



SKY-SERPENT OF TLETZLAN

Amidst a green desert of dense jungle lies mighty Tletzlan, home of the legendary 'sky-serpent,' Apozca. Armed with so-called magic weapons, the deity's priests have taken over and pushed all other Gods aside. But what is the real origin of this visitor from the sky? I'm not saying it's aliens, but . . .

Sky-Serpent of Tletzlan is a brief Sword and Sorcery adventure for use with the Barbarians of Lemuria and Everywhen systems. Four pre-generated characters are included.



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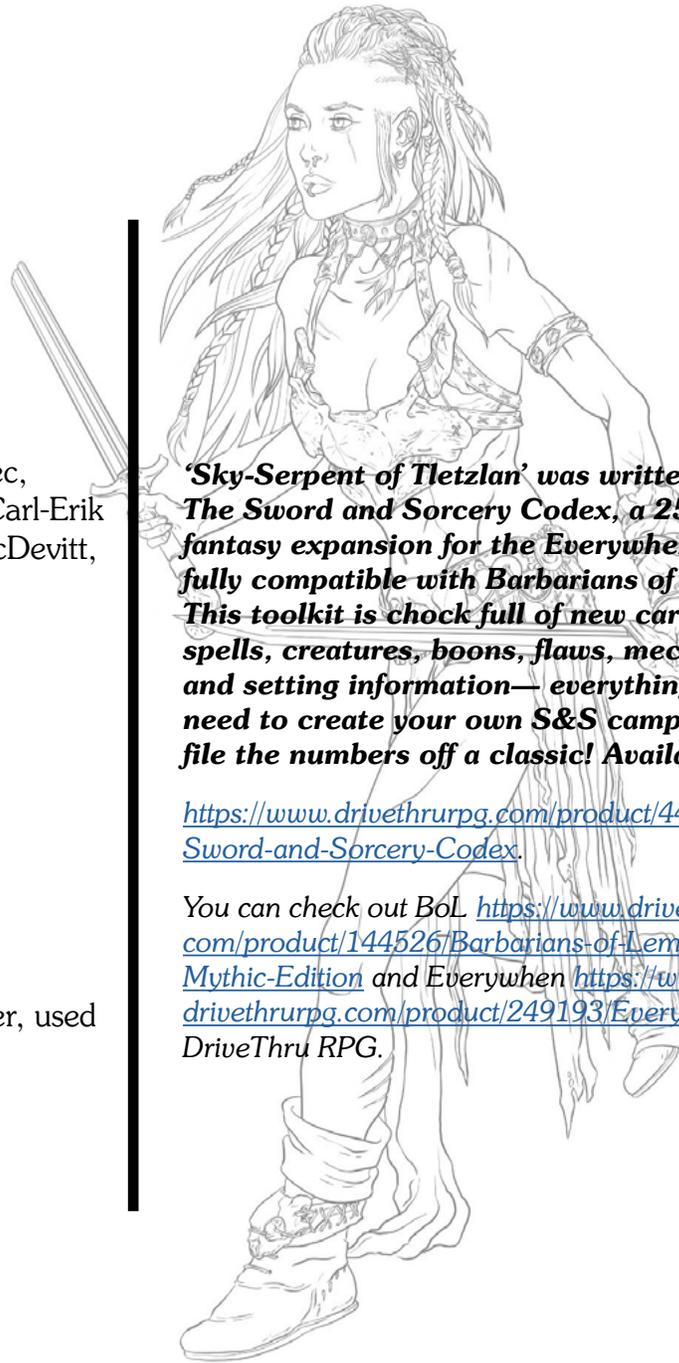
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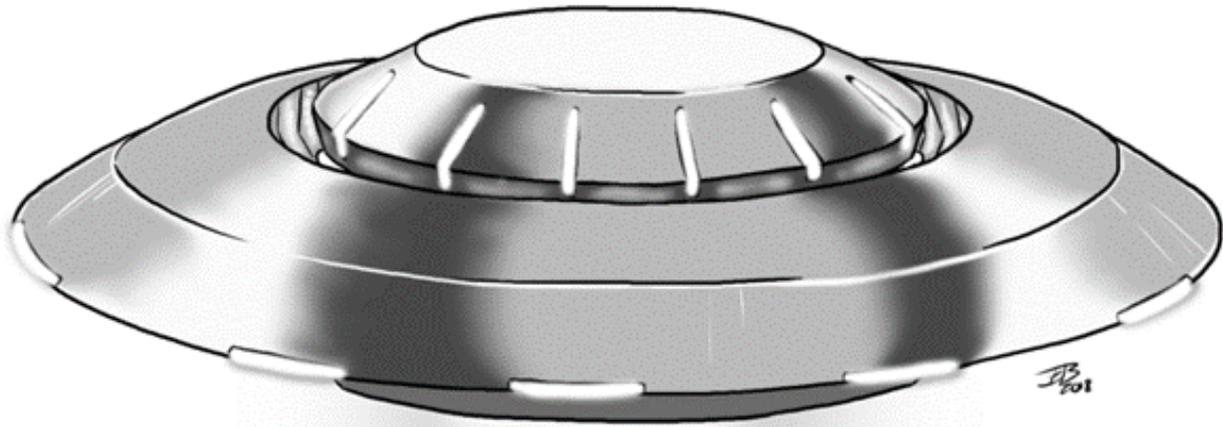


