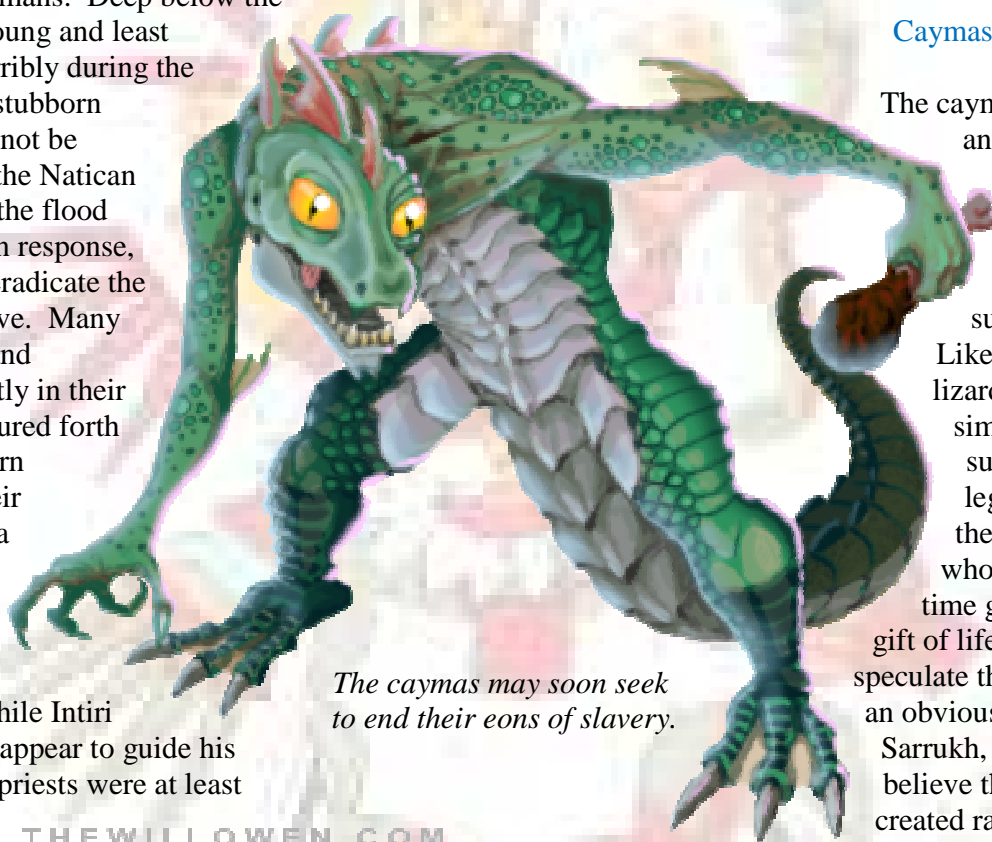
mountains, mostly unknown to the Natican. Unlike their Faerunian kin, these gnomes know nothing of Garl Glittergold or the gnomish pantheon, but instead worship a deity of death known alternately as Supai or Supay (for which the race has been named). Death, to these gnomes, is not just a part of the natural cycle, but rather something to look forward to. In fact, most believe it is their sacred duty to bring death to the inhabitants of the world, and they will not hesitate to use undead to do so. Not content to bring death upon individuals, the gnomes seek to commit genocide upon all other peoples, starting with the folk of Lopango.

Caymas

The caymas are an ancient race, but have never been a well-known or even very successful one.

Like many lizardfolk, they are simply content to survive. Their legends speak of the great snakemen who in a land before time gave them the gift of life. Sages speculate that this legend is an obvious reference to the Sarrukh, and many believe the caymas are a created race. Their legends also allude to the snakemen having found them unworthy even of slavery, and thus the caymas "earned" their freedom simply because they were not useful enough. Perhaps the creation of the yuan-ti made cayma obedience obsolete.

Apparently, not all races have been so discerning, because century after century, the tale seems to repeat itself. Brief moments of independence are interspersed with whole centuries of enslavement to a variety of races. Most recently, they have become the servants of the sorcerous jungle orcs from the



The caymas may soon seek to end their eons of slavery.

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southern continent Katashaka. These masters did not find the caymas so useless in their attempt to conquer the jungles of Lopango. In fact, Natican who have come into conflict with the diminutive lizardfolk often remark that they fight with a selfless abandon seldom seen in their cowardly orc masters.

The caymas are at peace with their history and accept that they may forever be a servant race.

However, as the orcs grow more abusive over the years, the caymas are finding a more independent streak than ever before in their long existence. Perhaps the caymas are no longer simply content to survive. Rumors among the orcs speak of a resistance leader within their midst known only as Lockjaw. The orcs do not know exactly who this leader is, but in their efforts to ferret him or her out, they have grown increasingly abusive. This of course drives even more caymas to sympathize with the revolutionary.

Jungle Orcs

Though they are not the most recent transplant to Lopango, the jungle orcs are certainly one of the most aggressive. Having long ago found an affinity for sorcery within their blood, these unusual orcs held a powerful empire in the northern nations of Katashaka. Like so many great civilizations, the orcs grew decadent and reliant on their slaves.

The sorcerous jungle orcs control a vast empire in Lopango.



They still commanded great power, but understood little of the day to day maintenance of their empire.

When a being known to some as The Sleeper, and to others as the dreaded Tarrasque, awoke from a hundred year slumber and decimated much of the orcs' holdings, their slave races rose up and rebelled against the abusive masters. The orcs were forced to flee to the lands of Lopango bringing only their ever loyal caymas along.

The orcs soon encountered the peoples of Lopango's jungles, including small clans of scorpionfolk and the settlements of the sun worshipping humans known as Natican. War was inevitable with both, as the orcs knew others as nothing more than slaves. If the Natican and the scorpionfolk had been allies, the orcs would not have stood a chance, but as fate would have it, the two races themselves were hardly at peace. Even still, it was the guerilla tactics and deadly ambushes of their cayma slaves that won the jungle for

the orcs.

The orcs only briefly attempted to continue their way into the mountains as powerful sun priests from the holy city of Pichu Umu rained destruction upon the orcs in their initial forays. Satisfied with the

stalemate and content to digest their new “empire,” the orcs retreated.

Six years after the last major skirmishes, the orcs were set upon by yet another race, though they jokingly call this day the “Gift from Below.”

Embattled drow, refugees from their own war with the scorpionfolk in the Underdark, simply appeared amid orc lands one day. With their vast numbers, still potent sorcery and ever useful cayma allies, the orcs humiliated and enslaved the drow.

Today, the typical orc seems almost completely unaware that history may soon repeat itself. They know of resistance within their cayma slaves, but the diminutive lizardfolk are not the only threat to their power. What the orcs do not realize is that they may have unintentionally caused a first time event in Lopango’s long history. There are still major hurdles to overcome, but for the first time, the races of Lopango have the unique possibility of working together and finding a common enemy. Lockjaw, whoever he or she is, sees this possibility and between the drow, the scorpionfolk, the Natican and the cayma, an end to orc power may be inevitable.

Jungle Drow

Those who know the story of the jungle drow will more than likely comment on just how quickly the mighty may fall. Less than four hundred years ago, the drow were the masters of their Underdark city in Faerun, but everything changed the day they decided to give chase to a clan of dwarves who traveled westward through unknown tunnels. Greatly outnumbered, the dwarves should have been an easy kill, but the dwarves proved more stubborn than expected. Their resistance proved a minor disaster, compared to the catastrophe of the event known as the Rockfire. In one particularly bloody skirmish, the drow unleashed magic that the fragile Underdark walls simply could not handle. Their mighty spells ripped the tunnels apart and brought upon the combatants the twin disaster of magma from below and a deluge of ocean water from above. Chased by massive plumes of scalding steam, the survivors of both races forgot their war and ran far and fast westward, forever separated from home.

In the confusion many drow were lost within the unknown tunnels. Trapped in dead ends, scalding and often deadly steam caught up to some. Others headed either due west or southwest with no idea where they might end up. The story of the jungle drow is the story of the drow whose journey included the more southerly route.

Unaccustomed to wandering, the refugees suffered for two decades before finding a new realm they believed they could call home. They did not expect to encounter an unknown race of creatures whose lower torso was that of a massive scorpion and whose upper bodies were of a race of barbaric men and women. Oddly, initial contact between the two fierce peoples was almost peaceable. The drow were too accustomed to betrayal, however, and were not quick to change their ways. Seeing a moment of weakness, they sought to murder the scorpionfolk leader known as the Scorpion King and replace him with one of their own kind. Once again the drow underestimated their adversaries and were chased aboveground to hide away their days



Free or enslaved, a drow is still a drow.

from both their enemies and the painfully blinding sun.

Under the darkened canopies of their new jungle home, their eyes and skin eventually adjusted to the upper world. However, it was not long before they realized their new home also had its masters. Orcs, strangely powerful and magic wielding orcs (but orcs nonetheless) commanded the jungles and war came to the drow yet again. As the veterans of two recent wars, victims of a disaster of epic proportions and refugees of twenty years of wandering, the drow fell to a race that would certainly not have posed a threat back in their homeland. Of all their recent humiliations, nothing could be as bad as the fact that the drow were now enslaved by orcs!

The drows' acceptance of the upper world's bright sun has not been the only change they have undergone, nor was it their greatest. Having lost most of their priestesses in three wars, the drow abandoned Lolth and her demonic obsession with spiders. A different type of vermin had proven both more powerful and more in tune with their quest for freedom and survival. The scorpionfolk god Vulkoon has accepted both priests and priestesses of the drow race even though the scorpionfolk themselves remain wary. The drow attempted betrayal once, and the imperatonti did not take long to understand their duplicitous nature. Time will tell if the drow truly have changed.

Emperor Scorpionfolk

Known among themselves as the imperatonti, myths and legends abound in the emperor scorpionfolks' history. They are passed down through word of

mouth because the imperatonti have no written language. The myths themselves are incredibly important to the race and are taught to each new generation with underlying religious tones.

The most well-known myth is the life of the one-time hero and current deity known as Vulkoon. In ancient times, the emperor scorpionfolk were not so different from their northerly tlincalli cousins. They were far larger in size and typically less aggressive and fervent in the worship of their multi-deity pantheon, however.

This branch of scorpionfolk typically served as brute force during primeval wars until it all changed under the leadership of the mortal barbarian Vulkoon. Vulkoon was fierce and barbaric, but unlike many of his kin, he seemed to care for the welfare of others of his kind. During Vulkoon's reign, Rr'ikin'aka, a tanar'ri lord who fancied himself the King of Scorpions, made a play for the devotion of all scorpionfolk. Vulkoon and his powerful retinue assisted the obyrith lord Obox-Ob and the Chattering Prince, Tharzax (another minor demon lord) in entrapping the would-be usurper. Forever after, Rr'ikin'aka was imprisoned in the Wells of Darkness on the 73rd layer



An imperatonti priest of Vulkoon

of the Abyss. A lesser known part of the legend among the tlincalli mentions that Vulkoon and his retinue were set up as bait for the trap. Obox-Ob lost his servant's loyalty when the last of Vulkoon's broodmates were slain that day.

Vulkoon's dissent only grew in the years following Rr'ikin'aka's defeat as Obox-Ob grew more careless with his worshipers and demanded too many sacrifices. The other scorpionfolk gods seemed unconcerned with this abuse so in disgust,

Vulkoon led those who had grown to revere him far to the south where they ended up in the Underdark of Lopango. Upon the time of his death, the mass worship of his people allowed Vulkoon to ascend to the status of a demigod. Vulkoon's youngest progeny, birthed not long after their arrival in Lopango, became a line of unbroken kings and they took the title originally assumed by vanquished Rr'ikin'aka. These ancestors of Vulkoon, known interchangeably as the King of Scorpions or Scorpion King, have ruled ever since.

The scorpionfolk have thrived and adjusted to a far more peaceful existence than their northerly cousins among themselves. However, their relationship with other races, who are all interlopers in the scorpionfolk mind, have been at the very best of times strained. First contact was made with the giant-folk whose obsession with gold knew no bounds, but rarely did the mountain race come into contact with the Scorpion King's people. Centuries later, mankind arrived led by their sun god, and peace here too could have lasted were it not for the Great Flood. Their kingdom was far belowground, but the deluge was so vast that even so far below, the caverns filled. The majority of adult scorpionfolk survived, but many young and the infirm drowned in the deepest of chambers. In fact, so many young ones were slain, that they became known to the scorpionfolk as the "Lost Generation."

After many years of war with mankind over their assumed involvement in the Flood, the reigning Scorpion King, Krikata'en, finally called a truce. To this day, many scorpionfolk still blame mankind, but others know the true culprits were the greedy giants of the mountains (and their vengeful deity). Now all three races distrust the other, but at least open warfare has been averted.

The orcs came many centuries later, and were followed almost instantly by the duplicitous drow. Unlike the giants and mankind, the intentions of the orcs have never been questioned. In fact, the orcs sought to make slaves of all scorpionfolk they encountered, but the typical scorpionfolk would rather slit its own throat than find itself enslaved. While the few imperatonti settlements that lay within the jungles were eradicated by the orcs, war

on a grander scale has been avoided mostly due to the geographic separation of the two races.

The drow, beaten and weary from years of wandering, arrived less than a decade after the vile orcs. Initially, the Scorpion King Je'ra'krik in an unprecedented show of mercy, welcomed the drow within their warrens despite the objections of his advisors. He nearly paid for his kindness with his life, as the drow attempted to turn his people against him, and made their own play for power. The drow did not count on the scorpionfolks' loyalty to one another and the drow were hounded all the way to the surface. Knowing of the orcs existence in those lands, the scorpionfolk left the drow to their fate.

A lesser race, as hostile and vile as the orcs themselves, has made themselves known to the scorpionfolk in recent years. These diminutive manfolk, who call themselves "gnomes," have attempted to sacrifice young scorpionfolk to their horrid deity of all that is dead and undead. In this conflict and in the continued skirmish with the jungle orcs, the scorpionfolk have found more in common with the other races of Lopango every day. If the Scorpion King, a powerful but ancient barbarian sorcerer known as Grikataw sees a benefit in alliance the scorpionfolk may see their neighbors as something other than potential enemies.

The Golden Clad Giant Kings

Guilt and shame runs deep within this race of giants, and both emotions have only hardened their hearts. For many thousands of years the giants have found solace only in the accumulation of what they know as the "Skin of the Sun," and what mankind calls gold.

A clan of stone giants, whose name is lost or intentionally forgotten, once battled with the avatar of the violent and rapacious dragon deity known as Garyx in the Dawn Ages. Having seen many of their kin rent or devoured by the great red dragon, these giants fled the field of battle. Though some considered the battle hopeless from the start, the desertion of the stone giants forced many more casualties upon their storm giant allies than might have otherwise occurred.

It is unknown exactly how the giants arrived in Lopango, but what is known is that the deity Virachoa, still grief stricken over the death of his wife Mama Carocha, welcomed the giants with open arms. To begin with, the giants loved Virachoa in return and the giants grew prosperous under their deity's watchful eye. The shame of their desertion remained, however, and festered like an

open wound. Eventually, they found a new "god" in their reverence for wealth. At this point in their history, gold became an obsession. To accumulate more, the giants at first worked the mountains themselves, but when mankind had arrived, the giants had found the perfect slaves.

Some say it was not actually the act of turning from his worship that so angered Virachoa, but rather the complaints of his son Intiri, patron deity of the slave humans. Whatever the reason, Virachoa enlisted the help of the northern deity Azul to destroy the giant race through many tendays of torrential rain and the massive flood that followed.

The giants in their valleys surely suffered the most, but all peoples of Lopango were affected by the flood. Surviving humans fled to the mountaintops where most remain to this day. When Virachoa saw the destruction that Azul was creating, he felt a great deal of remorse and attempted to halt the rains. This act angered Azul and the two gods briefly battled. Koni, a new god of destruction, was born that day when Azul fled to the north and left a small part of his divine essence behind. Virachoa himself was disgraced and chose to leave the heavens forever. Whether he committed some form of deity suicide or simply chose another form remains to be seen.

Instead of instilling humility in the giants, the Great Flood only angered the race and drove them into greater depths



The Golden Clad Giant Kings hide thousands of years of shame behind their cruel and haughty natures.

of greed, isolation and evil. From that day forward, each giant considered himself worthy of the title of king, for they alone had survived the wrath of a deity. On the surface, the giants try to cover their racial shame with their titles and power but underneath, their thousands of years of shame still cause great grief.

Supay Gnomes

Like the drow of Lopango and the dwarves of the House of Tezca to the north, the supay gnomes are transplants trapped in this land after the Rockfire Disaster of 987 DR. The dwarves were the first to head west under the ocean in search of wealth, but they did not realize a small clan of gnomes had followed close behind, hoping to scavenge and steal what they could. Unfortunately for the gnomes, the drow had the same plan. Unwilling to fight the drow, the gnomes fled westward once discovered, ahead of both drow and dwarf. In fact, the gnomes traveled many of the same tunnels the surviving drow would take only shortly afterward.

A cowardly bunch, the gnomes avoided contact with all races in their journey through the



The supay gnomes were willing to do anything to survive, but the Natican wonder if turning to undeath is truly considered survival.

Underdark. With their illusion magic, they were able to avoid even the most wary of scorpionfolk sentries and eventually found themselves in the mountains of Lopango. When they emerged from the Underdark, the gnomes stood at the caldera of an inactive volcano. It is unknown exactly how he appeared, or what was said, but this is typically regarded as the moment that the death god Supai made himself known. There have been few opportunities for other races to converse with a supay gnome, typically just before he attempts to cut out the heart of the speaker. In those rare moments, however, they have explained that the gnomes could not have survived in the mountains without the undead that Supai provided. The surrounding threats were just too great, and within a single generation, all illusion magic had been traded for its diametric opposite, necromancy.

Supai grows hungrier every year, and demands frequent sacrifices. Natican have always been the sacrifice of choice as Supai was once solely a human deity. His recent demands, however, have included orcs, drow, caymas, giants and even the powerful Underdark race known as the imperatonti. Much like the orc threat, this assault on all of Lopango is serving to unite the fractured races.

The Arcane

It is only in recent history that the Arcane have had dealings with the people of Lopango. They arrived from the Sea of Night at a time when the resident races had either little to offer in the ways of trade, or were in fact, too violent to even initiate a beneficial agreement with these mercantile blue-skinned giants.

First contact occurred with the giant-kings, because the arcane observed that the giants were actually quite wealthy in gold. The potential for trade could have been mutually beneficial for both peoples. Unfortunately, the giant-kings were far too greedy and responded to requests for trade only with violence.

Having seen enough of this part of Toril, most Arcane chose to head back into the Sea of Night, but those who remained formed two settlements. One was formed atop Mount Xochipas and the other

Mount Mixhuacan. Both were nearly unreachable by the surrounding lowlands, but surely easy to reach via spelljamming ship. So intent were the arcane on isolation, however, that they developed a vast misdirection field over their settlements. In fact, the only way that even their spelljamming allies could locate the settlements was by following encrypted directions found within massive runes etched into the ground in view of Mt. Xochipas. Natican who have come across these lines are completely ignorant as to their significance, even though most races now refer to them as “Natican Lines.”

The arcane have continued to trade with other spacefaring races and have indeed even hosted the typically violent anadjiin clan known as the Yatilli. Only recently have the Arcane lowered the misdirection field around Mount Xochipas, the smaller of their two settlements, to allow local peoples to reach them. None have as of yet.

Yagrel

The yagrel of Chapullelel Jungle are a beaten, degenerate race of illithids that no longer carry the same dominating mental abilities of their forebears, but certainly make up for their lost abilities in cunning and ferocity.

The yagrel were once spacefaring illithids who relentlessly preyed on the race of beings from the world Anadia known as the anadjiin. As a race that knew little of magic or psionics, the anadjiin were easy prey for centuries. Such a fierce race could not be subjugated and preyed upon forever, however, and eventually a warrior clan of anadjiin known as the Yatilli turned the tables on the illithids.

The anadjiin ended the illithid threat upon their world but in order to maintain balance within the universe, they transplanted the defeated illithids to Toril. To them, Toril was an alien world and the sparsely populated Chapullelel jungle was a perfect location. Every century, the anadjiin would return to cull the population and maintain balance with the defeated illithids. After a few centuries, the loss of their culture and pride physically changed the illithid and their elder brain. Today, the barbaric, devolved remnants are known as the yagrel.



The yagrels' mental capabilities might not be on par with their illithid ancestors, but their physical abilities more than make up for it.

As of late, the yagrel have been very active in Lopango. Any Natican who strays too far north is subject to slaving parties led by particularly powerful barbarian yagrels. Ask any Natican of Apu Roca and they will know of a missing friend, family member or other loved one.

**More information on the yagrel and their history of warfare with the anadjiin can be found in the adventure Yagrel vs. Hunters in this netbook.*

Tzakandi

The lizardfolk of Tzakan Marsh led a quiet and unassuming life in their bounteous marsh. With fish aplenty and a history of powerful shaman, they rarely bothered or were bothered by the nearby humans. Devoutly religious in their worship of the survivor deity Semuanya, the lizardfolk had no reason to seek conflict. With little to offer others for plunder, conflict also only very rarely sought them.

Their peaceful existence ended the day a young lizardfolk shaman named Gewshallk returned to his village with reports of “great lights in the western sky.” These lights brought with them evil for which

the lizardfolk were not prepared. The anadjiin had transported the illithids to the nearby Chapullelel Jungle and when they arrived, the lizardfolk were the first to encounter the mind flayers. War, under these circumstances, was the only possible outcome.

If the illithids thought it would be easy to conquer the Tzakan lizardfolk, they were sorely mistaken. With no intentions of conquest and only that of survival, the lizardfolk rarely left their swamp. When the illithid came to raid the semi-aquatic terrain always favored the lizardfolk. In those initial years, the shaman also called upon many of their ancestral spirits of the marsh, for the lizardfolk had huaca of their own, and with their help pushed back illithid incursions time and again. Some say that the illithid began their devolution in part due to this war because only the most barbaric and fierce of the illithid found any semblance of success.