'Sky-Serpent of Tletzlan' was written using The Sword and Sorcery Codex, a 255-page fantasy expansion for the Everywhen system, fully compatible with Barbarians of Lemuria. This toolkit is chock full of new careers, spells, creatures, boons, flaws, mechanics, and setting information— everything you need to create your own S&S campaign, or file the numbers off a classic! Available here:

<https://www.drivethrurpg.com/product/445007/Sword-and-Sorcery-Codex>.

You can check out BoL <https://www.drivethrurpg.com/product/144526/Barbarians-of-Lemuria-Mythic-Edition> and Everywhen <https://www.drivethrurpg.com/product/249193/Everywhen> at DriveThru RPG.

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OVERVIEW

In their quest for lost treasure, heroes stumble upon the Mayan-analog city of Tletzlan. **Lord Tecuan**, the city's nominal ruler, asks for PCs help overthrowing the sinister priesthood of Apozca, who have replaced traditional worship with their upstart 'god,' a visitor from the stars. Tecuan wants to locate the priest's cache of 'magical' (high tech) weapons so he can fight fire with fire. Heroes eventually discover the source—a flying saucer buried beneath Apozca's temple! But can they escape the murderous wrath of high priest **Smoke Chamac** and his mutated minions?

(Super-science replaces sorcery in this Mesoamerican themed adventure. Though players might deduce they are dealing with space aliens early on, the 'twist' is the location of the crashed ship, which is supposed to be somewhere in the jungle rather than beneath a sprawling city. Given the availability of alien weapons in this scenario, GMs might want to exercise caution during combat. You don't want half the PCs vaporized before the climax! The sidebar on pg. 9 offers some tips along this line.)



FEAR AND RESOLVE

This adventure makes use of the resolve mechanic from *Everywhen*, which may be unfamiliar to veteran *Barbarians of Lemuria* players. Resolve is similar to 'fear' or 'sanity' systems used in horror RPGs, and serves mainly to heighten tension. **Appendix A** on pg. 15 explains how Resolve Checks work. If the GM doesn't want to bother with tracking resolve loss, other options for simulating fear are presented.

The resolve rules are completely optional. Removing them won't derail this adventure.



START

PCs have been slogging through leagues of 'green desert,' a humid welter of sacred ceiba trees and white-flowering dogwood. Often, they must quit the jungle trail to hack through thick foliage, trading sweat for precious headway. The warm air vibrates with howling monkeys, insects, and lightning-quick hummingbirds, darting among scarlet blossoms.

The heroes have been drawn by legends of sprawling lost cities, crammed with golden loot for the taking. However, these naive visions have yielded to the reality of endless jungle. The greatest 'treasure' now would be a quick way off this accursed peninsula and back to comfortable environs.

But wait! A gap appears in the branches ahead. What looks like a mountain peak looms over the jade canopy. A *man-made* mountain, formed from cut stone and carvings of grinning serpents, painted with ochre and red. Finally, a city . . . though this one seems far from abandoned.

FATE OF THE CHOSEN

PCs have reached the outskirts of fabled Tletzlan, but they are not alone. A strange procession approaches; two masked priests, covered from head to toe in feathered robes, leading a half-dozen captives bound at the wrists. Accompanying them is a group of sharp-eyed warriors, sunlight gleaming from the tips of their obsidian spears. The priests move with a hunched, shuffling gait, though no one dares to hurry them on.