After a century of warfare, however, illithid tactics changed. Ancient illithid rituals were modified and performed upon captured lizardfolk in conjunction with illithid tadpole implantation. Thus, the process of ceremorphosis was now completed on the lizardfolk and a new race, the tzakandi, were born.

The tzakandi knew the ways of the marsh and their abilities offset the terrain advantage used by the lizardfolk. Within three years of the first tzakandi growing his tentacles, the war was over and all that remained of the lizardfolk was the half-breed illithid-kin.

From that day forward, the tzakandi have served as some of the yagrels' most powerful and loyal allies. Semuanya had truly forsaken his people, and the few

survivors do not know the reasons why.

Timeline

A full timeline of the True World is featured in *The Great Skyhome: Maztica and Spelljammer* and what is written below is meant to supplement, rather than replace that information.

All events listed in the prehistory have no official date, but are said to have occurred long before mankind crawled from the womb of Mama Carocha.



A Natican Sun-Priest of the sun god Intiri.

Prehistory

The god Virachoa (Kukul) and his wife Mama Carocha (Maztica) emigrate from other worlds to Toril. Mama Carocha is murdered by her son Zaltec and her body becomes the great continent itself.

The scorpionfolk mortal hero Vulkoon assists the obyrith demon lords Obox-Ob and Tharzax in imprisoning Rr'ikin'aka in the Wells of Darkness in the Abyss. Obox-Ob shows no appreciation for the deed and continues to devour the scorpionfolk at whim. Vulkoon's legend grows when he splits from his kin, now known as Tlincalli and leads his followers to southern lands where he is crowned king, worshipped as a god, and eventually ascends to demigodhood.

Supai, an assistant of the ancient god of death Jergal, disappears from his duties and seeks out worshippers of his own. He seeks them out far from the eyes of his former master.

c. -25500 DR

A clan of stone giants suffers many defeats at the claws of the avatar of the dragon god Garyx and they flee west to hide within the mountains of Lopango. They find much wealth and plentiful food in their new home, but carry the shame of their defeat and cowardice with them. The giants abandon their former deities and are welcomed with open arms by the local god Virachoa.

c. -5000 DR

The first humans of Lopango leave their caves and form the beginnings of a civilization under the guidance of a young sun god known as Intiri. They found the holy temple of Pichu Umu, and soon after the great city of Mount Cuzcalac. As their population grows over the years, many new settlements are formed within the mountains and jungles, including the city of Apu Roca.

c. -4500 DR

Arcane arrive from the Sea of Night but have no desire to interact with the barbaric peoples of

Lopango. At the time of their arrival, the humans seemed to have little knowledge of material wealth and the greedy giants met the arcane with only violence. In response, the arcane decide to protect their settlement with powerful misdirection magic. The only way to reach their mountaintop settlements would be to follow cryptic directions carved into the land itself. Many incorrect myths form around these lines among the Natican and eventually they are referred to as the "Natican Lines."

-1011 DR: The Great Flood of Lopango

Frustrated with the greed of his giant worshippers, the god Virachoa, father of Intiri and husband to the dead goddess Mama Carocha, petitions the northern god of rain Azul to wipe out the race. The great flood Azul brings about nearly does so, but Virachoa has a change of heart and attempts to spare the giants. The act of mercy angers Azul who briefly battles Virachoa before fleeing to the north. A fragment of Azul's evil is left behind in the form of Koni, the goddess of water, thunder, and disaster. Koni forever seeks the destruction of the giants.

The giant kings are not the only race affected by the flood as thousands of Natican and scorpionfolk are drowned as well. Despite the obvious evidence to the contrary, the scorpionfolk blame the Natican for the disaster and wage a war of revenge. The war lasts ten years before the Sun Priests of Intiri convince the Scorpion King that the flood was not their doing. A tentative peace lasts to this day.

c. -550 DR

Priestesses of a goddess known as Mama Tranquilla appear among the Natican. These holy women revere the power of the moon in place of that of the sun. The priestesses claim that their goddess has always watched over the Natican people, and due to their pacifistic nature there is no conflict with the dominant priesthood of Intiri. The Natican do not realize, nor even care, that Mama Tranquilla is in fact the Faerunian goddess Selune in disguise.

429 DR Year of the Cat's Eye

The Yatilli clan of anadjiin from the planet Anadia populates Chapullelel Jungle with illithids after defeating them in a great war on Anadia. Every 100 years after, the anadjiin return to cull the population of illithids and maintain balance. Within 200 years, the illithids and their elder brains devolve into a barbaric race known as yagrel.

455 DR Year of the Dryad's Dowry

The yagrel of Chapullelel Jungle come into conflict with the lizardfolk of Tzakan Marsh in a war that lasts over a century. The lizardfolk shamans call upon ancestor spirits known as huaca for their defense.

562 DR Year of the Waking Feyr

The yagrel finally defeat the lizardfolk by implanting captured victims with yagrel tadpoles and forming a race known as tzakandi. The tzakandi dominate the marsh and wipe out most of the remaining lizardfolk.

987 DR Year of the Flaming Dwarf: The Rockfire Disaster

Seeking fortune in the west, dwarves travel

tunnels under the Sea of Swords. They are pursued by drow and battle follows the dwarves throughout the long journey. Drow spells weaken the unstable walls of the Underdark and both magma from below and ocean water from above fill the Underdark. Many on both sides are killed but others flee further west, trapped in the little known continent of Maztica and its southerly neighbor, Lopango.

Unknown to both races, a clan of gnomes was also trapped during the Rockfire. The gnomes in fact, arrive in Lopango many years before the drow find their way.

The gnomes emerge from the Underdark at the caldera of a volcano and encounter the deity Supai.

1001 DR Year of the Awakening

Powerful and sorcerous orcs from the southern continent Katashaka flee to Lopango's jungles after many of their slave races rebel. This occurs in conjunction with the awakening of a being known as The Sleeper, who also demolishes the orc civilization. They reestablish themselves in Lopango and with the help of their cayma slaves, wipe out all of the jungle settlements of other races. The orcs are finally contained within the jungle by the Natican Sun-Priests.

1007 DR Year of the Bold Barbarian

Twenty years after the Rockfire Disaster, many of the drow who find their way underground to the Lopango region are forced to leave the Underdark by a nation of

scorpionfolk. In the jungles above they find no greater welcome from the resident orcs.

Unused to orcs having such uncanny sorcerous skills, and weary of battle with the scorpionfolk, the drow are defeated and enslaved.

1010 DR Year of Three Signs



The terrible battle between dwarves and drow led to the Rockfire Disaster of 987 DR.

Having received laughable assistance from priestesses of Lolth during their defeat three years prior, the drow ultimately abandon the spider goddess and begin to worship the demigod of the scorpionfolk known as Vulkoon. Vulkoon grants his new priests their spells, but the drow still do not escape slavery under the orcs.

1349 DR Year of the Bridle

Having attempted and failed many times alone in the past, the jungle dwelling drow of Lopango seek outside help in escaping their orc captors. They turn to their former scorpionfolk enemies, whose hereditary leader (the Scorpion King) initially refuses to assist the drow. Some factions within the scorpionfolk, particularly priests of Vulkoon, make it known that they one day intend to defy the Scorpion King’s proclamation.

After centuries of observing the flourishing races of Lopango, the arcane ease their restrictions a bit. They remove the misdirection field surrounding Mount Xochipas but maintain the one surrounding their primary settlement on Mount Mixhuacan.

1352 DR Year of the Dragon

Supay gnomes capture and sacrifice two scorpionfolk to their deity, the first ever of the powerful imperatonti. Many Natican were also sacrificed that day so the scorpionfolk and Natican find a common enemy.

Religion

A nearly universal fact about life in Lopango is that it is primarily focused around religion. Perhaps it is because the gods play such an active role in their worshipers’ lives or it could be the fact that some gods even live among their people.

Below is listed the deities or concepts each race primarily worships in order of importance. Exceptions exist but they are generally few in number.

Natican: *Intiri, Mama Tranquilla, Virachoa, Mama Carocha, Koni*

Imperatonti: *Vulkoon*

Caymas: *Semuanya, Orishas (Katashakan demigods), Vulkoon*

Jungle Orcs: *Orishas*

Golden-Clad Giant Kings: *Gold, Virachoa*

The Sun Staff, symbol of the great god Intiri

Jungle Drow: *Vulkoon*

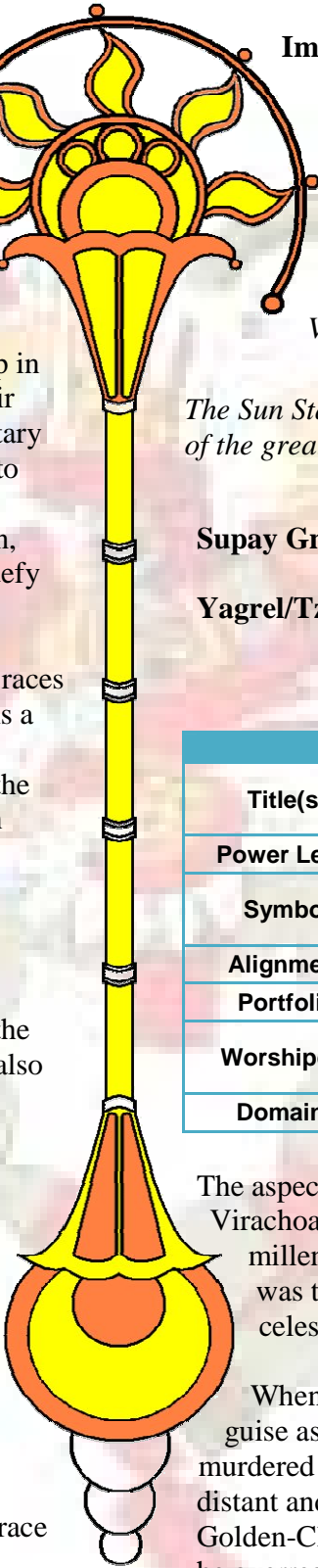
Arcane: *Unknown*

Supay Gnomes: *Supai*

Yagrel/Tzakandi: *Elder Brains*

Gods

Virachoa	
Title(s)	The Old Man of the Mountain, The Great Black Llama
Power Level	Dead or Exiled (formerly Greater)
Symbol	Seven stars surrounding five concentric circles
Alignment	Neutral
Portfolio	Giants, Wisdom, Celestial Bodies
Worshipers	Giant-Kings of Lopango, Sages, Wise men
Domains	Knowledge, Sun, Moon, Earth



The aspect of the great god Kukul known as Virachoa originally arrived in Lopango over a millennia in the past. In those ancient days, he was thought of as representing all of the celestial bodies in both the day and night sky.

When Virachoa’s wife Mama Carocha (in her guise as the goddess Maztica) was brutally murdered by their son Zaltec, Virachoa became distant and depressed. When his chosen people, the Golden-Clad Giant Kings, turned from his worship, he overreacted and nearly wiped out the whole race with a great flood. After coming to his senses and

sparing the survivors, Virachoa chose to leave the mortal world behind. After his battle with his child Azul and the resultant birth of the Drowning Queen Koni, he simply disappeared and stopped answering the prayers of his remaining faithful.

Today, Virachoa is still afforded great respect among the Natican and some (particularly in the town of Apu Roca) still chose to worship him. Those who take the Servant of the Fallen feat (from *Lost Empires of Faerun*) still receive their full allotment of spells. There are also a few giants that still worship Virachoa in this manner.

Mama Carocha	
Title(s)	Mother of Earth, The World Body
Power Level	Dead (formerly Greater)
Symbol	Pregnant woman
Alignment	Neutral
Portfolio	Earth, Life, Women, Birth
Worshippers	Druids only
Domains	None

Mama Carocha is the deceased wife of Virachoa and mother to Intiri. Maztica, which is the northern aspect of this goddess, was murdered by her son Zaltec and at the moment of the murder, Mama Carocha herself also ceased to exist.

Her body has retained much of her power and in fact has merged with the land of Lopango itself. Thus, Mama Carocha still has hundreds of worshipers in the form of nearly every Natican druid. These druids receive substantial favor in major population centers for their understanding of agriculture. Without their help, it would be impossible to sustain so many.

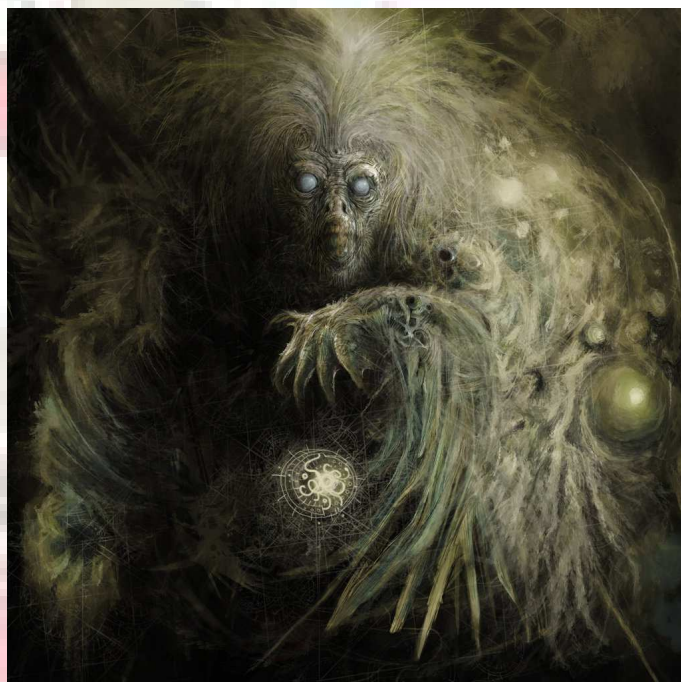
Intiri	
Title(s)	Father Sun, Golden Lord of the Sky
Power Level	Intermediate God
Symbol	The Sun Staff
Alignment	Lawful Good
Portfolio	The Sun, Natican, Mountaintops, Fire
Worshippers	Natican
Domains	Sun, Good, Healing, Law, Fire

Intiri is a well-loved and supremely benevolent deity who often appears in the form of a flame covered Natican (see cover). Intiri expects self-sufficiency from his chosen people and does not get involved in their day to day problems. He freely explains that the Natican must learn to survive without him but in grave matters, he still remains fiercely overprotective.

Intiri's avatar lives within his temple in Pichu Umu, but he almost never appears to any other than his highest ranked sun-priests. On the few occasions Intiri himself has gone to battle he always carries his Sun Staff.

The sun-priests themselves live their lives to serve both their god and their people. It is rare to find one that would not lay down his life for the benefit of the Natican.

Supai	
Title(s)	Supay, Bringer of Oblivion
Power Level	Lesser God
Symbol	Fanged Skull
Alignment	Neutral Evil
Portfolio	Death, Undeath, Cruelty
Worshippers	Supay Gnomes
Domains	Death, Undeath, Evil, Knowledge



Supai, the Bringer of Oblivion

Supai (spelled in many texts as Supay) was once a simple scribe under the guidance of the Faerunian deity of death, Jergal. From the onset, Supai was unhappy with his servitude and what he perceived as the weak outlook of his master. At some point in Toril’s prehistory, Supai abandoned his post and came to Lopango to find his own chosen people. Many thousands of years later, he presented himself to a scared and lost tribe of gnomes that have worshiped him ever since.

Supai is a horrifying deity to gaze upon, and his countenance is said to startle even the other deities. Supai greatly favors undead worshippers and the leaders of the Supay gnome settlements are typically “blessed” by being turned into vampires. Supai seeks nothing less than the death of all sentient races in Lopango.

form she takes, Koni is always accompanied by violent and stormy weather.

Koni’s priests are typically Natican who have, for a variety of reasons, found themselves cast out from their villages. Koni often appears to these outcasts in their dreams and offers revenge. They are encouraged to harass and kill the giant-kings to finish the task that Koni’s “father” Azul was once given.



Koni, the Drowning Queen

Koni	
Title(s)	The Douser, The Drowning Queen, Architect of Floods
Power Level	Lesser God
Symbol	Storm Cloud
Alignment	Chaotic Evil
Portfolio	Storms, Floods, Water
Worshippers	Outcasts, those who seek harm to Lopango
Domains	Water, Evil, Weather, Destruction

Koni is the goddess of storms and floods who seeks to one day drown all of Lopango. She was created from Azul as the god bled from wounds received from the maca of the great god Virachoa. Somehow, when Azul was struck and sent fleeing back to the north, his divine blood mixed with the remains of the Great Flood itself and in it the goddess was born.

Much like the deity from which she was formed, Koni is violent and quick to anger. She is, however, far more sadistic than the deity from which she was formed and unlike the northern god of rain, sacrifice means nothing to Koni. She only seeks to drown the entire world.

The physical form of the goddess combines features of a Natican warrior and a bird of prey. Her feet are taloned like a great bird of prey and no matter what

Mama Tranquilla	
Title(s)	Mother Moon, The Moon Queen, Silver Lady of the Blessed Sky
Power Level	Intermediate God
Symbol	Pair of female eyes surrounded by moon
Alignment	Chaotic Good
Portfolio	The Moon, Silver, Love, Freedom from Slavery
Worshippers	Natican (women particularly),
Domains	Chaos, Good, Moon, Protection, Travel

Mama Tranquilla is an aspect of Selune who appeared among the Natican nearly 2,000 years ago. Her priestesses claim she has watched over the people for far longer. In Lopango, Mama Tranquilla plays much of the same role that Selune plays in greater Faerun, though she does not speak much of her connection to lycanthropes. Silver, however, is becoming an increasingly common form of wealth in Lopango and its abundance is often attributed to her.

Mama Tranquilla has also become the secret patron of many of the slaves of the Jungle Orcs. In fact, the mysterious Lockjaw is said to worship her along with an assortment of Natican, caymas and even the occasional jungle drow. Her main goal is currently to unite the varied peoples of Lopango in order to face threats like the jungle orcs, Supay and his gnomes, and the storm goddess Koni.



Vulkoona, The Divine Scorpion

Vulkoona embodies all that his worshipers expect of him. He is fierce, unforgiving and utterly reckless, but cares deeply for the survival and welfare of his people. Vulkoona is eternally wary of the hold the

abyrith demon lord Obox-Ob has on many of the northerly scorpionfolk and his followers slay any such beings on sight. He remains neutral towards the rest of the Tlincalli pantheon.

Vulkoona has not yet decided what to make of the other races of Lopango and remains quiet when answers are sought from his priests. The jungle drow, however, have converted to his worship and he has welcomed many of them into his priesthood.

Vulkoona once appeared as a simple barbarian imperatonti, but has since enhanced his abilities and appearance with an excess of magical

armors, weapons and other items. At some point in his divine existence the appearance of his body also changed in subtle ways and he no longer resembles any known species of scorpionfolk.

Areas of Interest

Mount Mixhuacan – Secret City of the Arcane

A great city of the spacefaring traders known as the arcane is located atop Mt. Mixhuacan, but no inhabitant of Lopango has ever visited the city. In fact, it may be have of the most homogeneous populations of any city of its size in all of Toril.

Vulkoona	
Title(s)	The Emperor Scorpion, The Divine Scorpion
Power Level	Demigod
Symbol	Tail stinger surrounded by scorpion claws
Alignment	Chaotic Neutral
Portfolio	Survival, Emperor Scorpionfolk
Worshippers	Emperor Scorpionfolk, Jungle Drow, Survivors
Domains	War, Protection, Strength

The arcane located here are extremely xenophobic and the normally pacifistic beings would attack and kill any who somehow bypassed its wards. This hardly seems the actions of a race of merchants, but the arcane are rumored to be hiding more than just gold in their mountaintop retreat.

Fortunately for those who become lost near the mountain city, it is nearly impossible to find because of a massive mythal-like ward that extends for many miles beyond the city itself. This ward combines the effects of *antipathy*, *misdirection*, and within a mile of the city itself, *confusion* (all as if cast by a 20th level wizard). Even the arcane themselves are subject to the ward.

The only way to bypass this powerful defense is through a secret ritual that decodes the great “Natican Lines” located to the west of Mt. Xochipas. These vast symbols can only be viewed in their entirety by looking down upon them from the Great Skyhome (space) itself. They are somewhat visible from the top of Mt. Xochipas, but not completely, and certainly not enough to complete the required ritual.

Adventure Hooks

- Now that Mt. Xochipas is open to other races and contact has been made with the arcane, word of the great city has leaked out among the Natican. What exactly is the arcane hiding atop Mt. Mixhuacan and why are they so threatened by outsiders? The arcane may not be able to keep their secrets forever.

Perhaps fearing a threat to the Natican, the sun-priests of Intiri ask the players to find a way to investigate. Is there a way land bound men could interpret the Natican Lines?

Mount Xochipas – Arcane Trade Outpost

After centuries of ignoring the peoples of Lopango, the arcane have only recently opened up this settlement to others. It is unknown why the arcane still maintain the secrecy of Mt. Mixhuacan, but anyone who can reach this particular settlement and

speak with its residents know that the arcane finally feel Lopango has something to offer. Despite the orc, yagrel, giant, tzakandi and gnome threats, the arcane have deemed civilization here to be “financially worth the risk.”

Every year increasing numbers of Natican realize the benefits of trading with the blue-skinned men from the Great Skyhome and their inventory of exotic wares.

Adventure Hooks

- Greedy eyes among the gold-clad giant kings have turned in the direction of Mount Xochipas, but the giants are not known for their skill in trading. The giants constantly seek to raid and plunder the wealth of the arcane.

It could be quite profitable for a party to serve as guards for shipments of goods to and from Mount Xochipas. The raids are growing more frequent daily and arcane caravans are typically outmatched by the powerful giants.

- The Natican Lines are visible from Mount Xochipas. Perhaps some clues to their mystery could be found in the city. Certain greedy arcane may be willing to lead the party in the right direction, for a price.
- As a rare and exotic sentient being, an arcane would make a fine sacrifice for one of the darker gods of Lopango. One of the merchants has been captured by either supay gnomes or the yagrel and in a desperate race against time; the party is dispatched to rescue the helpless trader.
- While the arcane are not evil, they are by no means above immoral profiteering. Recently, tensions have flared with a tribe of Natican and a nest of imperatonti. Could the arcane be fueling the flames in order to sell arms to both sides of the war?

Chapullelel Jungle – Yagrel Preserve

As described in *The Great Skyhome: Maztica and Spelljammer*, long ago a war was waged on the planet Anadia between the fierce anadjiin and a raiding armada of hungry illithids. Initially, the illithids held the upper hand, but at some point a clan of anadjiin known as the Yatilli turned the tide and the anadjiin soon began to slaughter the invading illithids (see the entry on Tlachinolli in *The Great Skyhome*). The victorious, but balance conscious anadjiin sought a location to preserve the remaining illithids in order to retain a natural equilibrium in Realmspace.

Unfortunately for the inhabitants of Lopango, the illithids were brought to Chapullelel Jungle.

After centuries of a miserable existence and exposure to energies unique to the jungle, the illithids eventually degenerated into a far less intelligent and more physically powerful race known as the yagrel. Approximately every hundred years the anadjiin return to the jungle to cull the



*A deceptively peaceful vision
of Chapullelel Jungle*

growing population and maintain the balance. As described in the adventure *Yagrels vs. The Hunters* this event is occurring now in the jungle.

Besides the yagrel, their servitors and elder brains, there is an abundance of fearsome beasts found in Chapullelel Jungle. It is avoided by Natican at all costs. Massive beasts such as quelzarns, giant anacondas and an occasional hydra make Chapullelel Jungle one of the most dangerous regions in all of Lopango. In many ways it serves as a better barrier between the more northerly lands of Maztica and Lopango than any natural feature could. Those who do not heed their elders' warnings and approach the jungle are almost never heard from again.

Adventure Hooks

- Chapullelel Jungle is the setting of the adventure *Yagrels vs. the Hunters* which can be run as a sequel to The Hunter adventure found in *The Great Skyhome*, or as a standalone adventure.
- The devolution of the illithids into the yagrel occurred far faster than simple breeding could justify. What were the arcane energies that changed them so drastically?

Perhaps the transformational magic is a leftover from one of the creator races. The sarrukh and aeree were both once active in this part of the world but the transformation seems more closely related to the amphibious batrachi.

If you are using *The Great Skyhome* and contact has ever been made with the Crystal Skulls of the Batrachi from that netbook, this hook could easily be tied in to a quest given by the Skulls themselves (see the adventure hooks in the Bareega entry).

Tzakan Marsh – Tzakandi Homeland

Lizardfolk are sometimes implanted with illithid tadpoles and undergo the process of ceremorphosis. Throughout the world of Toril, the half-breed illithids that result from the process are known by

the name Tzakandi. This is undoubtedly due to the huge numbers of the creatures found within this marsh from which they were named. Ages ago, the original lizardfolk who resided here kept the numbers of dangerous predators to a minimum and still do to this day, but the lizardfolk are no longer peaceful and the marsh is far from safe.

When the illithids were first transported to Lopango, they made war on the relatively non-aggressive lizardfolk who occupied this marsh. The lizardfolk were able to hold off incursions into their territory for many years until the illithids began to transform captured adults. Now, the half-illithid lizardfolk are wholly subservient to the yagrel of Chapullelel Jungle that created them.

Adventure Hooks

- The marsh itself is littered with the rotting villages of tzakandi settlements. Occasionally, cast off religious implements of Semuanya can be found. Some of these retain the shamanistic magic of the lizardfolks' discarded deity. The tzakandi certainly no longer have any use for it.
- There are rumors that not all of the lizardfolk have been transformed and that a resistance has formed within the marsh. Too small in numbers to overcome both the tzakandi and the yagrel, the normal lizardfolk could use the help of a band of outsiders.
- The tzakandi are known to have a powerful king who is in fact a half-illithid *lizard king* (see *Serpent Kingdoms*). Without this king the tzakandi would be far more disorganized and prone to infighting. If the king were to be killed, the tzakandi dominance of the region would be one step closer to its end.
- The lizardfolk relied on ancestral spirits known as huaca (see *Monsters of the True World*) in their century long battle with the illithids. Many of these beings still exist in the marsh and could be friend or foe to a

party of outsiders depending on their intention.

Pichu Umu – Holy City of the Sun

Despite its title as the Holy City of the Sun, Pichu Umu is in fact no city at all. With its small population it would be better described as a small town. However, its powerful residents and divine occupant gives the mountaintop abode far greater significance. Pichu Umu is the center to the whole Natican way of life. The deity Intiri, who is widely considered the father of the Natican, resides in its greatest temple personally!

Ages ago, when Intiri led his people out from the caves and the dark underground, he planned to build the greatest of cities here. He changed his mind when the day to day governance of so many men and women became a burden. He sent the people away with his love, while the greatest of his sun-priests remained. Every Natican makes the difficult climb to the summit of the mountain upon which Pichu Umu is located at least once in their lifetime. The spirits of Intiri's faithful are also said to remain with him temporarily before moving into the realm of the dead. Thus, Pichu Umu remains a "city" in name.

Pichu Umu's sun-priests lead simple lives, but are known to command great power. Their might has been known to turn back hordes of the sorcerous jungle orcs and the fear of their holy light has prevented many of the other races from wiping the Natican civilization from history.

Features of Pichu Umu (map on page 4):

- 1. City Entrance:** When pilgrims arrive in Pichu Umu, they enter through these small gates. The path up the mountain leads directly to this part of the city.
- 2. Temple of the Sun:** This is the residence of the great god Intiri. As much as he loves his people, Intiri does not deal well with trespassers. For matters important to all Natican, he will occasionally see or speak with his highest ranked sun priest. Outsiders would need truly monumental

reason to meet with the avatar and even so would surely need to provide a major service for him.

Little is known of what is inside the temple itself, though it is said to be many thousands of times larger on the inside than it appears on the outside. It is inhabited by the spirits of the Natican newly dead before they pass onto the next phase of their existence.

3. Ritual Fountains: These four fountains serve the dual purpose of providing drinking water and serving as a focus for many sun-priest rituals. Intiri once bathed in the center pool and its waters somehow retain his power and the power of the sun. Only the sun-priests know specifics and pilgrims and outsiders are strictly forbidden from this central pool.

4. Sun Priest Homes: Each sun priest leads a quiet and unassuming life in these modest homes. The roofs of each home are covered in what greater



A Natican hunter bests his competition.

Faerun knows as *glassteel* in order to allow the maximum amount of exposure to their beloved sun.

5. Cultivation Terrace: Two sun priests are always located in the fields during the day tending to this source of food and beauty. They are overseen by a druidess named Itala [N female Human Druid (Mama Carocha) 12]. She is one of the very few who do not directly worship Intiri in Pichu Umu, though she holds great respect for the god and his priests.

6. Secondary Temple: When weather does not permit the sun priests' daily rituals to be performed at the ritual pools, the priests will worship here. The walls have beautiful displays of gold, silver and turquoise artwork portraying the history of the Lopango region. The gold filigree depiction of Intiri alone is said to be worth over ten-thousand pieces of gold.

7. Sacred Rock: The beauty of this sacred rock and its position in relation to the motions of celestial objects is said to be what drove Intiri to choose this location. Considerably higher than the surrounding mountains, pilgrims can see for miles upon miles when standing on its summit.

There is magic within the rock itself and the divinations of the sun-priests are amplified here (treat as +2 divine bonus to the results of all divination spells).

8. Main Square: The main square is where sun-priests will first greet pilgrims and preach to them the glory of Intiri before they are allowed to set foot upon the sacred rock. Trading of goods for healing and other priestly services are also performed here. It is the only area where outsiders are truly welcomed.

9. House of the Sun Staff: For ages, Intiri's Sun-Staff lies untouched in a domed glassteel chamber for all to see. An unknown guardian or guardians protect the staff and the screams of potential thieves have chilled the bones of even the fearless sun priests. No man or woman may enter the chamber except for Intiri himself, and he has not done so for over 6,000 years.

10. Sun-Priest Tombs: The sun priests are not denied the glory of the sun even in death. A complex series of silvered mirrors keeps the royal tombs lit whenever the sun is in the sky. Undead are not tolerated, and none exist among the holy dead.

Adventure Hooks

- A disease is killing off much of the livestock in Mt. Cuzcalac and there are fears of a shortage of food this year. A sun-priest was dispatched from Pichu Umu with a supposed cure but was murdered along the way according to the pilgrim Denyiti. He claims that the sun-priest was killed by an ill-natured black llama with two heads; one at each end of its body!

Legends speak of such creatures known as the dreaded qaraqacha (see *Monsters of the True World*) that fit the description. In order to prevent a terrible famine this creature must be stopped.

- A prominent Natican family has just lost the last of its elders to heartstop. The family was quite wealthy and the elder's five children are squabbling over the considerable wealth. The elder left no instruction on its division and the situation may soon turn bloody.

The elder was a devout holy man of Intiri and will surely reside with the deity for some time before moving on. The family has attempted magic to contact the elder's spirit to no avail. The only hope remaining would be to travel directly to the Temple of the Sun and somehow convince Intiri to allow the elder to express his wishes.

- The remedy for the rampant disease in Mt. Cuzcalac's livestock is water from the sacred fountain from which Intiri once bathed. How could the sun-priests be convinced to allow some of these waters to be removed?

Mount Cuzcalac – Grand City of the Natican

Pichu Umu may be the spiritual center of the Natican but their true cultural center lies in the great city atop Mt. Cuzcalac. It also happens to be the city with the largest population of Natican and is approaching the size of a metropolis.

The richest and oldest families live high upon the mountain top in an area known as High Cuzca. The general public can be found residing all throughout the sides of the mountain, particularly the lower peaks.

Intiri is the dominant deity of Cuzcalac, but Mama Tranquilla has made major gains in recent years. Worship of Koni is the only other deity who has a substantial following in the great city, but her rites are always performed in secret. Koni's followers wish to see all of Lopango drowned in a second Great Flood and many hope to initiate this cataclysm in Cuzcalac itself.

Life in Cuzcalac can truly be described as "happy" for most of its people. Poor are treated quite well and none are known to go wanting for food. Intiri takes care of his chosen people and the sun-priests that make most of the decisions for the city typically do so with the people's best intentions in mind. There is some strife and jealousy of those Natican who reside in High Cuzca, but this rarely turns to violence.

Adventure Hooks

- The outbreak of disease within the livestock has increased fears of food shortages and the city's rich are becoming fearful of attacks on High Cuzca. No one wants to see bloodshed but there are some homes and temples that could use a little extra muscle.
- It is well known that the storm deity Koni has a strong presence in Mt. Cuzcalac and the sun-priests have found it very difficult to weed them out. Rumors also hold that her worshipers are currently planning something big and that perhaps there is a connection to the sickening livestock.

- A caravan laden with trade goods is soon to arrive from Apu Roca. Within two days of its arrival it is then set to travel to the strange “City of the Blue Men.” This expedition is the first of its size and will certainly need to hire on more guards. Many Natican have disappeared from the lands it is set to travel.

Apu Roca – City of Commerce

Apu Roca is the second largest settlement of Natican in Lopango. The town is largely run by the clergy of Mama Tranquilla and also there are relatively large concentrations of Natican who worship the old gods (Virachoa and Mama Carocha).

Unlike almost every other major settlement in Lopango, Apu Roca is quite cosmopolitan in its attitude towards other races. The city welcomes any who come to trade and it is not unknown to see imperatonti walking alongside a emancipated cayma on its streets.

Druids tend to great fields of maize below the town and large amounts of silver are found locally. The town is known for its exceptional friendliness, but those who endanger the peace are frequently put to death or at the very least permanently exiled. Should a massive alliance of races ever occur within Lopango, Apu Roca will certainly play a central role.

Adventure Hooks

- Mama Tranquilla’s clergy sees the benefits of a united Lopango against the threats of the jungle orcs and other threats.

There is rumored to be a leader among the jungle orcs’ slaves who is leading a resistance against their oppressors. If contact could be made with this leader, perhaps the Natican could offer some form of assistance...

The scorpionfolk known as the imperatonti may also be ready to forge a more peaceful relationship with the Natican. The proud race has also fallen victim to some of the more evil societies in recent years and priestesses of Mama Tranquilla would like to begin a dialogue with the Scorpion King.

Personalities

Lockjaw (Female Cayma Rogue 8 / Barbarian 5, N)

Lockjaw plays the role of a good slave. She seems content in service to the jungle orcs and follows her masters’ bidding in both letter and intent. In truth, Lockjaw maintains this appearance to thwart the possibility of identifying her true nature as the leader of the slave resistance. Even the other slaves are unaware of her true identity because she wears a *mask of disguise* (treat as *hat of disguise*) when she addresses

them. Lockjaw seeks to recruit drow, Natican, scorpionfolk and cayma in a bid to eradicate the orcs and free her people. She is currently involved in a number of plots to form this union.

Huamanpallpa (Male Human (Natican) Cleric 8 / Sun Priest 10, LG)

Huamanpallpa is the greatest of the sun-priests and is said to have the ear of Intiri personally. He cares greatly for his people and much like his patron deity; he can be overprotective at times. Huamanpallpa remains fearful of the nonhuman



Huamanpallpa is the greatest of the Natican sun-priests.

racers of Lopango and he has resisted allying with them. Younger Sun-Priests, most notably Pahuac (Male Human (Natican) Cleric 8 / Sun-Priest 5, LG) and Runtu (Female Human (Natican) Cleric 6 / Sun-Priest 6, LG) are attempting to change his outlook with some success.

King Je'ra'krik (Male Mohrg Emperor Scorpionfolk Barbarian 7 / Ranger 3, CE)

King Je'ra'krik was originally a kindly scorpionfolk king who made various attempts at alliances with manfolk and other races of Lopango. He was betrayed when he attempted to befriend the newly arrived drow in 1007 DR. Though he survived the attempt on his life, the Scorpion King became bitter and resentful. He began to murder Natican at whim but he thankfully died of heartstop not long after this change. Years later, the vengeful Je'ra'krik rose as a mohrg and he has stalked the underground tunnels for centuries preying on any non-scorpionfolk that he comes across. Though Je'ra'krik leaves the imperatonti alone for the most part, he will attempt to sabotage any attempt at peace with other races.

King Grikataw (Male Emperor Scorpionfolk Barbarian 7 / Sorcerer 8, CN (good tendencies))

King Grikataw is the most liberal in a long line of scorpionfolk kings. He is a true believer in Vulkoon's worship and seeks peace in Lopango far more than any of his predecessors. He has attempted contact with the jungle drow though he is more than aware of their past betrayal. He is also known to Lockjaw and may be one of the few beings to know her true identity. Unfortunately, not all of the king's advisors see the wisdom in this open attitude and Grikataw's power is not absolute.

Iggritch (Yagrel Sorcerer 4 / Psion 4, LE)

Iggritch is the leader of at least one faction of the Chapullelel yagrel. He is potentially the most intelligent and cunning of the yagrel, and is known to be as influential as the most powerful elder brains. More information on Iggritch can be found in the adventure *Yagrel vs. Hunters*.

Black Acuahana (Male Vampire Supay Gnome Necromancer 4 / Cleric 4 / Supay Deathmaster 10, CE)

Black Acuahana has led the race of Supay gnomes for centuries and is the first gnome to have met with Supai himself upon the volcano caldera. For his long service, Acuahana was "blessed" with vampirism. He is no fool, however, and realizes that his deity will one day devour his soul just like all others.

Jantorine the Gilded (Female Golden-Clad Giant King Fighter 15, LE)

If the giants could be said to have a leader, it is in Jantorine. Stubborn as they are, the giants still listen to Jantorine when it comes to matters that may affect the race as a whole. In part this is due to the fact that she is a powerful warrior, but more so that she has control of the richest gold mine in all of Lopango. Jantorine has nothing but disdain for the other races of Lopango and sees them as competition for resources. Though Jantorine takes greed to a new level, she is not needlessly cruel.

Chic'ya (Female Human (Natican) Cleric 14, CG)

Chic'ya is currently the highest ranking priestess of Mama Tranquilla. She is one of the few who is aware of her goddesses' identity as Selune in mainland Faerun, and she also is one of the few in Lopango to have visited this far off land. Chic'ya, more than any, also hopes to unite all the races of Lopango against the dual threats of the jungle orcs and the Supay gnomes.

Urcan (Male Arcane Wizard 7, LN)

Urcan is the arcane who finally decided to lift the ban on trading with the native inhabitants of Lopango. So far the decision has proven to be a profitable one and Urcan currently enjoys the favor of the arcane merchant council. Some remain wary, however, in calling attention to their existence. This atypical fear shows that whatever the arcane are hiding in Mt. Mixhuacan, it must be either extremely dangerous or vastly important to the race as a whole.

Prestige Classes

Characters taking levels in the following prestige classes are practically non-existent outside of their societies. However, both could easily be adapted to other peoples, particularly if gods with similar outlooks are used as a basis.

Sun-Priest of Intiri

When Intiri hid his face from the general yoke of mankind, he did not abandon his people entirely. He instead hoped to allow them to flourish on their own. Much like a parent who finally decides to let his child make his or her own way in the world, Intiri knew this must be done. However, as all loving parents do, Intiri could not wholly abandon his people so he settled in his great temple in Pichu Umu alongside his sun-priests. The sun-priests are Intiri's direct line to the Natican and he manifests his will through their actions.

Natican who dedicate their life to Intiri's worship most often begin their careers as clerics of the deity. In extremely rare cases, paladins or other divine spellcasters may also take the prestige class. New sun-priests are called to come to Pichu Umu and bask in the light of their god, but may be sent anywhere in Lopango once their training is complete. It is said that the recruits are introduced just this once to the sun god himself. Basking in his light allows them to take the prestige class.

Sun-Priests are representatives of the power of the sun. They are the bane to undead in Lopango and fierce protectors of the Natican people. Intiri has a hatred of undead bordering on obsession and many of the sun-priests' abilities reflect this trait.

Hit Die: d8

Entry Requirements

To qualify to be a Sun-Priest of Intiri, a character must fulfill the following criteria.

Alignment: Lawful Good

Spells: Ability to cast 2nd level divine spells.

Domains: Sun, Good

Patron Deity: Intiri

Special: Must be invited to Pichu Umu by current sun-priests to bask in the light of Intiri's avatar.

Sun-Priest of Intiri Features

Sun Priest of Intiri						
Level	BAB	Fort	Ref	Will	Special	Spells per Day
1	+0	+2	+0	+2	Resistance to fire 5, Sun spells, Turn undead	
2	+1	+3	+0	+3	Light Aura 1	+1 level divine spells
3	+2	+3	+1	+3	Bane of the Restless 1d6	+1 level divine spells
4	+3	+4	+1	+4	--	+1 level divine spells
5	+3	+4	+1	+4	Resistance to fire 10	
6	+4	+5	+2	+5	Bane of the Restless 2d6+1	+1 level divine spells
7	+5	+5	+2	+5	--	+1 level divine spells
8	+6	+6	+2	+6	Light Aura 2	+1 level divine spells
9	+6	+6	+3	+6	Bane of the Restless 3d6+2	
10	+7	+7	+3	+7	Resistance to fire 15, Sunform	+1 level divine spells

Skills (2 + Int per level)

Concentration, Craft (Any), Decipher Script, Diplomacy, Gather Information, Knowledge (history), Knowledge (local), Knowledge (religion), Spellcraft.

Class Features

The following are class features of the sun-priest of Intiri prestige class.

Weapon and Armor Proficiency: You gain no new proficiency with weapons, armor or shields.

Spellcasting: At each sun-priest level with the exception of 1st, 5th and 9th level you gain new spells per day as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class prior to becoming a sun-priest, you must decide to which class to add each

level for the purpose of determining spells per day, caster level, and spells known.

Turning Undead: Undead are inimical to the power of the sun. At each level, your ability to turn undead increases as it would have should you have increased a level in your original class that could turn undead.

Sun Spells: You can prepare any Sun domain spell as if it were on your divine spell list. The spell uses a slot of a level equal to its level in the Sun domain list.

Resistance to Fire (Ex): Starting at first level you develop some resistance to fire. At first level you develop fire resistance 5, at 5th level it increases to 10 and finally at 10th level it increases to 15.

Light Aura (Sp): At 2nd level the sun-priest is infused with the divine light of Intiri. He may shed light equivalent to a *daylight* spell at will and can suppress the ability as needed. At 8th level, the sun-priest can intensify the light so that undead within a 60 ft. radius are affected as if they had walked into an area under the effects of *consecrate*.

Bane of the Restless (Su): At third level, you add 1d6 additional damage to any fire spell used to attack undead. This damage is divine in nature and increases to 2d6+1 at 6th level and finally 3d6+2 at 9th level.

Sunform (Su): Upon reaching 10th level, you gain the ability to become an insubstantial ball of light. This effect is similar to that of the gaseous form spell, except as follows. In sunform, you radiate daylight as the spell, gain a fly speed of 120 feet (perfect), and have immunity to fire, light and air effects. In addition, you gain a melee touch attack that deals 6d6 points of fire damage. You can remain in sunform for a total of 15 rounds daily, and may switch between forms as a free action.

Supay Deathmaster

Horrible creations of the death god Supai, the deathmaster is a class currently unique to his gnome worshipers. Clerics and necromancers both take this prestige class to dedicate their soul eternally to Supai. They know that Supai does not know mercy and will undoubtedly devour their souls, but according to the supay gnomes, this is an inevitable fate for all souls. At least a deathmaster could enjoy the great power the deity temporarily offers.