There are 1.5x PCs number warriors (round up; minimum 4), all Rabble with 3 lifeblood apiece. The two priests, **Apoxpalan** and **Tlayouak**, are classed as Toughs, while the captives are Rabble with 2 lifeblood each.

The group ignores PCs, as they are intent on some greater purpose within the distant city. Any hero from a Mesoamerican-analog culture knows the captives are intended for ritual sacrifice. This is not an unusual occurrence, and whether it offends anyone's sensibilities is up to the player. If PCs don't intervene, the column continues towards Tletzlan's temple district, stymied by the priests' swaying walk.

If PCs approach, the warriors glare with indignation while Tlayouak, in a sibilant, whispering voice demands: "*Who dares delay the appetite of sacred Apozca, whose flaming gullet swallows the sky?*" His masked face turns towards an attractive PC. "*Perhaps you would desire the honor—and there is none higher—of fattening Apozca's coils. If so, you may join us. Otherwise, begone!*"



XALPE CULTURE

The major culture in this region call themselves the Xalpe, a Civilized Mayan/Olmec-analog with the complex and religious traits (see the *Sword and Sorcery Codex*, pgs. 19-21). Though physically smaller and less warlike than their neighbors to the north, the Azatl, the Xalpe regularly practice human sacrifice to appease their Divinities, albeit on a smaller scale. Social status is dictated by birth, and religion permeates every aspect of daily life.

Common starting careers are farmer, craftsman, priest, and soldier (warrior). These last two careers require noble at rank 0 or higher, as does sorcerer. Sorcery is generally not considered distinct from Divine magic; sorcerers, therefore, also take ranks in priest.

Xalpe culture has been disrupted as of late by the appearance of the Ibiri, pale-skinned invaders from across the sea. Considered both crazy (obsessed with gold) and disease-ridden, these newcomers are generally avoided.



Tlayouak offers this 'honor' to one PC only. A charitable hero who agrees must submit to being disarmed, relieved of valuables, and bound by the wrists to the other captives. Any complaint gets a spear-butt in the ribs. The remaining PCs are ordered to move along; refusal escalates into an attack (see below). A willing hero is eventually imprisoned in the temple Imixtli (see pg. 10), to be sacrificed as promised unless an escape is engineered.

If hostilities ensue, the Rabble warriors swarm to attack while Tlayouak casts Dread Touch (see **Appendix B**), and Apoxpalan hurls a sphere of glowing purple gas. This is an electric plasma grenade (see **Eggs of Apozca** sidebar, pg. 9), though PCs won't necessarily recognize it as technology rather than a spell.

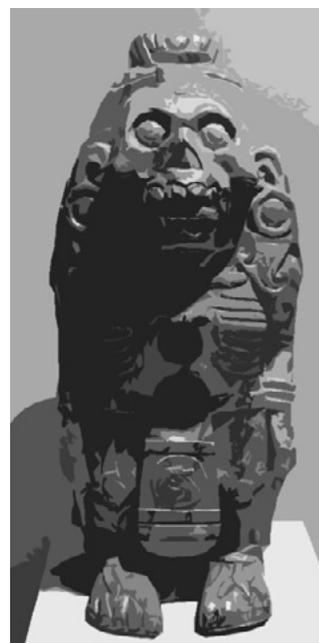
If the fight goes badly, one or more Rabble warriors attempt to flee and alert the priests at Imixtli. Unless they are stopped, the temple will be on high alert (see pg. 10) for the rest of the adventure.

Tlayouak and Apoxpalan fight to the death. Once slain, removing their masks and robes causes a rude shock. Hideous burns cover their flesh, giving it a 'melted' appearance (and necessitating a Hard Resolve check). This is the result of mutation rather than dark magic, though the distinction is likely lost on PCs.

Luckily, heroes are far enough out from the city that no onlookers notice the fight. However, if the bodies of slain warriors and priests aren't hidden, they will be discovered within 24 hours, prompting the temple complex of Imixtli to alertness as detailed on pg. 10.

Apoxpalan and Tlayouak are high-ranking priests of the 'god' Apozca, entrusted with alien tech and 'touched' by heavy radiation exposure. The mutations have warped their bodies, making flesh and bone denser at the cost of a monstrous appearance, kept hidden under masks and ceremonial robes.