Hit Die: d8

Entry Requirements

To qualify to be a Supay Deathmaster, a character must fulfill the following criteria.

Alignment: Any evil

Race: Gnome

Feat: Spell Focus (Necromancy)

Spells: Ability to cast 2nd level divine spells.

Patron Deity: Supai

Supay Deathmaster Features

Supay Deathmaster						
Level	BAB	Fort	Ref	Will	Special	Spells per Day
1	+0	+2	+0	+2	Superior Undead Control x1.25	+1 level divine spells
2	+1	+3	+0	+3	--	+1 level divine spells
3	+2	+3	+1	+3	Desecration Aura	+1 level divine spells
4	+3	+4	+1	+4	--	+1 level divine spells
5	+3	+4	+1	+4	Superior Undead Control x1.5	+1 level divine spells
6	+4	+5	+2	+5	Energy Drain	+1 level divine spells
7	+5	+5	+2	+5	--	+1 level divine spells
8	+6	+6	+2	+6	Soul Power	+1 level divine spells
9	+6	+6	+3	+6	--	+1 level divine spells
10	+7	+7	+3	+7	Superior Undead Control x2	+1 level divine spells

Skills (2 + Int per level)

Concentration, Craft (Any), Decipher Script, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (religion), Profession, Spellcraft.

Class Features

The following are class features of the Supay deathmaster prestige class.

Weapon and Armor Proficiency: Supay deathmasters gain no proficiency with any weapons, armor, or shields.

Spellcasting: A Supay Deathmaster gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on). If he had more than one divine spellcasting class before becoming a Supay Deathmaster, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Rebuke Undead (Su): Supay Deathmaster class levels stack with levels of all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking.

Superior Undead Control (Sp): When a Supay Deathmaster creates or takes control of any form of undead, he may control 1.25 times as many undead as normally possible. At 5th level the factor increases to 1.5 and at 2 times as many at 10th level.

Desecration Aura (Su): At 3rd level, a Supay Deathmaster begins to exert her authority over undead. This aura is identical to the effects of the desecrate spell.

Energy Drain (Sp): At 6th level and higher, a Supay Deathmaster can use energy drain once per day, with a Fortitude save DC of 10 + Class Level + Cha modifier.

Soul Power (Su): After an 8th level Supay Deathmaster has drained energy, all spell-like and supernatural abilities gained from the Supay deathmaster class gain a +2 profane bonus to their saving throw DCs for 24 hours. The effects of multiple successful *energy drain* attacks do not stack, but will reset the 24 hour period.

Magic Items

Sun Stone

Price (Item Level): 200 gp (1st)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (thrown)
Weight: —

The Sun-Priest knew you would be facing the undead servants of Supai so he handed you a pouch full of small white stones. When thrown, they turned out to be most effective!

A *sun stone* can be thrown up to 50 feet; when it lands, it shatters and creates illumination equivalent to a *daylight* spell, but it has a duration of 15 rounds. Using a *sun stone* destroys it.

Prerequisites: Craft Wondrous Item, *daylight*.

Cost to Create: 100 gp, 8 XP, 1 day.

Sun Globe

Price (Item Level): 6,000 gp (10th)
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: Standard (thrown)
Weight: 1 lb.

Warning you that the item would only work once, the priest of Intiri also handed you a more powerful item. A golden metallic and featureless orb, the item hums with power.

You can hurl a *sun globe* up to 50 feet. When it arrives at its point of impact, it detonates as a *sunburst* spell (Reflex DC 22 partial). Once activated, the globe is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *sunburst*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

The Sun Staff of Intiri (Major Artifact)

The fabled Sun Staff lies for all to see within its glassteel home in Pichu Umu. Its light is so intense as to be nearly blinding, and you know that should any hold it other than the Sun Priests, it would consume the holder.

The Sun Staff of Intiri is the avatar's weapon of choice which he has used to vanquish many a foe. The staff continuously emits the effects of a

daylight spell unless its holder wishes to dim the radiance. In addition, no undead can come within 100 feet of the staff without suffering 5d8 points of divine damage each round. This effect counts for both corporeal and incorporeal undead. The wielder may also cast each of the following spells:

Maximized Extended Fireball as a 20th level Wizard [5x/day]

Transmute Rock to Lava as a 20th level Wizard (from *The Spell Compendium*) [2x/day]

Undeath's Eternal Foe as a 20th level Cleric (from *The Spell Compendium*) [1x/day]

Summon Elemental Monolith (Fire Only) as a 20th level Wizard (from *The Spell Compendium*) [1x/day]

The staff is never lent to Sun Priests for trivial reasons and is typically only wielded by Intiri himself.

*Overwhelming Varied;
Weight 4 lb.*

New Monsters

Monsters of the True World: Maztica and Lopango introduced many monsters common to this part of Toril. In particular, cayma, dire llama, golden-clad giant kings, huaca, imperatonti, qarqacha, tabaxi and elder brain yagrel are far more common here than in the Maztica of the north.

Below are a few new monsters that are also very common in Lopango, or are closely involved with the land.

The new race known as the adoxli has a sizeable population in Lopango, but their effects on the

overall political structure are minimal. Both tend to stay away from dealings with other races.

ADOXLI

At first what appears to be a normal, if ugly, human being suddenly begins to change. His jaw extends as sharp teeth replace his mundane human ones. His skin also covers over in a thick coating of leathery scales and his eyes turn a slitted reptilian yellow. Within moments the ugly man is more crocodile than human!

Adoxli are shapechanging tricksters, humans who can take animal forms (or perhaps even vice versa). Each adoxli has three forms: an animal form, a human form, and a hybrid form. In animal form

they are indistinguishable from normal animals of their kind, though magic can reveal their true natures. In addition, the intelligence apparent in their tactics and movements can often give away their special natures (DC 15 Spot to notice something is amiss). Much like lycanthropes or the eastern hengeyokai, the adoxli can also assume a bipedal, yet bestial form (their "hybrid" form). In this form, the most noticeable change is that their heads are identical to their animal forms. Their human forms are of normal humans but their features are sometimes reminiscent of their animal form. A bat



The crocodile adoxli known as Khumat admires his stolen prize.

adoxli for example, may have overlarge ears and a small upturned nose.

Adoxli are natural creatures and do not pass on their ability to change forms to those that they bite or claw. They are not lycanthropes and cannot be "cured." Adoxli procreate only through traditional means. The adoxli have no society of their own, existing instead on the fringes of human society.

There are many types of adoxli and they are presented here as a template.

CREATING AN ADOXLI

“Adoxli” is a template that can only be applied to a human. It also requires selecting a carnivorous or omnivorous animal that is typically encountered in Lopango or its neighboring islands. The three most common types of adoxli are bat, crocodile and monkey.

Size and Type: The creature’s size is unchanged, and may depend on which form they are in. A bat adoxli, for example, is Medium size in human form and Tiny in the form of a bat. Its type changes to humanoid with the shapechanger subtype.

Speed: An adoxli’s speed varies according to its base animal when in the animal’s form. In bipedal form, use normal human land speed. Adoxli do not gain any special forms of movement due to their base animal when in either bipedal or human form, though there may be an effect on skills such as Swim or Climb (see Skills).

Armor Class: Each form gains a Natural Armor Bonus of +2.

Attack/Full Attack: Adoxli retain their natural attacks in animal form. If the base animal is able to use a bite attack, it retains this attack in bipedal form, but other forms of attack (claw, etc.) cannot be used. Note that adoxli with character classes like to take feats that improve their natural attack early in their careers.

Special Attacks: Same as base animal.

Special Qualities: In addition to any special qualities the base animal may have had, the adoxli may also use Alternate Form.

Alternate Form (Su): Adoxli can change shape among their three possible forms at will as if they were using *polymorph self*.

When an adoxli changes from human to animal form, any equipment the adoxli is wearing or carrying transforms to become part of the animal’s form. Magic items transformed in this manner cease functioning temporarily.

In animal or bipedal form, the adoxli gains low light vision even if the base animal did not have this ability. It also gains the supernatural ability to speak with other animals and adoxli of its kind.

Abilities: Increase Dexterity by 2.

Skills: If the base animal has a Swim speed, the adoxli receives a +8 racial bonus to Swim. The same is true if the base animal had a Climb speed for the Climb skill.

Feats: As mentioned earlier, adoxli with class levels tend to want to improve their natural attacks using feats such as Improved Natural Attack.

Environment: Same as base animal, but often close to normal human societies.

Organization: Solitary or family (1–4)

Challenge Rating: Base creature +1.

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +1

QUELZARN

Suddenly, a giant eel-like creature erupts from the water to attack! Slime flies off its skin and crest as it turns to grab you in its mouth.

Quelzarn are magical water-snakes, much like giant eels, covered in a slimy coating. They have leafy fins just behind their jaws, covering their gills, and their head is topped with a bony crest. A long fin extends from their head crest down the length of the quelzarn. Their eyes almost seem to be those of a human, enlarged to fit their great heads. Quelzarn grow to 30 or 40 feet in length and weigh 3000-4000 lbs.

There is a possibly extinct, or in any event extremely rare, subspecies known as a greater quelzarn. Greater quelzarn have only been found in oceans and the largest inland seas; they are at least 60 feet in length and 16000 lbs, and they have additional abilities.

Quelzarn are solitary creatures, coming together only rarely to mate. Sometimes a quelzarn and some other predator will happen across the same prey; quelzarn are usually happy enough to share, but there can be tremendous battles. Greater quelzarn are an exception to this rule. From time to time, especially when they are hunted, they will form alliances with intelligent sea creatures. They are more than clever enough to set deadly ambushes, and many a Natican hunting party has met its fate due to the machinations of a greater quelzarn.

COMBAT

Quelzarn usually begin their attack with a quick Spring Attack or two, trying to size up their opponents. Once it has done so, the quelzarn will grab and swallow anyone they can. If they are attacked internally after swallowing a creature whole, the quelzarn will regurgitate them in order to bite. Quelzarn are fascinated by magic and are sometimes known to hold and capture spellcasters out of curiosity — but not if they are hungry!

Greater quelzarn use similar tactics to the normal sort, though they are considerably more crafty. When dealing with large parties or sea-going craft, greater quelzarn first attempt to scout their prey and then set up an ambush. When the greater quelzarn are working with allies, they use them allies to the greatest advantage. Greater quelzarn always activate their spell turning ability before entering combat and renew it whenever necessary.

Skills: A quelzarn (or greater quelzarn) has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Improved Grab

(Ex): When a quelzarn (or greater quelzarn) hits with its bite attack, it may attempt to start a grapple as a free action without

provoking an attack of opportunity. If it wins the grapple attempt, it holds its foe in its mouth and may attempt to swallow whole on its next round. The quelzarn may choose to take a -20 penalty to its grapple checks; if it does so, it holds its foe in its mouth but is not considered to be grappling.

Swallow Whole (Ex): A quelzarn (or greater quelzarn) can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check (the victim takes bite damage as well as being swallowed whole). Rather than taking damage, a swallowed creature must hold its breath or begin to drown due to the fact that the quelzarn's innards are full of brackish. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the gizzard (AC 11 for quelzarn, 13 for greater quelzarn). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A normal quelzarn's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or

smaller opponents. A greater quelzarn's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 256 Diminutive or smaller opponents.

Capsize (Ex): A submerged greater quelzarn that surfaces under a boat or ship less than 30 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 30 to 80 feet long and a 20% chance to capsize one over 80 feet long.



Quelzarn are terrors in both rivers and the open seas.

	Quelzarn Huge Magical Beast	Greater Quelzarn Medium Magical Beast
Hit Dice:	9d10+54 (103 hp)	18d10+144 (243 hp)
Initiative:	+5	+5
Speed:	20 ft. (4 squares), swim 50 ft.	20 ft. (4 squares), swim 50 ft.
Armor Class	15 (-2 size, +5 Dex, +2 natural), touch 13, flat-footed 10	17 (-4 size, +5 Dex, +6 natural) touch 11, flat-footed 12
Base Attack/Grapple:	+9/+24	+18/+41
Attack:	Bite +16 (2d6+10)	Bite +25 (3d6+16)
Full Attack:	Bite +16 (2d6+10)	Bite +25 (3d6+16)
Space/Reach:	15 ft./10 ft.	20 ft./15 ft.
Special Attacks:	Improved grab, swallow whole, regurgitate, <i>hold monster</i>	Improved grab, swallow whole, regurgitate, <i>hold monster</i> , capsize
Special Qualities:	Toxin resistant, semi-amphibious, willful, darkvision 60 ft., low-light vision, immune to electricity, spell resistance 17	Toxin resistant, semi-amphibious, willful, <i>spell turning</i> , darkvision 60 ft., low-light vision, spell resistance 24,
Saves:	Fort +12 Ref +11 Will +6	Fort +19 Ref +16 Will +11
Abilities:	Str 24, Dex 21, Con 23, Int 6, Wis 13, Cha 16	Str 32, Dex 21, Con 27, Int 14, Wis 17, Cha 20
Skills:	Concentration +12, Listen +1, Spot +7, Swim +15	Concentration +29, Hide +14, Knowledge (arcana) +15, Listen +3, Spellcraft +14, Spot +24, Swim +19
Feats:	Iron Will ^B , Ability Focus (<i>Hold Monster</i>), Dodge, Mobility, Spring Attack	Iron Will ^B , Ability Focus (<i>Hold Monster</i>), Dodge, Mobility, Spring Attack, Empower Spell-like Ability (<i>Spell Turning</i>), Hostile Mind, Quicken Spell-like Ability (<i>Hold Monster</i>)
Environment:	Any Aquatic (except cold)	Any Aquatic (except cold)
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	8	15
Treasure:	Standard	Standard
Alignment:	Usually neutral	Always neutral
Advancement:	10-12 HD (Huge), 13-20 HD (Gargantuan)	19-24 HD (Gargantuan), 25-34 HD (Colossal)

Regurgitate (Ex): As an immediate action, a quelzarn (or greater quelzarn) that is not holding a grappled opponent in its mouth can regurgitate a swallowed opponent. The opponent is no longer swallowed whole but takes automatic bite damage and is grappled in the quelzarn's mouth.

Toxin Resistant (Ex): Due to long exposure to swamp water, quelzarn (or greater quelzarn) have a +2 racial bonus on Fortitude saves vs. poison and disease.

Semi-Amphibious (Ex): Due to their thick slime, quelzarn (or greater quelzarn) have a +2 racial bonus on saves to prevent suffocating in air.

Willful (Su): Quelzarn (or greater quelzarn) receive Iron Will as a bonus feat. In addition, they receive a new saving throw to shake off any mind-affecting effect every other round, regardless of whether that effect would normally grant them a saving throw.

Spell-like Abilities (Sp): Quelzarn: 5/day - *hold monster* (DC 19), Caster Level 9th. Greater Quelzarn: At will - *spell turning*, 5/day - *Hold Monster* (DC 26), Caster Level 18th.

RR'IKIN'AKA

Large Outsider (Chaotic, Evil, Tanar'ri)

Hit Dice: 22d8+220 (319 hp)

Initiative: +7

Speed: 50 ft. (10 squares), climb 40 ft.

Armor Class: 36 (-1 size, +10 Dex, +17 natural), touch 19, flat-footed 26

Base Attack/Grapple: +22/+39

Attack: Sting +34 melee (1d6+13)

Full Attack: 2 Stings +34 melee (1d8+13 plus poison), 2 claws +34 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, rake 1d6+6, supernatural poison, *creeping doom*, *summon tanar'ri*

Special Qualities: Damage reduction 15, spell resistance 31, fast healing 5

Saves: Fort +23, Ref +23, Will +22

Abilities: Str 36, Dex 30, Con 30, Int 22, Wis 28, Cha 20

Skills: Balance +35, Climb +46, Decipher Script +31, Escape Artist +35, Intimidate +30, Jump +38, Knowledge (the planes) +31, Knowledge (religion) +31, Listen +34, Move Silently +35, Search +31, Spellcraft +31, Spot +34, Swim +38

Feats: Ability Focus (supernatural poison), Awesome Blow, Improved Bull Rush, Improved Natural Attack (claw),

Improved Natural Attack (Claw), Improved Multiattack, Multiattack, Power Attack

Environment: Abyss (currently the Wells of Darkness)

Organization: Solitary

Challenge Rating: 20

Treasure: Standard

Alignment: Always chaotic evil

The most awful features of human and giant scorpion have all been thrown into one terrible being. The demon lord lashes out not with one stinger, but two! It is no wonder Rr'ikin'aka once nearly dominated all scorpions and scorpion-like beings.

Rr'ikin'aka is a foolish and arrogant tanar'ri lord who often goes by the title "The King of Scorpions."

Ages ago, he

attempted to make good on this title by challenging the one-time prince of demons Obox-Ob and another demon lord Tharzax the Chattering Prince. Despite what seemed overwhelming odds, Rr'ikin'aka enjoyed initial success through a combination of luck, savagery and clever planning. His undoing, however, came at the hands of a mortal scorpionfolk named Vulkoon who later became a deity in his own right. A trap had been set by the brave scorpionfolk and his small group of allies before Obox-Ob and Tharzax could come to finish the job.

Knowing that death is seldom a permanent end for one with as many servitors as the King of Scorpions, Tharzax instead imprisoned Rr'ikin'aka in the Wells of Darkness on the 73rd layer of the Abyss.

Rr'ikin'aka's prison has held over the eons and many believe he exists currently as a vestige. There are still many scorpionfolk (and even intelligent scorpions) who still consider him their rightful lord and rumors abound that they are attempting to free him. Recently Shami-Amourae, another minor demon lord, was freed from the Wells and this has only encouraged others to follow.

COMBAT

Rr'ikin'aka's tail stingers are known to have some of the most virulent poisons in all the planes. The poison is known to affect any type of creature, even constructs, undead and outsiders that are normally immune.

Rr'ikin'aka makes devastating use of his tails while he sets swarms of scorpions against multiple enemies.

Improved Grab (Ex): To use this ability, Rr'ikin'aka must hit a Large or smaller target with a claw attack. He

may then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and may rake his foe.

Rake (Ex): If Rr'ikin'aka, grapples a foe, he can make two additional claw attacks at 1d6+6 damage.



Behold Rr'ikin'aka, the King of Scorpions!

Supernatural Poison (Su): Rr'ikin'aka has two separate tail stingers, each with its own supernatural poison. There is no known creature that is currently immune to his poison (DC 33).

The left tail stinger does 1d10 strength damage plus 1d10 strength secondary damage while the right stinger does equivalent wisdom damage. In the unlikely event that Rr'ikin'aka is slain and the poison is "harvested," it loses its effectiveness after only one round.

Creeping Doom (Sp): As the self-proclaimed "King of Scorpions," Rr'ikin'aka certainly makes good on his claim with his command over endless swarms of scorpions. At will and as a free action, he can continually command and summon up to ten swarms of normal scorpions. If a swarm is destroyed he can summon additional ones up to the maximum of ten, with hardly a thought. With the exception of the unlimited duration, supply, and the fact that the swarms are scorpions instead of centipedes, this ability functions as if the 7th level druid spell creeping doom were cast by a 20th level druid.

Summon Tanar'ri (Sp): Once per day, Rr'ikin'aka may summon 2d4 chasme. This ability is the equivalent of a 9th level spell.

Skills: Rr'ikin'aka receives a +8 racial bonus to Climb.

YAGREL

Large Aberration

Hit Dice: 8d8+24 (60 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 17, touch 10, flat-footed 16 (-1 size, +1 Dex, +7 natural)

Base Attack/Grapple: +6/+15

Attack: Maca +6 melee (1d6+5)

Full Attack: Maca +6 melee (1d6+5) and 4 tentacles +6 melee (1d4+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Extract, improved grab, *shout*

Special Qualities: Darkvision 60 ft. spell resistance 10, immune to sonic attacks

Saves: Fort +23, Ref +23, Will +22

Abilities: Str 20, Dex 12, Con 16, Int 7, Wis 15, Cha 8

Skills: Climb +7, Jump +7, Listen +8, Spot +8, Swim +8

Feats: Improved Multiattack, Improved Initiative, Multiattack

Environment: Warm forests (Lopango)

Organization: Solitary, pair, gang (3-6), or clan (20-30)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +5

The creature before you resembles the horrid illithid in many ways. Its bulbous head and slimy facial tentacles are the stuff of nightmares. From all accounts, however, illithids are not supposed to appear quite so savage, barbaric and physically powerful!

Yagrel have devolved from the powerful aberrations known as the illithid after hundreds of years of close monitoring by the powerful anadjiin. Creatures that had once mastered the powers of the mind now almost exclusively resort to brute strength and barbarism when facing foes.

Their appearance has remained roughly that of a standard illithid, but their frames are no longer the frail, delicate bodies of their ancestors. In fact, the average adult yagrel stands well over 7½ feet tall and is as powerfully built as an ogre.

Much like the illithid, the yagrel also depend on an elder brain to procreate (see *Monsters of the True World*), but they fear their elder brains as much as they worship them. Typically, an elder brain is revered, but still kept chained in order to prevent them from devouring the entire clan of yagrel. Like the yagrel themselves, the elder brains have changed.

Improved Grab (Ex): To use this ability, a yagrel must hit a Small, Medium, Large, or Huge creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. A yagrel can grab a Gargantuan or larger creature, but only if it can reach the foe's head. If a yagrel begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. An opponent can escape with a single successful grapple check or an Escape Artist check, but the yagrel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A yagrel that begins its turn with all four of its tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as hydras and ettins.

Shout (Sp): With their loss of their impressive intelligence over the centuries, abilities that were tied to that intelligence also began to change. The mind flayer's *mind blast* eventually became the spell-like ability to cast *shout* once per hour. Any creature within 30 ft. of the yagrel that is susceptible to sonic attacks is deafened for 2d6 rounds and takes 5d6 points of damage (DC 19). A successful Fortitude save reduces this damage by half.

In addition, any exposed brittle objects such as crystal or glass takes 8d6 points of sonic damage. If a creature is holding the object, the damage can be negated if a successful Reflex save is made.