The mutations bestow the *Hard as Nails/Hard to Kill* boon and *Lumbering* flaw. Treat as rank 1 priests, rank 1 sorcerers with 6 AP. The masks and robes bestow light protection (d6-3).



MUTANT PRIESTS (TOUGHS)

Attributes	Combat Abilities
Strength 2	Attack +1 melee/ranged
Agility 0	Damage d6L+2
Mind 1	Defense 0
Appeal -1	Protection d6-3
Lifeblood 10/9	Fear 1

SHARP STONES

Aside from the occasional copper axe, Xalpe weapons are made from wood, flint, and obsidian. These do 2 points less damage against metal armor, though even the Ibiri (Spanish-analogs) avoid wearing such in the sweltering jungle.

Non-metal weapons break on a Calamitous Failure. Further, when the weapon rolls maximum damage it dulls, dropping base damage by 1 step (d6H becomes d6, d6 becomes d6L, etc.) until repaired.



ROYAL SUMMONS

As PCs near Tletzlan, jungle gives way to an urban sprawl of thatched wattle-and-daub huts, gardens, and communal clearings, before opening onto a crowded market plaza. Here, trade in cacao beans (which doubles as currency), powdered tamarind, obsidian, shells, pottery, bright feathers, copper and gold jewelry, jade, livestock, etc., takes place. A sacbe (paved road) connects the market to a central acropolis, dominated by the step pyramid glimpsed earlier. This is Imixtli, a temple devoted to Apozca (see pg. 8).

Note that there are no weapon shops or armorers in the market. Such items are made by craftsmen associated with the noble warrior orders, found in the central acropolis. There aren't any inns or public houses either, though some stalls sell pulque and chicha.

After entering the market, PCs notice a well-dressed young warrior staring at them. Passerby pay him deference. This is **Ahuatzi**, son of Tletzlan's ruler. He smiles as he approaches, keeping his hands a safe distance from his weapons. "My father, Lord Tecuan, dreamed of you," he says, by way of introduction.

Ahuatzi invites the heroes to his father's palace, for urgent counsel. If PCs mention conflict with the priests of Apozca earlier, he nods sagely. "This was foreseen. My father offers his protection." If PCs refuse or otherwise rebuff Ahuatzi, he shrugs. "As you wish." However, he provides directions to the palace should heroes reconsider.



AHUATZI (TOUGH)

Attributes	Combat Abilities
Strength 1	Attack +1 melee/ranged
Agility 0	Damage d6+1
Mind 0	Defense 1
Appeal 1	Protection d6-3
Lifeblood 6	Resolve 5

Raised by Tecuan as more statesman than warrior, Ahuatzi has classic Xalpe features of a broad forehead, burnt scalp, and hair braided into an elaborate 'tail.' His septum has been pierced with red jade plugs.

Ahuatzi has the *High-Born* boon and *Code* flaw. The latter makes him disregard his personal safety for the benefit of others. He favors the spear and short bow. Treat as a rank 2 noble.



ASKING AROUND

PCs chatting up the locals find it difficult to get much information. A Moderate (0) Mind check discerns people avoid looking at the step pyramid, Imixtli, though whether out of fear or reverence (or both) isn't clear. Mentioning the priests of Apozca earns a cautious look, followed by a glance around to see if anyone overheard. A kindly NPC tries to steer around the conversation, assuming newcomers don't know any better. On a Hard (-1) Appeal check, heroes can learn about the legend of Apozca (see sidebar, opposite).

However, too many inquiries, especially about the priesthood, alerts a network of informants, who notify the high priest, Smoke Chamac (see pg. 14). Suspicious, Chamac dispatches a sokitl warrior (see pg. 8) to spy on PCs. The android assumes a benign form, usually an older person or young child. If it overhears any plans to approach Imixtli, the warrior warns Chamac and the temple complex is put on high alert (see pg. 10). If discovered, the android attacks!

MARKET ENCOUNTERS

If desired, the adventure can be stretched with some random encounters while nosing around the market. Roll a d6 or choose:

1. A dealer of live birds offers a blue macaw—who shrieks for help in Ibiri (Spanish-analog)! The parrot explains to anyone who understands that her name is **Bianca**, and she's been transformed by an evil witch from the colony of Baluarte. She begs PCs undo the curse.
2. A stooped old man offers to heal any wounded PCs, for a fee. This is **Ihuicatl**, a rank 3 physician with the *Leech/Healing Touch* boon.
3. Several day laborers (d6 Rabble, 2 lifeblood), pick a fight with any non-Xalpe PCs, after making fun of their “stupid” appearance.
4. A 14-year-old thief named **Coyotl Monkey-Fingers** attempts to pick a PCs pocket. Treat as a rank 1 rogue with the *Deft Hands* boon.