The shout of the yagrel cannot penetrate a *silence* spell.

Skills: Yagrel have grown accustomed to "The Culling" of the anadjiin and have become very observant. They receive a +4 racial bonus to Listen and Spot.



Many consider the yagrel to be even more fearsome than their illithid ancestors.

Racial Height, Weight and Age Modifiers

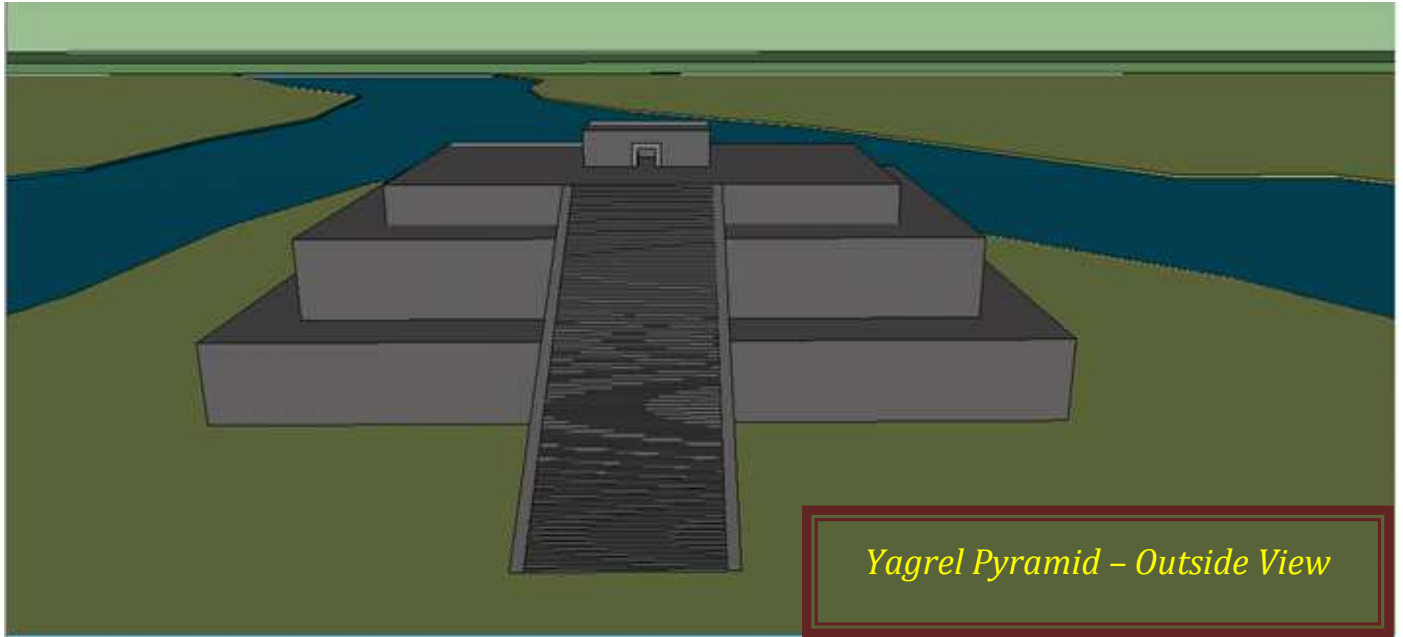
RACE	BASE HEIGHT		HEIGHT MODIFIER	BASE WEIGHT		WEIGHT MODIFIER	MIDDLE AGE	OLD AGE	VENERABLE AGE	MAXIMUM AGE
	MALE	FEMALE		MALE	FEMALE					
Adoxli (Any)	4'10"	4'5"	+2d10	120 lb.	85 lb.	x (2d4) lb.	90 years	135 years	200 years	+3d10 years
Cayma	3'4"	3'2"	+2d6	65 lb.	60 lb.	x (2d4) lb.	45 years	68 years	90 years	+2d20 years
Drow, Jungle	4'5"	4'5"	+2d6	110 lb.	95 lb.	x (1d20) lb.	200 years	350 years	500 years	+2d100 years
Gnome, Supay	3'	3'	+2d4	90 lb.	90 lb.	x (2d4) lb.	150 years	250 years	300 years	+5d10 years
Human, Natican	4'10"	4'5"	+2d10	120 lb.	85 lb.	x (2d4) lb.	35 years	53 years	70 years	+2d20 years
Orc, Jungle	4'9"	4'6"	+2d6	210 lb.	195 lb.	x (2d20) lb.	50 years	75 years	100 years	+3d20 years
Scorpionfolk, Emperor	6'8"	6'6"	+2d10	275 lb.	235 lb.	x (2d4) lb.	90 years	135 years	200 years	+3d10 years

*In Lopango, a war has
raged for centuries....*

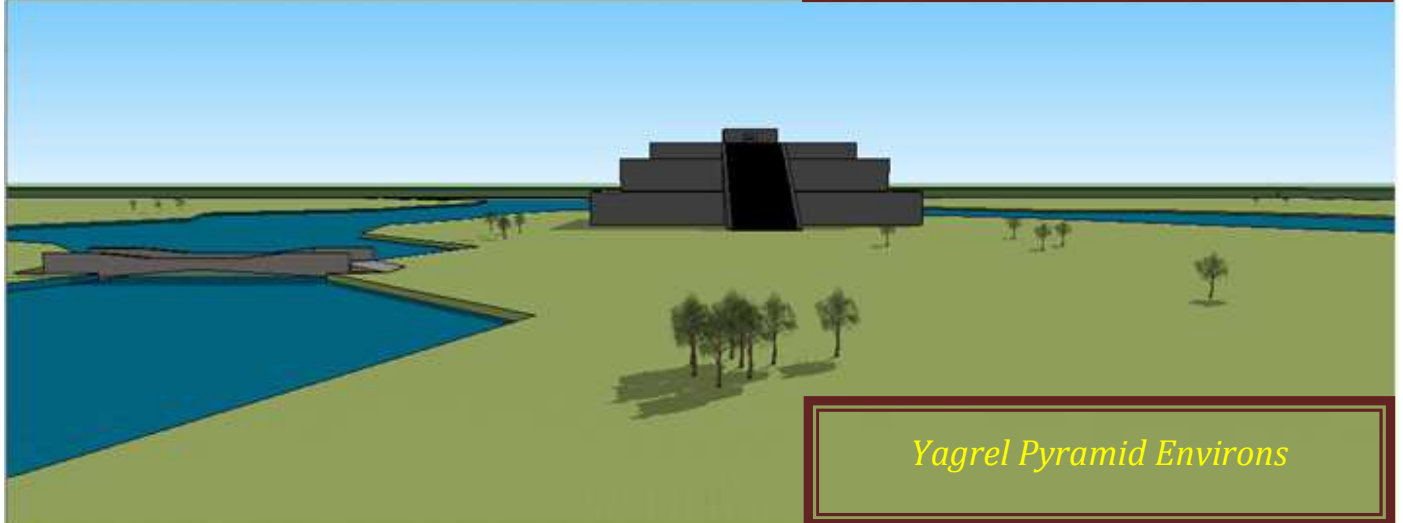


**YAGREL
VS.
THE HUNTERS**

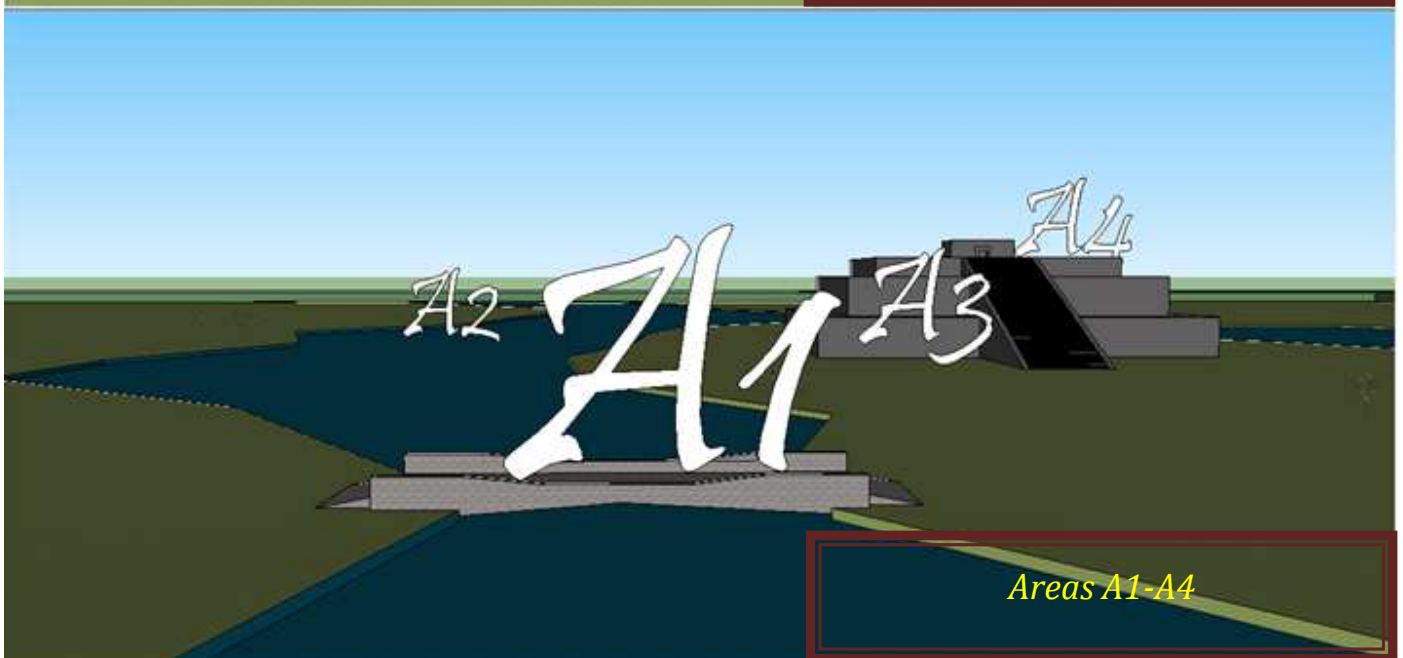




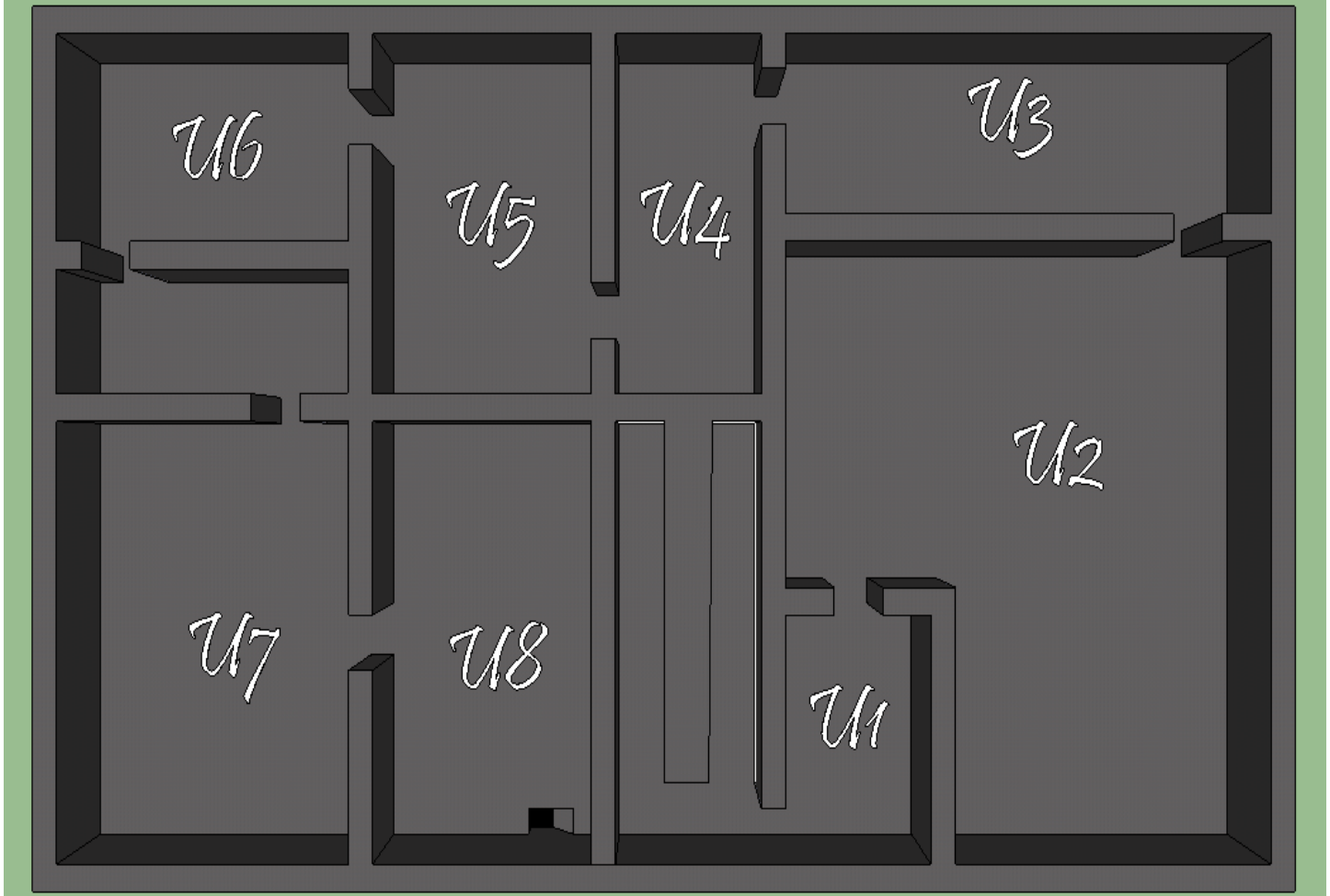
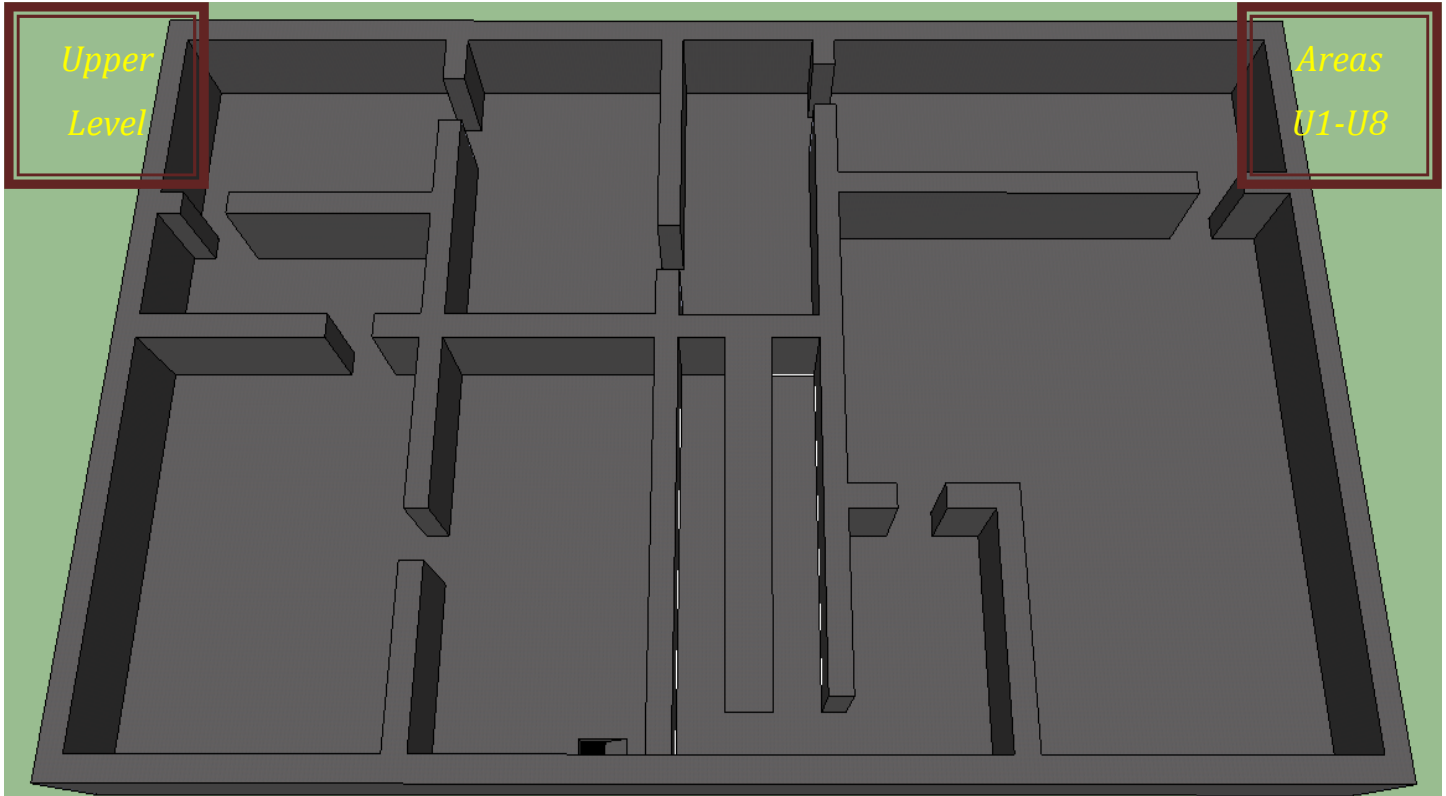
Yagrel Pyramid – Outside View



Yagrel Pyramid Environs

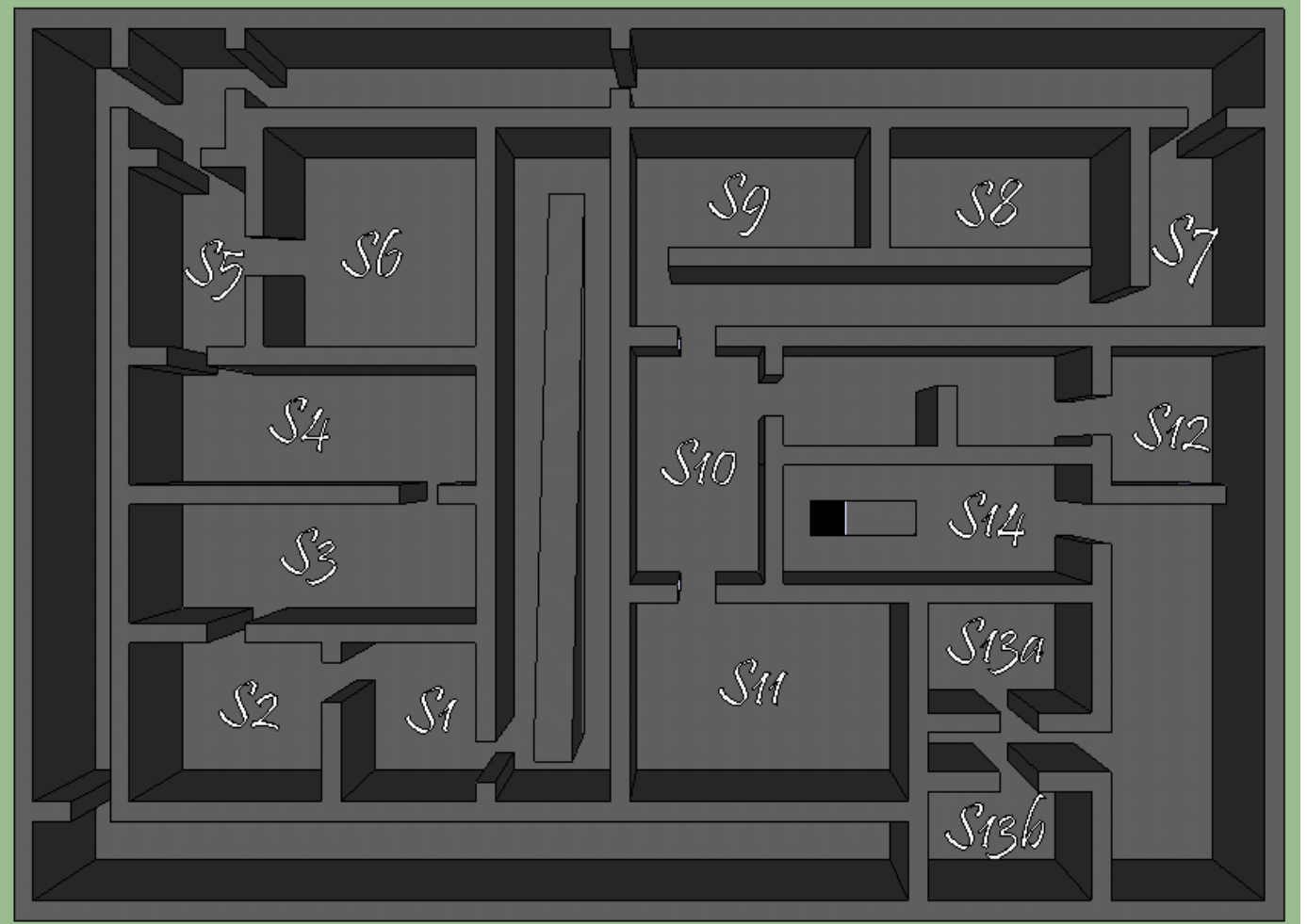
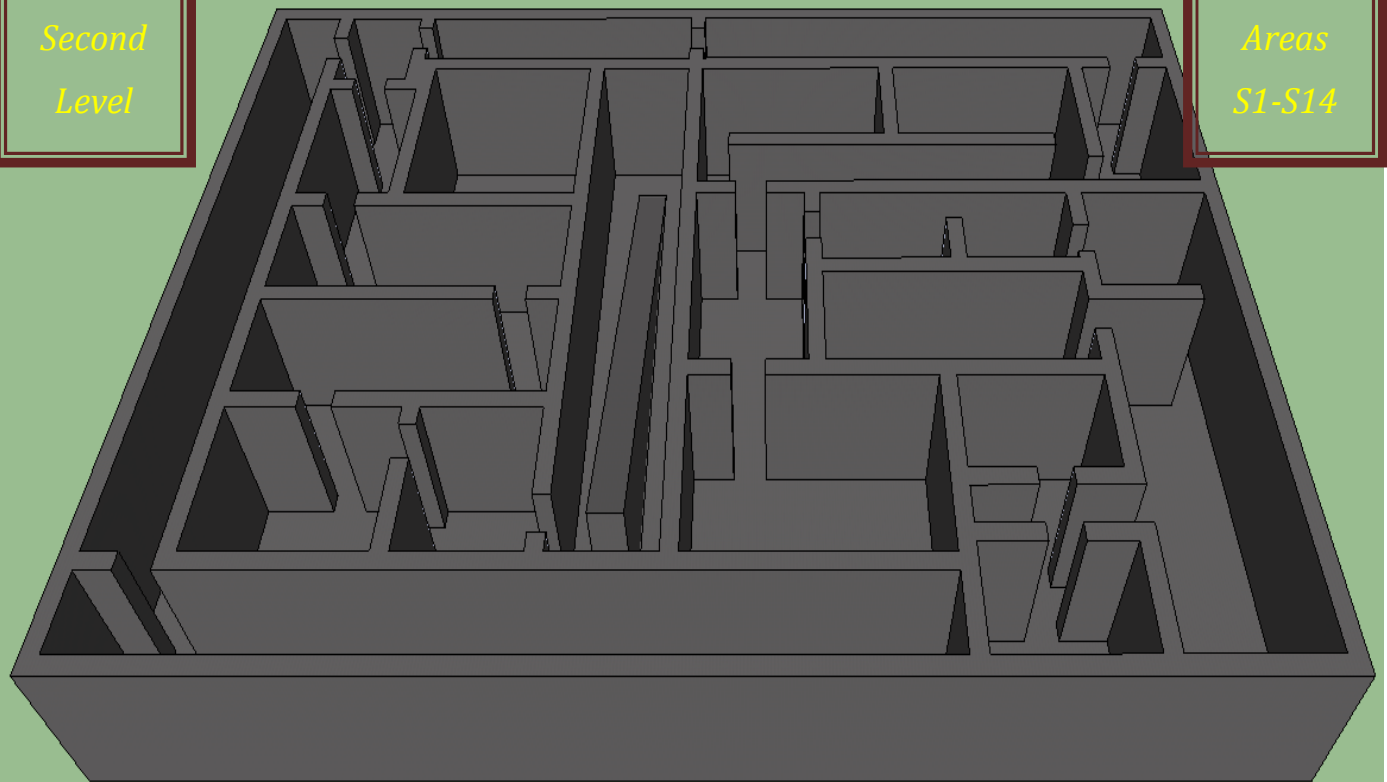


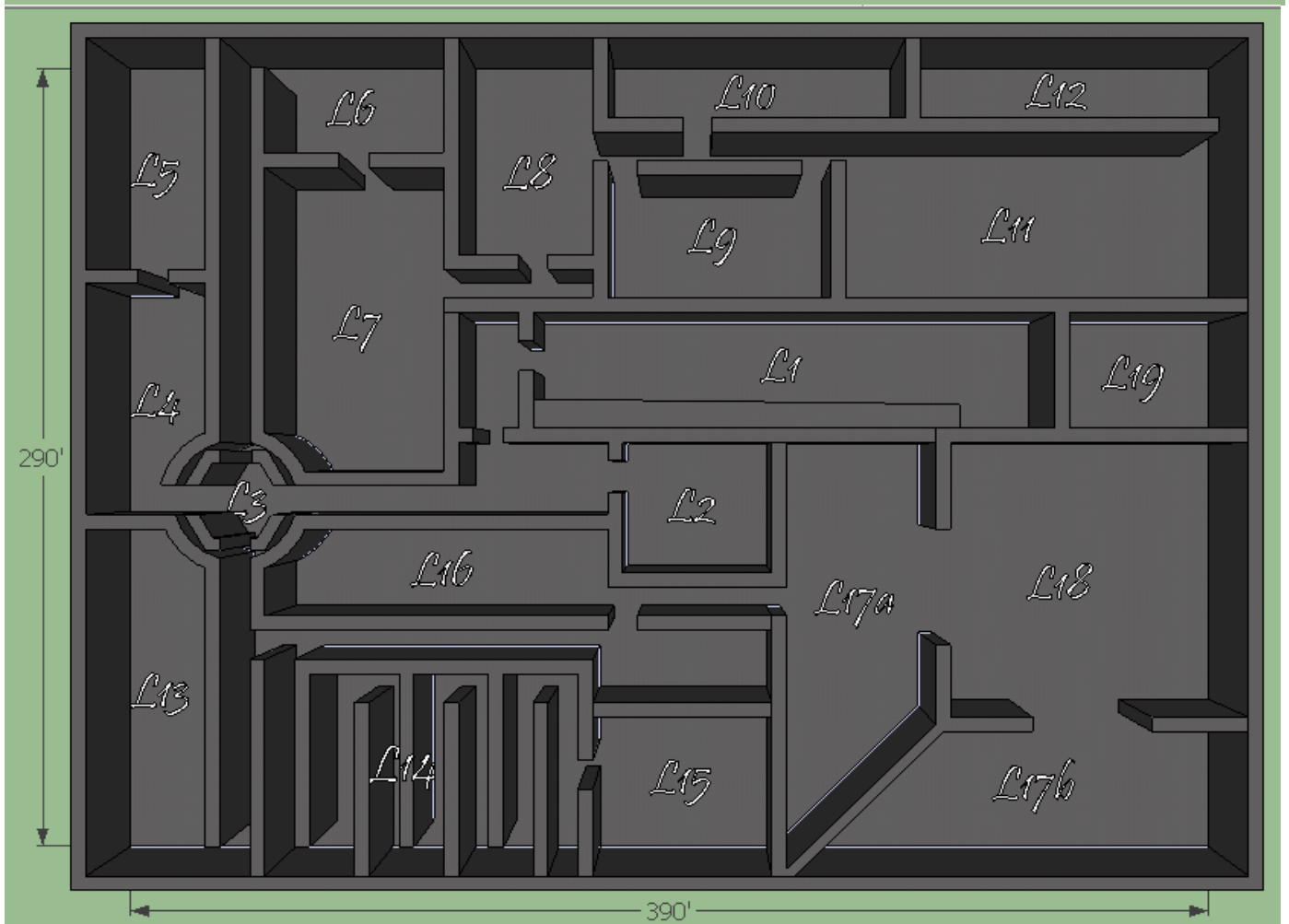
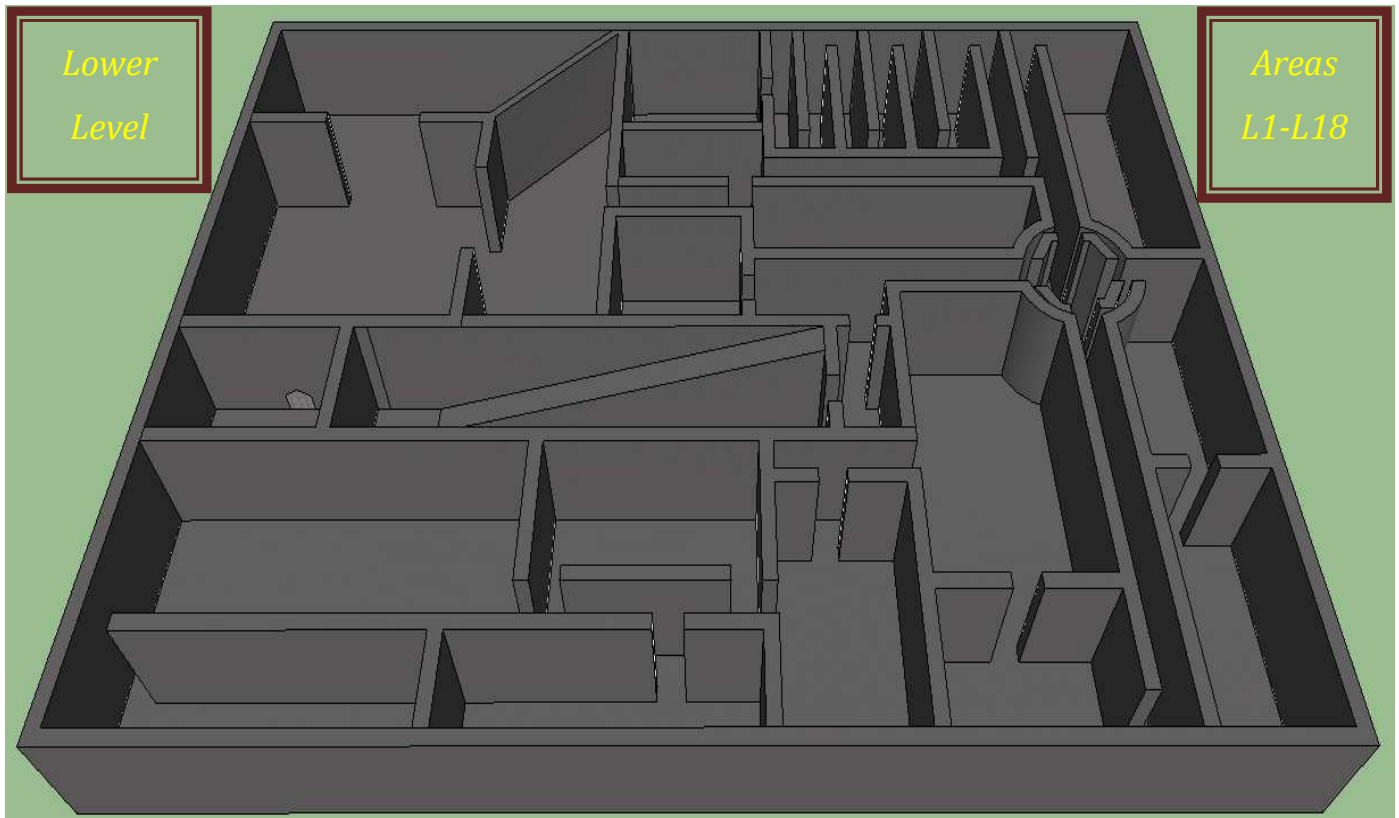
Areas A1-A4



*Second
Level*

*Areas
S1-S14*





Yagrel vs. the Hunters

The yagrel Iggritch stood overlooking the briny pool of his lord and master, an elder brain forsaken by Ilsensine, and bereft of its once great mental abilities. He has seen with his own eyes, however, the deadly trade-off for this loss in power. Exactly when the elder brain had developed such a deadly maw in its long existence, Iggritch did not know. Nor did he know when it had developed such powerful tentacles that would crush the life out of any one of his people should they get close enough without a proper sacrifice. Luckily, with all its strength and anger, the elder brain was still bound to its briny pool amongst hundreds of its tiny tadpole spawn. Iggritch could only imagine what would happen should the chains that held it break...

Nearby, the predator watched its greatest prey from the safety of its own invisibility. The time of the great hunt known as "The Culling" was upon it, as occurs almost exactly every century. It was the hunt for the deadly degenerate illithids known as the yagrel. Quite recently, the scout he sent was murdered far to the north, but no matter, as it had already completed its report. Soon the rest of the warriors would arrive and the hunt would begin...

Introduction

Two races; neither of them native to Lopango nor even the world of Toril itself have waged a war for centuries. Deadly yagrel, barbaric descendants of the spacefaring illithids, are hunted once a century by the equally fierce Yatilli clan of anadjiin. These fearsome hunters from the planet Anadia care little for good or evil, but in order to preserve what they consider a "natural balance," they attempt to halt the otherwise unchecked growth of the yagrel population. This centennial ritual, known to the Yatilli as "The Culling," has always caused devastating losses for both races, but the event repeats itself nevertheless.

It is once again time for The Culling. Over the centuries, the anadjiin have usually succeeded in their mission, and despite heavy losses, they have almost always considered themselves the victors. A cunning yagrel named Iggritch, however, hopes to turn the tides this time. With allies like the tzakandi

and a variety of other half-illithid creatures, Iggritch seeks to wipe out the Yatilli and lead his people beyond the borders of Lopango. He seeks to once again find the past glory of his illithid ancestors.

Into this volatile mix enters the PCs. Humans, particularly the Natican of Lopango, have long stocked the larder, slave pens and even birthing chambers for the horrid yagrel. Perhaps it is the heroes of this race that will turn the tide once and for all.

Running the Adventure

Yagrel vs. the Hunters is designed for a party of characters that average from levels 8-10. A few encounters have an EL substantially higher than this average (particularly the elder brain who has a CR of 18), but a mix of allies found during the adventure and environmental advantages should allow the PCs to overcome even these challenges. Though they might assist in the major battles, do not allow allies to dominate the battles. Most, like the sun priest Tzawi, are useful for additional healing and support should he be given an opportunity to rest and regain his spells. Do not forget to split experience gained among these new allies as well if they participate in battle.

The adventure is set in the northern portion of Lopango and is designed for adventurers from almost any background. In particular, the adventure could be used to introduce Mazticans to their southerly neighbors. Most of the major races of Lopango are introduced in the adventure in one form or another.

All creatures are given source references so they can be easily located. Note that this netbook makes heavy use of a small variation of the half-illithid template from the FR 3.5e sourcebook **Underdark**. This variation, known as the half-yagrel, takes into account the loss of mental capabilities the illithids were subject to when they devolved into the yagrel. Gone is the powerful *mind blast* and psionic abilities of the illithid, but they have been replaced with the ability to *shout* along with some impressive new physical capabilities and an immunity to sonic attacks. The template is provided below for ease of reference.

Half-Yagrel

Added to any corporeal non-construct.

Size and Type: Change to aberration, no change in size.

Hit Dice: Racial HD change to d8, class HD do not change.

Armor Class: Natural armor increases +3.

Attacks: Lose any bite attack but gain 4 tentacle attacks.

Damage: Tentacle attacks do the following damage based on size.

Size	Tentacle Damage
Fine	--
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: Retains all special attacks plus the following.

Improved Grab (Ex): To use this ability, a half-yagrel must hit a Small, Medium, Large, or Huge creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. A half-yagrel can grab a Gargantuan or larger creature, but only if it can reach the foe's head. If a half-yagrel begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. An opponent can escape with a single successful grapple check or an Escape Artist check, but the half-yagrel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A half-yagrel that begins its turn with all four of its tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as hydras and ettins.

Shout (Sp): The half-yagrel is able to cast *shout* once per hour. Any creature within 30 ft. of the half-yagrel that is susceptible to sonic attacks is deafened for 2d6 rounds and takes 5d6 points of damage (DC 19). A successful Fortitude save reduces this damage by half.

In addition, any exposed brittle objects such as crystal or glass takes 8d6 points of sonic damage. If a creature is holding the object, the damage can be negated if a successful Reflex save is made.

The shout of the yagrel cannot penetrate a *silence* spell.

Special Qualities: A half-yagrel has all the special qualities of its base creature plus the following.

Darkvision (Ex): A half-yagrel has darkvision out to 60 feet or

the base creature's darkvision, whichever is better.

Immune to Sonic (Ex): A half-yagrel is immune to any attacks or effects with the sonic descriptor.

Spell Resistance (Ex): A half-yagrel has spell resistance equal to 10+ its racial HD.

Abilities: Increase from the base creature as follows: Str +6, Con +4, Wis +2

Challenge Rating: Same as base creature +3

Alignment: Always evil (any)

Note on the Tzakandi: Tzakandi, in greater Faerun, is a name given to half-illithid lizardfolk. Their namesake, however, originated in the Tzakan Marsh of northern Lopango and although these tzakandi are now universally half-yagrel, the name has stuck and will be used in this adventure.

Adventure Background

Portions of the history of the yagrel/anadjiin war are described in *The Great Skyhome: Maztica and Spelljammer* in the Tlachinolli location description. This description is both summarized and expanded upon below.

The story begins thousands of years in the past, and does not even begin on Toril itself. Anadia, the closest planet to Toril's sun, has long been the domain of the fierce anadjiin. As powerful hunters, yet honorable and almost druidic in their concern for balance in their ecosystem, the anadjiin were a dominant species on their world. This dominance, however, did not prepare them for the threat of spacefaring illithids.

Though their brains are not particularly tasty to the mind flayers, the anadjiin lack of magic and resistance to the illithids' powerful psionic attacks led to them being easy prey. For centuries, the illithid came and ate as they pleased. There was no need to even capture or enslave the anadjiin, for the whole world could act as one giant pen for the anadjiin cattle.

All this came to an end thousands of years ago when the Yatilli clan of anadjiin seized an illithid nautiloid and learned the secrets of working, and eventually creating their own spelljamming helm. Within a few years, the clan had developed its own ships disguised as natural formations from Anadia. When the illithid returned the tables had turned, and

despite their psionic and magical strength the illithids were defeated.

The desire for revenge is a powerful thing for any society that survives such a massive level of oppression, but the anadjiin handled the aftermath differently. The desire was there, yet it was tempered with the race's proclivity towards maintaining balance. Unlike the races of the great warrior Gith, revenge did not manifest itself in a desire to utterly eradicate the illithid menace from the cosmos. Instead, killing illithid evolved into a grand hunt taken by the Yatilli anadjiin. Even after the centuries of murder, under no circumstances would the anadjiin upset the balance of nature. Thus, the anadjiin actually left the illithids beaten but not fully eradicated.

The anadjiin are no fools, however, and the illithid menace could not be allowed to continue their depredations on Anadia. Thus, an enclave for the defeated illithids was developed in a remote part of another world where they would not decimate their new environment. The inherent magic of their new environment coupled with centuries of a barbaric existence rapidly changed the illithids. Even the elder brain had been altered into a violent, less calculating version of its predecessors. Now, every hundred years the hunter clan of anadjiin returns to Toril in the remote area known by locals as the Chapullelel Jungle to hunt. They no longer hunt illithid, however, for the illithid are no more. Now, the jungle is the domain of the yagrel and their elder brain.

Player Hooks

With the Culling about to begin, the PCs are about to step into this truly ancient war. Depending on their background, there are a variety of reasons the PCs might come to the Chapullelel Jungle to explore the temple.

Mazticans/Foreigners: If the players are generally interested in exploring, the motivation to begin the adventure is simple. Rumors in Helmsport abound of another civilization far to the south of the True World. Locals know this land as Lopango, but none have ever found a reason to travel so far beyond the House of Tezca. Even so, there are rumors of cities

full of gold, and tales of yet another great civilization of man.

If the PC's curiosity is not enough, a plea for help can come from Tukan. Recently a group led by one of Cordell's former legionnaires disappeared following the rumors of gold to the south. They were due back many moons ago, but have not returned or sent word. Their families in Tukan fear the worst but hope for the best. Together, they have amassed 20 gold quills (10,000 gp) which they are willing to reward the PCs for either rescue or recovery.

Finally, in *The Great Skyhome: Maztica and Spelljammer*, a rogue anadjiin was the primary antagonist of the included mini-adventure. Perhaps a map or other hints could have been found with the anadjiin that lead the PCs this far south. The hint should be appealing to the PCs depending on their nature, but references to the gold-rich race of Naticans might be the most appealing.

Lopangans: Disappearances to the north have increased dramatically in the past few weeks. Sun priests have warned the Natican away from the dark jungles of the north, but its evil has not remained contained.

There are many good people that have disappeared, but a promising young sun priest by the name of Tzawi was one of the most devastating. Tzawi is the son of none other than the great Huamanpallpa, the Son of the Sun and High Priest of Intiri. Chic'ya, the greatest known priestess of Mama Tranquilla is also rumored to be his mother. Such a coupling could only lead to a great alliance and unity for the Natican. His loss could be devastating. Huamanpallpa himself will offer a golden statuette of Intiri worth the equivalent of 10,000 gp.

In this adventure, the PCs do not need to clear out the entire colony of yagrel to be successful, though it would make the Chapullelel Jungle a much safer place in the future. When the PCs enter the yagrel pyramid, there will be no turning back as the pyramid holds some secrets of its own. In addition, certain events will continue to occur behind the scenes as the anadjiin and yagrel continue to war. The anadjiin have little care for the PCs and will

hunt them as they do the yagrel. The anadjiin will not attack defenseless slaves, but they will not attempt to free them either.

Encounter Areas: Yagrel Pyramid Environs

A1: This stone bridge is the safest way to cross over the river and reach the step pyramid of the yagrel, but it is anything but safe. Two yagrel barbarians guard the bridge at its far end, but they should be far easier to overcome than the quelzarn in the river.

Yagrel Barbarian 3 (2) [See *yagrel* entry]

A2: This river is the domain of two eel-like creatures known as quelzarn. They are highly territorial and will move to attack any beings that enter the river. Beings that keep to dry land and/or use the bridge will not be harassed by the creatures.

Quelzarn (2) [See *quelzarn* entry]

A3: Yagrels once guarded this giant staircase to the top of the pyramid with unflinching vigilance. They were no match for the anadjiin hunters that recently attacked however, and now their cooling corpses litter the lowest steps. In all, six corpses can be found, one of which can be found with a +2 *maca* that the anadjiin overlooked.

Two hakuna (Maztican dragonne) recently had their eggs stolen by the yagrel and are enraged by the theft. If the PCs take the time to search the bodies, the mated pair attack, believing the PCs to be the thieves.

Hakuna (2) [See *Dragonne* in *Monster Manual I*]

A4: An anadjiin rogue hides invisibly (wearing a *ring of invisibility*) near the top of the staircase but he was stationed here to prevent anyone from leaving the pyramid, not entering. The PCs can continue on their way without incident unless they actively search for invisible enemies or attempt to leave the pyramid at any point. The anadjiin's instructions were clear that no one was to leave until The Culling had ended.

Anadjiin Rogue 3 [See *The Great Skyhome*]

Yagrel Pyramid

The yagrel pyramid is an ancient structure constructed ages ago, oddly, by the anadjiin. It was designed specifically to house the yagrel (or illithids at its initial creation) and it has some powerful magical and mechanical effects created by anadjiin druids. There are said to be others of its kind in the Chapullelel Jungle, but none have inhabitants that are currently as active. Typically, the uppermost chamber has served as a temple for the yagrel, and sacrifices in the form of performance eating (brain extractions) are performed here. Since this most recent incarnation of The Culling, however, only the anadjiin rogue and a small

entrance to a ramp leading to the upper level (areas U1-U8) can be found.

The entire pyramid radiates a powerful *sympathy* effect to a spherical radius of 1000 feet beyond the pyramid walls. This effect was once directed towards illithids, but had to be reshaped to affect all yagrel once the race devolved. In addition, magical transport is blocked entirely within the pyramid itself and beyond to the extent of the *sympathy* field. Teleport, astral travel and all similar modes of transportation are completely useless. These effects



The yagrel have angered more than iust mankind.

are permanent and have been cast by a 20th level druid.

The pyramid is also a wonder in mechanical engineering that would make a gnome of Lantan proud. Almost every doorway within the temple typically remains open, but during the time of The Culling, there is a key brought by the anadjiin that sets into motion gears built throughout the pyramid. Great stone slabs slide from within the walls themselves to open and close doorways with four feet of impenetrable granite. These motions seem random to the yagrel and outsiders as well, but the anadjiin are capable of predicting most of their movements and using them to their advantage. Attempts to prop these doors open either lead to the destruction of the propping item or it attracts the unwanted attention of nearly every anadjiin participating in The Culling.

The occurrence of closing doorways will be described within each area's text as the areas are entered. The DM does not by any means need to stick to these. The opening and closing is meant to assist the DM as necessary, and can lead to a needed rest for weary players or even an unexpected encounter for players that are finding the adventure too easy. The PCs will have their first experience with a closing door upon entering the second level.

The dimensions of the lower level are 400 feet x 300 feet, the second level is 330 feet x 230 feet, and the upper level is 260 feet x 160 feet. All walls, floors and ceilings are typically 5 feet of solid stone with stone doors slightly thinner at 4 feet. The upper level has a 20 foot ceiling, the second level is 35 feet and the lower level has a 40 foot ceiling.

Unless otherwise indicated, the rooms do not have their own sources of light and only players with darkvision or a source of light are able to see. Due to the thick stone walls, the sounds of battle do not travel beyond one room, and then only if the doorway between the rooms is open.

Encounter Areas: Upper Level

U1: A doorway to the left of the ramp leads to a room covered in ancient carvings. The carvings

depict endless battle between the anadjiin and illithids in times extending as far back as the war on Anadia.

A large carving represents the planet Anadia itself and relatively close to its equator there is a small, oddly shaped hole with some strange markings. Should the PCs decipher the script, it only says the unrecognizable name of the Yatilli homeland, Tlacinolli. The hole, in fact, not only represents the location of the anadjiin home, but also functions as the keyhole to begin all of the pyramid's mechanical effects. It has been a few days since The Culling began, and the pyramid has already been activated, though the PCs have no way of finding this out.

Without the key, there is no way to end the pyramid's mechanical effects, and the anadjiin will not do so until The Culling is over.

U2: Similar to area A3, dead bodies litter this room as a fierce battle between the anadjiin and yagrel took place. Read the following description to PCs when they enter.

The scene here appears much as the one outside of the pyramid, but a faint buzzing sound can also be heard. Bodies of the strange bug-faced men and the powerful looking illithid-creatures litter the floor. As you look closer to one of the illithid-creatures, however, you notice movement just under its robes!

Suddenly the creature stands up and begins to shamble towards you. Though your first thoughts led to the conclusion that the creature is undead, you could only wish that were true. The motions under the robes are in fact ruby red insects that inhabit the body! The buzzing grows louder as the corpse approaches.

The yagrel pyramid has an infestation of hellwasps within its walls. The terrible little creatures have hid in cracks and holes for weeks waiting for the right opportunity to take a host. After the anadjiin left a swath of dead bodies in their wake, the hellwasps decided it was time to occupy one of the cooled corpses. Fresh meat seems much more appealing, however.

Hellwasp Swarm [See *Monster Manual I*]

U3: The battle from U2 spilled over into this room, but the body count here shows the unintended consequences of this age long war. Six bodies are huddled in the far corner, but none are yagrel or anadjiin. Instead, the bodies are adult men and women of the Natican; the primary race of humans located in Lopango. Some have had their brains extracted, but there are also obvious claw markings on some of the bodies. If the PCs held any fantasies that the anadjiin would welcome their role in this war, those thoughts should now be gone. Though they are not sadistic, nor even intentionally cruel, the anadjiin were seen by these humans well before they had wished to be discovered. The Yatilli could not suffer them to live.

U4: More human, yagrel, and anadjiin bodies litter this room. In one corner, however, sits a bloodied and bruised young girl. She is the sole survivor of this band of slaves, though she does not know if she was intentionally spared or simply overlooked by the victorious anadjiin.

The young girl, who can be no older than 7 years of age, identifies herself as Tetztlí of Cuzcalac. Her father had taken her to visit family in a more northern settlement until they realized the entire town had been decimated and put to the torch. Unfortunately, some of the creatures that had committed the deed had remained behind, and both she and her father were captured. His body is among the dead in U3.

Tetztlí wants nothing more than to return home to her mother, but the girl also shows an impressive amount of self-control for one so young. She has seen more horror than many ten times her age, but still she maintains a brave face. Tetztlí is well aware of the ancient war that rages around her and can relay most of the basic information to the PCs. She also warns the PCs that she has felt a strange coldness from the next room over, and has avoided approaching it.

Note that other than the anadjiin rogue at the pyramid's entrance, the PCs are still able to leave the pyramid and assure Tetztlí's safety.

U5: The Yatilli anadjiin are a certainly a warrior race and most fully accept death as a natural part of their existence. Rarely, an anadjiin cannot accept its final fate, however, and in such rare cases they might rise again.

The coldness in this room is palpable, just as the young girl Tetztlí claimed. Unlike her, however, you enter in order to continue your quest.

Midway through the room, you feel the cold coalesce and focus above the body of one of the vicious hunters you now known to you as the anadjiin.

Wraith Anadjiin [See *The Great Skyhome and Savage Species**]

**Note that if Savage Species is unavailable, a dread wraith from Monster Manual I could be used as a replacement with a similar EL.*

Like many of the anadjiin involved in The Culling, the body wears a *ring of invisibility* forged of a strange reddish metal.

U6: The initial battle had abated by the time the anadjiin had reached this room. Clearly the victors, the hunters trapped this room heavily in the rare case that yagrel returning from the jungles managed to get past the rogue sentry in A4.

(Enlarged) Insanity Mist Vapor Trap: CR8; mechanical; location trigger; repair reset; gas; never miss; onset daily (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in room); Search DC 25; Disable Device DC 20.

U7: There are no indications of battle in this room and it is in fact quite empty. A loose stone in the floor, however, conceals treasure (DC 15 Search).

Treasure: Bag of 10 small emeralds (200 gp each), 1 ruby (1,000 gp), 1 flawless diamond (5,000 gp), bag of gold coins (600 gp), silver statuette of a couatl (300 gp)

U8: The first indication of Iggritch's awareness of The Culling is indicated by the dead body of an anadjiin in this room. The anadjiin was crushed by a *black tentacles* trap that Iggritch set and the anadjiin triggered. A Knowledge (arcana) check (DC 20) can identify the source of the anadjiin's death.

A ramp leading to the second level is also located in this room. Once the PCs step onto the ramp, the pressure sets off a mechanical timer which will close the entrance to the second level within three rounds. This effect cannot be disarmed or disabled and is an effect of the entire pyramid mechanism. This event should indicate to the party that there is more to the yagrel pyramid than just a basic stone structure.

Encounter Areas: Second Level

S1: Iggritch, in his experimentation with the outer planes and tanar'ri summoning accidentally sent a Natican slave to a plane of pure evil. The human was unable to survive on this plane and was changed into a bodak. It has since found its way back to the Prime and it arrived not long ago in this part of the pyramid. Its only memories of its past life include the tortures Iggritch made him endure and it would attack yagrel before all others should one present itself. However, it cannot be reasoned with or even spoken to. In the absence of yagrel, it certainly attacks the PCs.

Read the following description to the PCs:

As you enter the room a gray, rubbery creature with entirely white eyes and a gaunt silhouette confronts you. As it approaches, it almost seems as if it is attempting to say something, but the words only escape as a horrid moan.

Bodak [See *Monster Manual I*]

S2: The doors to this room appear to be unlike

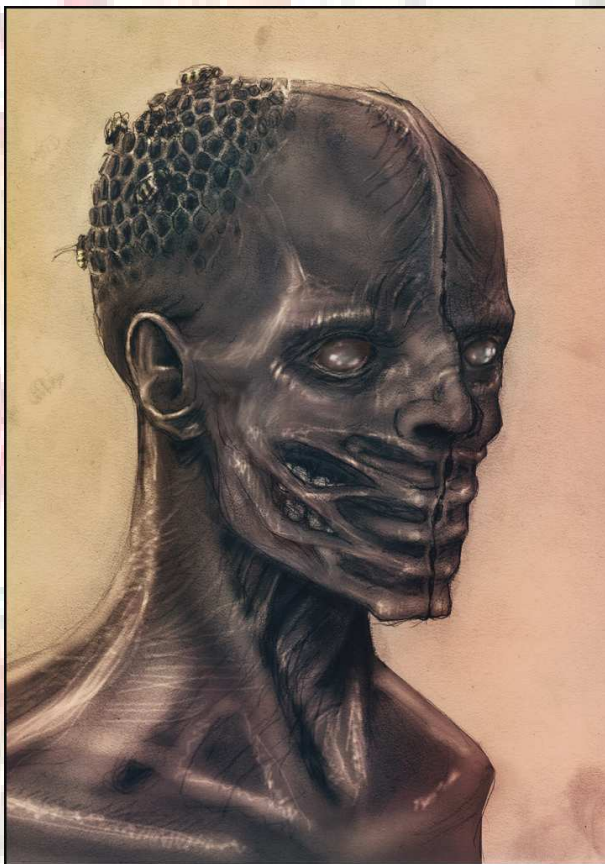
anything else the PCs have seen so far. Though they have not yet seen a closed stone doorway, the entrance and exit here are peculiar in that they are apparently made from wood. Each door reaches all the way up to the 35 foot ceiling!

The secret behind these doors are that they are not actually doors at all, but rather 11 HD, advanced mimics. The two work well in tandem and allow the PCs to enter before attacking, so that both may attack at once.

Advanced Mimics (2, 11 HD each, Huge size, CR 6 each, EL 8) [See *Monster Manual I*]

Treasure: In the gullet of the "exit" mimic's body, a *dusty rose prism ioun stone* can be found along with a mostly digested human body.

S3/S4: Soon after the "exit" mimic from S2 is defeated and the PCs enter these next two chambers, real stone doors will shut behind them and effectively prevent them from going back. Unfortunately, more traps have been set in their path by the anadjiin that have come through. Portable versions of these traps were brought with the anadjiin from Anadia.



This bodak is far from benign.

Acid Arrow Traps (one per room): CR8 ; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (acid arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

S5: Two anadjiin rangers wait patiently and invisibly by the doorway to area S6. Having overheard the yagrel claim that some type of special yagrel is trapped in S6, they await the stone door's opening. The anadjiin attack any and all intruders. Note that if the battle lasts 5 rounds, the door to area S6 will suddenly open. This event causes a moment of distraction for the anadjiin as they peer into the chamber beyond. If the PCs do not do the same, they are able to make a free round of attacks.

Anadjiin Ranger 3 (2) [See *The Great Skyhome*]

S6: In a cage in the rear of the room, a bound and blotchy looking Natican man quickly sits up and addresses the PCs in his native tongue. If they are capable of understanding the ugly man he pleads for help.

"Oh thank the gods, rescue at last! Please, free me from this cage, they have my family and I must find them soon or they will not survive. I have a wife and two small children!"

It may appear odd to the PCs that this entire chamber has been designated to a single slave, particularly one tied up and placed in a metal cage (DC 25 Open Lock to pick). The man realizes that the PCs are intruders immediately, however, and is planning to hide nothing about himself. Though he is in a rush to be freed, he will take the time to answer the PC's questions if it is necessary to gain their trust. The ugly Natican man, who is named Xorantil, does not avoid answering any questions but in his rush he will not offer extra information if the right questions are not asked. Responses to typical questions are below.

Who are you?

"My name is Xorantil, once of the Natican, now of the Western Ocean."

What do you mean, the Western Ocean?

"Until I returned to recover my family, it was where I resided. I only seek to return!"

Why were you taken?

"For the same reason everyone else has been. I am either food, sacrifice, or labor."

Why have they put you in here...alone?

"At first they thought me special; one of them, or at least something similar."

Why would they think that?!!

"Because of this..."

<At this point, Xorantil slowly begins to change his appearance. He is in fact a wereoctopus, and he changes into his hybrid form.>

"Please do not be alarmed, I am no yagrel and I certainly am incapable of harming you!"

What manner of creature are you?!!

"I once plied the seas as a fisherman for the Natican and I was quite successful, though I rarely was able to see my family. An incident with a creature much like myself now left me in this condition...with this "gift." I have since learned that I have what others have called...lycanthropy. I am a wereoctopus. Now please, free me, I must rescue my family!"

Xorantil would change into a true octopus if it could help him escape, but he knows he would never be able to slip through the thin cage bars. He considers his ability to turn into an octopus his one chance to escape since the yagrel do not know of it yet, and he did not want to play that card just yet.

Xorantil has told only the truth, and will lose patience if the PCs still don't free him after he changes form. At this point, he will begin to scream at the top of his lungs in an attempt to draw unwanted attention to the PCs. If the nearby rooms have been cleared out, this has no effect.

On the other hand, if the PCs free him, Xorantil hands them an amulet in thanks. The amulet is a *medallion of thoughts* that he managed to hide within his tentacles throughout his whole captivity. Using the item on the yagrel has given him an idea of where his family may be held.

Xorantil then immediately heads towards area S7. The next time the PCs see him, he will be lying face down with his brain having been extracted.

The best option for the PCs is to offer Xorantil assistance. This act of kindness is completely unexpected by the strange lycanthrope and he will be rather taken aback. Xorantil swears to the PCs that if they see to the safety of his wife and children, he will pledge to see them through to the end of their mission. If he is asked, Xorantil explains that his wife and children are not also wereoctopuses, as he was afflicted and they have not been.

Xorantil also asks the PCs to temporarily share whatever equipment they can.

Xorantil, Male N Human Wereoctopus (afflicted)
Ranger 6 [See *Monsters of the True World*]

S7: Two yagrel barbarians are on the lookout in this chamber, knowing that it is a chokepoint for the rest of the pyramid. After the primary force of anadjiin moved onto the lower level, a small group of yagrel managed to slip back up to this floor as the rotating room (area L3) temporarily shut in the anadjiin. The anadjiin would indeed also like some of the yagrel, along with their elder brain, to survive. Their centennial attack is known as The Culling and not the Extermination for good reason. The yagrel who have returned to this floor are no longer being hunted.

Yagrel Barbarian 4 (2) [See *yagrel entry*]

S8/S9: Before the culling began, these two areas served as living chambers for many of the yagrel barbarians. Using a chalky limestone the yagrel have adorned the walls with crude pictures, but little writing (the barbarians are illiterate). This would be an excellent place to drop hints for further adventures in Lopango. Though the yagrel base is in the Chapullelel Jungle, they do tend to wander far and wide to find slaves. In their travels, the yagrel have obviously seen things of which very few Natican are aware. Below are some ideas for the chalk drawings.

- A relatively well drawn step pyramid is on the wall with a small drawing of a yagrel near its entrance. The entrance is either exceptionally large or the pictured yagrel is terribly small based on the pictures proportions. Lines drawn from the pyramid indicate a shining quality to the pyramid.
- A building that has an unrecognizable shape (an obvious pagoda to those who have seen one before) surrounded by whiskered jaguar men. In the middle of the jaguar men stands another anthropomorphic feline that is difficult to recognize. The art may be flawed in that the digits on this feline character's hand seem to be reversed.
- A terrible sketch of a scorpion-man creature in its cave. The creature is eyeless and otherwise unrecognizable. As poor as the quality of the picture is, it is blatantly horrid to behold. Behind the scorpion-man thing what may at first seem indistinct curves are actually additional faces like the creature's own emerging from the cave.
- A crude step pyramid. This one is drawn with a set of what can only be described as fangs above it. The whole picture has been splashed with long dried blood.
- Another smallish step pyramid. This one is covered in various creeping vines. All along the vines beautiful blooming rose-like flowers are depicted.

A DC 15 Search check will find another loose stone similar to the one found in U7 (in S8 only), however, lifting the stone leads to an empty cavity. Dozens of inch high cracks along the cavity's perimeter are far too small to even reach into. These cracks lead to the inner mechanisms of the pyramid and the moist homes of thousands of tiny centipedes. When the centipedes sense that their home has been disturbed, they will begin to pour out of the cracks. Unfortunately, the clockwork mechanism of the pyramid also causes the doorway to S8 to close for 15 rounds as the centipedes appear.

Centipede Swarm (4) [See *Monster Manual I*]

Treasure: Under a straw bed in area S9, a small hemp sack can be found which contains six 500 gp emeralds and one small and flawed diamond worth 800 gp.

S10: One of the greatest horrors created by Iggritch and his experimentation with yagrel tadpoles can be found here guarding the slave chamber (S11). A horribly lost and confused juvenile blue dragon found its way to Maztica by following one of Cordell's ships many years ago. Since that time, it has been lost in the True World and it eventually found its way into the Chapullelel Jungle. Having never seen such a creature before,

Iggritch decided to capture and experiment upon it. After losing over a dozen fine warriors to its horrid lightning breath, the creature was finally subdued. Eventually, Iggritch implanted the creature with a yagrel tadpole. After undergoing the process of ceremorphosis, the half-yagrel blue dragon called Lacuanhalla was born.



Lacuanhalla

Some yagrel have argued with Iggritch that it was a waste of resources to keep such a powerful creature

bound here guarding the slave stock. In his wisdom, however, Iggritch knew to keep the creature far from the elder brain.

The yagrel-dragon has continued its duty continually throughout The Culling. The anadjiin leave it be, due in part to its power but mostly because the slaves it guards are a non-factor in their goals.

The yagrel, on the other hand, now realize that they must keep the slaves alive to replenish their numbers once The Culling has ended and thus it has remained at its post.

As the PCs approach the room, read them the following description.

The room smells of must and lightning. Peering deeper into the darkness flashing sparks outline one of the most terrible faces known. The great blue lizard could almost be mistaken for a dragon, were it not for its dripping yagrel-like tentacles!

Lacuanhalla, Half-Yagrel Blue Dragon (juvenile)

[See sidebar and *Monster Manual I*]

S11: The following description is the first impression the PCs will have upon entering the slave chamber.

The electric smell of Lacuanhalla's post gives way to the unmistakable scent of unwashed bodies. Huddled in a cage are dozens of men, women and children, some of whom have obviously been here in the dark for months.

Xorantil's family is located in the cage (DC 15 Open Lock). Like the other slaves, they are hungry and frightened but for the most part uninjured. The yagrel want their slaves to survive ceremorphosis should they be chosen for the honor, so typically they are not physically abused. Should the PCs find a way to secure the slaves, Xorantil will pledge his loyalty.

The young sun priest known as Tzawi is not located among the slaves, nor is the legionnaire from Tukan or his retinue. In all, 32 slaves (non-combatant Natican commoners and experts) are crammed into the cage.

S12: The anadjiin know that two of the more intelligent yagrels were trapped in areas S13a and S13b when the pyramid went into motion. They know the pyramid is within moments of opening both doors once again, however, and they are waiting here invisibly in anticipation. Like the anadjiin rogue in A4, they will not harass the PCs unless discovered.

Anadjiin Ranger 2 (4) [See *The Great Skyhome*]

S13a/S13b: The stone doors here have been closed since the beginning of The Culling,

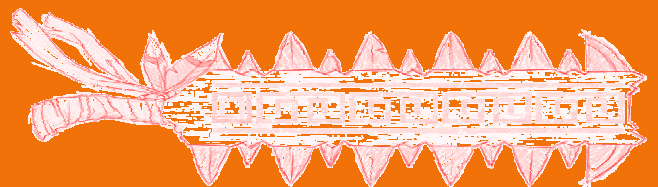
effectively trapping the inhabitants of this room since the beginning. When the PCs approach the rooms, the rooms simultaneously open. A yagrel known as Kulayitri is one of the few with spellcasting ability (13a) and its longtime bodyguard is also considered a weaponmaster (13b). The anadjiin rangers from S12 have been waiting patiently for the doors to open and will join the fray immediately. The anadjiin will attack the yagrel first, but the PCs are not ignored.

Kulayitri, Yagrel Cleric (Ilsensine) 6 [See yagrel entry]

Weaponmaster, Yagrel Fighter 6 [See yagrel entry]

Treasure: The weaponmaster wields a +2 *shocking burst maca* and carries a set of 3 +1 *returning throwing axes*. Kulayitri wears a *periapt of wisdom* +2. It also adorns itself with gold bracelets, anklets and earrings stolen from Natican slaves worth a total of 3,000 gp.

Maca



The primary weapon of the vast majority of warriors in the True World is known as the maca (or its more traditional name, the maquahaitl). Created by wedging sharp pieces of obsidian into a wooden wedge, the maca has been known to behead a horse in a single swing.

Proficiency: Martial

Size: Medium

Cost: 10 gp

Damage: 1d8

Critical: 19-20/x2

Weight: 5 lb.

Type: Pierce or Slash

Special: Due to its obsidian composition, non-magical macas tend to be somewhat brittle. If the weapons wielder rolls a natural 1 on any swing the weapon becomes damaged and suffers a -1 both to hit and damage. If it is not repaired and the wielder rolls another natural 1 thereafter, the weapon is broken and will no longer function.

S14: The room here is adorned in wall carvings that display the lives of all of the elder brains that have existed within this pyramid. The oldest carvings begin somewhat near the ramp (which leads to area L1) and continues counterclockwise to the most recent. The progression from a cold, calculating being to a vicious, hungry beast is obvious in the chronology. Strangely, the last elder brain, presumably the one that currently inhabits the pyramid, is defaced in a number of places. This blasphemy is in fact the work of Iggritch, who believes such monsters are no longer worthy of yagrel servitude.

Iggritch longs to return to the glory of the illithid predecessors, with him at their head of course.

Encounter Areas: Lower Level

L1: Unlike many of the other rooms the signs of battle in here are more recent. There are corpses here of anadjiin and yagrel, but in this case the anadjiin seem to have lost the battle. Cooling corpses litter the room and a trail of blood leads just outside the entrance. A powerful roar resounds from outside the room, though it is tinged with pain. If the PCs have fought and killed any anadjiin to this point (which has been virtually unavoidable), explain to them that they recognize the sound as those of the powerful hunters.

L2: When the PCs enter or peer into this room read the description of the following scene to them.

You find yourself staring not at the naked green backs of the three terrible yagrel in front of you, but rather the bloodied and tortured anadjiin warrior that lies at their feet. The warrior claws and bites at the air before it, but it is obviously disabled and can now only die valiantly.

The yagrels seem to want to instead humiliate the hunter before killing it. Its compound eyes fixate on you, drawing the yagrels' attention to your presence.

Yagrel Barbarian 3 (2) [*See yagrel entry*]

Yagrel Leader, Barbarian 4 [*See yagrel entry*]

The anadjiin will have fallen unconscious sometime during the battle and the PCs have precious little time to save its life. It is one of two anadjiin druids that have accompanied this century's Culling (though it is the lower ranked of the two).

If the anadjiin is healed or stabilized (he is currently at -5 hp), he will not attack the PCs. The anadjiin druid in fact, can speak a smattering of the human tongue and will attempt to offer its sincere gratitude. If it is brought back to full health, the anadjiin will in fact ask to accompany the PCs, particularly if they are intending to destroy the remainder of the yagrel.

If the PCs are able to further communicate with the anadjiin (a slow process if they do not have some form of magical translation or the ability to speak anadjiin), he identifies himself as Zicc'taw. He also claims that his philosophy does not match exactly with the others in The Culling and he in fact always intended to free the human slaves. He also wanted to destroy the yagrel once and for all, which according to Zicc'taw, was not originally the intent of The Culling. He is willing to lead the PCs to the rest of the anadjiin peacefully, but explains that the way is closed and shall remain so for some time still. He claims that human slaves are under siege further into the pyramid and if they hurry, the slaves may be saved.

Zicc'taw, Anadjiin Druid 2 [*See The Great Skyhome*]

L3: The core mechanics of the pyramid may begin in U1, but the most gears, pulleys and counterweights exist within these walls. The doorways here do not actually close, but rather a set of interior stone walls actually move to block three of the four exits at differing times. When the PCs first enter, there is only access to area L1/L2 (where they came from) and L4. The walls will move before they return to allow access to L6 as well. After the PCs have encountered the main force of anadjiin, the wall sealing off L13 and L14 will have moved to block off their original entrance.

L4: Iggritch knew ahead of time that The Culling was to begin so he called upon a force of allies from the nearby Tzakan Marsh. This force of creatures, known as the tzakandi, has a sizeable force in this room, though their attention is turned to L5.

Tzakandi (half-yagrel lizardfolk) Warrior 1 (10)
[See half yagrel-entry and *Monster Manual I*]

L5: The PCs were not the only men and women sent to this area on a mission (as was described in the *Player Hooks* portion of this book). A legionnaire friend of Cordell's and resident of Tukan was dispatched to this southern land with the hopes of finding a new source of profit.

This man, or rather this dwarf and his small band, temporarily abandoned their mission when the first Natican encountered pleaded for his help. The northerners stormed into the pyramid, liberated a few slaves, and then became trapped when The Culling began. Ever since that moment, they have been under siege while protecting the lives of the liberated Natican. The entire band from Tukan has fallen except for the dwarf himself, and he can no longer fight this battle alone.

Tzakandi (half-yagrel lizardfolk) Warrior 1 (5) [See half yagrel-entry and *Monster Manual I*]

Yagrel Barbarian 2 (2) [See yagrel entry]

The legionnaire will not survive this battle, as one of the yagrel will extract his brain within moments of the PCs arrival. The dwarf, whose name was Dorado, will have his legacy live on in the eleven Natican whose lives he so valiantly defended. A

pregnant Natican woman among the slaves has already decided to name her unborn after the dwarf.

Treasure: Dorado's shield is a copper plated +2 *shield* and his hammer is actually a *dwarven thrower*. Always having been quite a glutton, Dorado also carried a *sustaining spoon* and an *everfull mug* (*Arms and Equipment Guide*) in his equipment.



L6: Once the PCs have returned from their battle with the tzakandi, the doorway will have opened to this portion of the lower level. The rooms before them have been taken from the yagrel by the anadjiin but along with additional tzakandi reinforcements, the yagrel are attempting to reclaim what they have lost. Two dead anadjiin guards are sprawled about the doorway with an equal number of dead yagrel and three times that in tzakandi corpses. The sounds of battle in the neighboring room are unmistakable to the PCs.

Treasure: If the PCs take the time to search the bodies, 5,000 gp worth of gold and silver jewelry can be found adorning the bodies. With battle obviously occurring in L7, however, their first visit here might not be the time to loot.

Be it for war or hunger, Dorado was always prepared.

L7: A massive battle rages in this room. The participants constitute a sizeable portion of the anadjiin and yagrels remaining in the temple. Altogether, fifteen anadjiin rangers are at war with twelve yagrels and fifteen of their tzakandi allies.

Though the anadjiin Zicc'taw has remained neutral to the PCs enmity with the other anadjiin at this point, he pleads with the PCs to assist the anadjiin in this battle. He assures them that they will not turn on the PCs once they have seen them fight

alongside him. Without PC assistance, the yagrel forces will overwhelm the anadjiin and continue to march through the remaining anadjiin chambers. The repercussions of PC inaction can be found in the *Conclusion* portion of the adventure. The battle can be played out in its entirety if the DM desires or it can be assumed that the PCs must slay at least five yagrel (or twice as many tzakandi) in order to break the yagrel superiority.

As promised, once the battle is over, the anadjiin will cease all hostilities on the PCs. Silently, an anadjiin ranger motions the PCs to follow him, though they may choose not to. This offer will only be made once and Zicc'taw will encourage the PCs to follow the ranger. A truce is in place but the anadjiin will not allow the PCs to continue further into their territory without an escort. Unless pressed, anadjiin will not attack the PCs any longer.

Anadjiin Ranger 1 (8), Anadjiin Ranger 2 (4), Anadjiin Ranger 3 (2), Anadjiin Ranger 4 [*See The Great Skyhome*]

Yagrel Barbarian 2 (8), Yagrel Barbarian 3 (7) [*See yagrel entry*]

Tzakandi (half-yagrel lizardfolk) Warrior 1 (15) [*See half-yagrel entry*]

L8: Two additional anadjiin guard this passage and beckon enemies to enter the chamber. They are in fact trying to draw their opponents into another acid arrow trap and the waiting claws of two additional invisible anadjiin rogues. If the PCs are being escorted by the anadjiin ranger from L7, the trap will be disarmed.

Acid Arrow Trap: CR8 ; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (acid arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

Anadjiin Fighter 2 (2) [*See The Great Skyhome*]

Anadjiin Rogue 3 (2) [*See The Great Skyhome*]

Treasure: The anadjiin fighters are wielding *+1 fiery burst spears* and the rogues are each wearing a *ring of invisibility*.

L9: Using some of the skills of their powerful druidic traditions, the anadjiin have brought some of the local fauna into the pyramid with them to assist against the anadjiin. These creatures, known as kamatlan, are rather vicious and even if the PCs are escorted by the anadjiin, they will attack if their lair is entered. Other than Zicc'taw, the anadjiin will not interfere since the kamatlan are actually allies against the yagrels. According to the anadjiin escort, the PCs should not have wandered out of his sight and he is not responsible for the attack.

Kamatlan (4) [*See Monsters of the True World*]

L10: Peering into this room will give the PCs the following description.

The anadjiin in this room are cleaning and working on what can only be bones. Almost as if it is a reminder that you are currently in the company of very dangerous creatures, you realize that the bones are all preserved and propped up for display. You have come across the trophy room of the anadjiin and among the plethora of yagrel and beast skulls, you notice a few that are undoubtedly human.

The PCs will need to understand that trophy taking, even that of humans, is a major part of the anadjiin hunter culture, particularly of the Yatilli clan. If the PCs become agitated, Zicc'taw will do his best to express this to them. It would be a terrible shame, he explains, for the PCs to break the truce over this cultural misunderstanding. In area L11, the PCs may negotiate for the return and proper burial of the human skulls and bones. If this is done successfully (DC15 Diplomacy), award the PCs a enough experience for a CR 11 encounter.

Anadjiin Ranger 2 (3) [*See The Great Skyhome*]

L11: When the PCs enter this chamber read them the following description of the anadjiin druid leader Haz'takalli.

Seated before you on a simple throne of stone is a calm anadjiin adorned in tiny fetishes and Natican-like clothing. He addresses the party in perfect common and welcomes them. His name, he says, is Haz'takalli and he is a Prime Balancer (highly ranked druid) of the Yatilli clan of anadjiin. He goes on to explain his story...

"Surely you must have heard of our sacred mission of The Culling by now? For centuries we have maintained the balance and assured that the beings you know as yagrel never expand to threaten beyond their designated borders.

This has been our way for centuries uncounted and all has gone as planned, until now. There is an enemy, a yagrel of a level of cleverness unseen since the days of the dreaded illithid who lives within this temple. This yagrel has prepared for The Culling and it seems as if we are outmatched. While at first we only sought to lessen their numbers, this threat to the balance must be eradicated. If The Culling were to fail, this clever yagrel would undoubtedly find others within the jungles and could spread beyond it to decimate the lands beyond. If your world is to be saved and the balance preserved, you must assist us. What say you?"

The PCs will undoubtedly have some questions for Haz'takalli. Answer as you see fit following the anadjiin's motivations, or refer to the following typical questions.

What must we do?

"Kill the yagrel leader and all others you come across."

Can you help us?

"We will be. Yagrels returning from the surrounding jungles have already entered the upper levels of the pyramid and with the motions of the pyramid, will soon be able to work their way downward. We will stop them from reaching you."

What about the innocent Natican we have liberated?

"As a reward for your service, we swear to keep them safe."

<If the PCs have left Natican on the upper levels, Haz'takalli will add the following>

"We have already brought the yagrel slaves you left behind to safety and they will remain so as long as your assistance continues. "

What are we to expect?

"The yagrel leader has already dispatched most of the normal yagrel throughout the temple and outside in the jungle as well. You will not come across many more in the temple, but the yagrel are not all that serve him. Then there is the matter of their deity..."

Their deity?!!

"It is not a true deity, but it is worshiped by most of the yagrel nevertheless. It is certainly powerful, but it remains chained in a brine pool full of its own progeny. The creature, known as an elder brain, would devour its own people should it be freed. The yagrel may worship the creature, but they also fear it greatly. I don't believe the same could be said of their leader."

And after we do your dirty work?

"We will leave you and the yagrel slaves to your world and shall not come back for a century. There are other yagrel nests in the jungle that will also require The Culling, but that time is not now."

Once the PCs are satisfied, he offers to lead them into the adjoining chamber (L12), where they are to receive a tool to assist them.

Haz'takalli, Anadjiin Ranger 2 / Druid 8 [See The Great Skyhome]

Treasure: The adventure continues with the assumption that the PCs do not fight Haz'takalli, but if they are stubborn and somehow succeed award them with approximately 45,000-50,000 gp worth of magical items and an additional 5,000-10,000 in normal gold jewelry.

L12: A dozen or so cruel fey scatter in pairs to the edges of the PCs' light as they enter this chamber. These creatures have been brought with the anadjiin from Anadia itself, though they are considered nothing more than vermin. One pair enters the light when Haz'takalli calls out what can only be their names, though the PCs would have difficulty repeating it. One of the two cruel little gremlins hands Haz'takalli a key while the other hides his hands behind his back and whistles. Haz'takalli growls at the creature who promptly produces an diamond studded ornate flask of iron. Both creatures then run back off into the darkness until only their glowing red eyes can be seen.

Haz'takalli informs the PCs not to mind the plainsjan, and that they will do the PCs no harm. The key, he describes, is the very one that sets the pyramid in its mechanical motion. They are to use it to seal off the pyramid once and for all when the yagrel leader has been destroyed. This way, the yagrel can never return, despite the *sympathy* aura radiated by the temple. The elder brain will be sealed forever within its prison. He also details how the key is used to accomplish this feat using the keyhole in U1.

The second item is indeed an empty *iron flask*. Haz'takalli's scouts have indicated that the yagrel leader has delved a bit into other worlds, and the flask will surely come in handy.

Plainsjan (12) [See *The Great Skyhome*]

L13: Read the following to the PCs when they come upon the newly opened entrance to this chamber.

A sound unlike any you've heard in your adventuring career explodes from the darkness as you enter the newly opened chamber. As your eyes focus to the rear of the chamber, you find its source, but like your first impression of the dragon earlier, you wish you hadn't

The yagrel are a threat to all of Lopango and within this room is proof of this undeniable truth. A

mighty imperatonti, one of the great barbarian scorpionfolk of the Lopangan Underdark, has been captured and transformed into a half-yagrel in the process of ceremorphosis. It now mindlessly obeys their will and attacks all intruders.

Half-yagrel imperatonti Barbarian 2 [See *half-yagrel entry and Monsters of the True World*]

Treasure: The abomination guards a recent acquisition of the yagrel. Two hakuna eggs can be found in the rear of the chamber. They are only two weeks from hatching and the yagrel plan to implant the hatchlings with yagrel tadpoles soon after birth. Each egg could easily be sold for 3,000 gp in a major city such as Tukan or possibly even Cuzcalac in Lopango.

L14: The creatures in this winding corridor guard a boy that even the yagrel realize is far more valuable than the typical slave. At least one of the three dilophodiles here has his *antimagic cone* trained on the door to L15 at all times, while the other two remain perfect still and camouflaged within the corridor itself. The doorway to L15 is currently open, and the dilophodile will not take its cone off of the sole occupant until it feels an imminent attack.

Dilophodiles (3) [See *Monsters of the True World*]

L15: Tzawi, child of Huamanpallpa and Chic'ya, and sun priest of the great Intiri is the sole occupant of this room. At the age of 16, he is already a powerful sun priest and it is said that he will one day unite all the peoples of Lopango, starting with the churches of his father and mother (Intiri and Mama Tranquilla respectively). Captured on a pilgrimage to see the strange blue giants of Mount Xochipas, the yagrel immediately realized they had captured someone special and don't yet know what to do with him.

The Natican will rejoice in his rescue and his father will reward his son's rescuers greatly (see *Player Hooks*). Tzawi will not sit idly by as the PCs fight his battles for him, however. The dilophodiles' gaze kept his magic at bay, but with those terrible creatures destroyed, his power has returned. In their

final battles, the sun priest will stand by the PCs' side.

Tzawi, Male LG Human Cleric (Intiri) 4 / Sun Priest 3

L16: Iggritch fears little in this world or any other for that matter. He also knows that there is power among the planes of the fiends and he has begun to delve into the forbidden lore of the Abyss. Using ancient texts left by illithid ancestors, though practically untouched in the time of the yagrel, he has summoned his first tanar'ri. Bound to this room by the ancient magic, the fiend gleefully slays any and all who enter. This may be a good time for the PCs to use the *iron flask* given to them by Haz'takalli.

Glabrezu [See *Monster Manual I*]

L17a/L17b: These two large rooms surround



Iggritch's experimentation in fiends have given him a powerful ally.

the briny pool chamber of the great elder brain of the yagrel. Tables line the walls as this is where the yagrel perform ceremorphosis on their victims in an almost ritualistic manner.

Iggritch, the lizard king of the tzakandi and a number of warriors all currently reside within these rooms. Running directly over each doorway are patches of brown mold which keeps these rooms at a far colder temperature than the rest of the pyramid. Passing through the entrances, particularly with the exposed fire of torches, is a hazard in itself. Any anadjiin accompanying the PCs suffer the effects of their cold vulnerability here or in L18. The effect is damaging to the PCs within 15 feet on either side of a doorway unless the brown mold is dealt with. The cold temperature will remain for hours.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold* instantly destroys brown mold.

When the PCs pass through the brown mold's damaging radius, read the following.

Yagrel and tzakandi step out from the cold darkness and though they threaten you, momentarily they are standing down. A smallish yagrel, one that appears closer in size to an actual illithid than to the beefy yagrel emerges from the crowd and addresses you in perfect common. The enormous tzakandi standing by his side remains unmoving and silent.

"Humans! You have invaded our home, stolen our slaves and nourishment and killed many of my greatest warriors. Still, we are willing to show you mercy, even now when it is obvious you stand no chance of surviving. We require only that you turn on the few remaining hunters of Anadia remaining within these walls. It is assured that you stand a far greater chance against them. What do you chose?"

If the PCs commence battle, Iggritch will stay behind casting the most powerful spells he has available. If the yagrel forces are obviously losing (25% or lower), he retreats to the lair of the elder brain and drops vials of acid on the chains binding the creature. In a few rounds things could get very bad for the PCs as the chains snap and with a powerful scream, the elder brain is freed.

Tzakandi (half-yagrel lizardfolk) Warrior 1 (5)
[See half yagrel-entry and *Monster Manual I*]

Yagrel Barbarian 1 (5) [See yagrel entry]

Bertrous (fiendish half-yagrel lizardfolk) Fighter 4 [See half yagrel-entry and *Monster Manual I*]

Iggritch, Yagrel Sorcerer 5 [See yagrel entry]

Treasure: Bertrous wields a +3 *club* and wears an *amulet of natural armor* +3. Iggritch carries a staff of evocation with 23 charges remaining and wears a *ring of protection* +3. Among the two of them, 3,500 gp worth of mundane gold jewelry can also be found. The other yagrel and tzakandi have small bags of coins amounting to 400 gp total.

L18: This is the chamber that holds the heart of the yagrel community. One of the most horrid creatures the PCs have likely ever seen is chained within the pool, though the yagrel elder brain will be free momentarily. If Iggritch has poured the acid on the elder brains chains the time has arrived for them to break. When the PCs arrive read the following.

Before your very eyes lay a creature that the worst of your nightmares could hardly conjure. It appears to be a giant brain of sorts, but its reddish eyes, tentacles and terrible maw give it a truly horrid and frightening appearance. It is chained half above, and half submersed in a pool of yellow liquid. The smell of brine is unmistakable.

Standing on a pedestal above the creature, the yagrel known as Iggritch addresses you once again as it pours a greenish fluid on each of the chains. One by one the chains begin to break as Iggritch

addresses you.

“Fools! You have yet to truly see the power I have yet to unleash. Behold the elder brain of the yagrel and die horribly!”

With his final comment, the elder brain breaks free and immediately grabs Iggritch with two of its tentacles. It bites down on the yagrel leader and begins to eat. This may be an opportunity for you to get out before it finishes its meal.

Iggritch believed he had more control over the elder brain than he actually did and he is now paying the ultimate price. The elder brain will finish its meal within three rounds and then will turn to the PCs, beginning its assault with its ability to *scream*. The PCs may fight the elder brain and might in fact win if they have the assistance of Tzawi, Xorantil, and Zicc'taw. This decision will allow them to find the yagrel treasure in L19. Otherwise, the PCs may take Haz'takalli's advice and flee back to U1 to seal the creature in this pyramid forevermore. Either way, the threat of the yagrel, and The Culling of the anadjiin, is over.

Yagrel Elder Brain [See *Monsters of the True World*]

L19: The doorway to this chamber was in fact left unlocked (no yagrel dared pass by the elder brain to get to it) and contains a well-earned and sizeable treasure if the elder brain was defeated.

Treasure: Gold and silver jewelry (rings, necklaces, bracelets, ornamental bracers) amounting to a total of 21,500 gp. Various pieces of Natican artwork that could be sold to a collector for 10,500 gp. The following magic items can also be found:

- A *folding boat*
- A *rod of alertness*
- *Eyes of the eagle*
- A *silver horn of Mictlan**

**Functions as a horn of Valhalla except the barbarians summoned appear dressed in traditional Maztican garb and fetishes.*

Conclusion

With the threat of the yagrel over and an end to The Culling, the PCs may now return the slaves they have freed to their homes.

Depending on their backgrounds and original motivations for entering the pyramid, the PCs may have to claim their rewards. No matter where they are from, however, news of their bravery will spread quickly among the Natican. They Natican will always see them as heroes, particularly if they saved, and managed to keep alive, the young sun priest Tzawi.

There are also many distinct possibilities for further adventures. There are certainly other yagrel communities in the Chapullelel Jungle and the half-yagrel tzakandi of the Tzakan Marsh are certainly still a threat. The chalk drawings in S8 and S9 could also certainly lead to further adventures (though some may be explored in future Maztica Alive netbooks). Then there is the matter of the elder brain itself. If it has only been sealed away, is there a possibility it could be freed and unleashed on an unsuspecting Lopango?

Whatever the case, the PCs have earned their rewards and rest. Allow them to enjoy some of the benefits of their noble actions, at least for a time.