5. A well-to-do noble, **Lady Chimalmat**, has just lost her pet jaguar, **Kualton**, in the market. Though tame, the feline scares people and could meet with harm without intervention.
6. An older woman, **Pactli**, is begging help for her daughter, **Yatzil**, recently beset with a strange affliction. Yatzil has become pale, lethargic, and can't abide sunlight—Pactli has erected a shade over her. Examination shows two puncture marks on her neck.

LEGEND OF THE SKY-SERPENT

Four centuries ago (Xalpe culture keeps good track of time), Apozca descended to Earth from the constellation of Rattlesnake, riding in a flaming disc or bowl. After landing in the jungle outside Tletzlan, Apozca gifted the local tribes with magical weapons, allowing them to overthrow the yoke of the northern Azatl (Aztec-analog) empire. The temple Imixtli was constructed in his honor.

Very little else is known about this ‘god,’ as his priests are tight-lipped. Rites to Apozca are conducted in secret, including his (numerous) sacrifices—strange for what is usually a public spectacle. Even his appearance remains unknown, with ‘sky-serpent’ being only an epithet. He is usually depicted as a flame-wreathed circle with three obsidian beads in the center.

Certain chosen priests are said to be ‘touched’ by Apozca, resulting in a stooped gait and what is rumored to be a horrific appearance. Nevertheless, such affliction is seen as a mark of divine favor.

Apozca does not fit within the cosmology of the larger Xalpe culture outside Tletzlan; indeed, he is often regarded as an ‘interloper’ or demon by priests of other Faiths.





KING CLOUD-EYE

The sacbe leads to the city center, ringed by grand stone houses. These have corbelled roofs and arches, built atop stepped platforms to denote their status. Stelae posted over the entrances announce the family lineage of those living inside.

Lord Tecuan's palace is easily the largest of these mansions, painted in bright green, yellow, and red pigments. A group of well-armed warriors (2x PCs number, all Toughs) lounge on the 40' high steps. These constitute the royal guard. Despite all the pomp, the king is often jeeringly referred to as 'Tecuan the Toothless' by his subjects, as he holds little power over the priesthood of Apozca.

Ahuatzi leads willing PCs directly here from the market. Otherwise, he will be waiting for them at the top of the stairs when they decide to show. The bodyguard reverently steps aside as the heroes ascend.

Tecuan holds court in the palace's rearmost chamber, sitting cross-legged before a stone table heaped with food. The old king has a cloud-like cataract in his left eye, enhancing his mystic appearance. He sizes PCs up before speaking.

"Yes, I see my forefather's counsel was correct. You are the ones revealed to me. Sit, eat, and let me tell you about the decline of mighty Tletzlan!"

A feast has been prepared of squash, avocados, and roast turkey, this last served with a rich sauce blending cocoa and chiles. Accompanying the food is bowl after bowl of golden maize beer (chicha), hustled in by servants.

ROYAL GUARDS (TOUGH)

Attributes	Combat Abilities
Strength 1	Attack +1 melee/ranged
Agility 1	Damage d6+1
Mind 0	Defense 1
Appeal 0	Protection d6-3
Lifeblood 6	Fear —

Tecuan's household troops have not been corrupted by Apozca's influence—the king gives them plenty of chicha and tobacco to keep their spirits up.

Treat as rank 2 soldiers, armed with shields, macahuitls, and obsidian-tipped javelins. All wear light armor.

LORD TECUAN (HERO)

Attributes	Combat Abilities	
Strength 0	Initiative 0	Lifeblood 10
Agility 1	Melee 1	Resolve 12
Mind 2	Ranged 3	Hero Points 6
Appeal 1	Defense 0 (1)	Protection 0

Boons/Flaws	Careers
<i>Marked by Fate/</i>	Noble 3
<i>Marked by the Gods</i>	Soldier 1
<i>Second Sight</i>	Priest 0
<i>Poor Eyesight</i>	Merchant 0

Though well past his physical prime, Tecuan's spiritual perceptions are keen as ever. His *Second Sight* boon manifests as nightly visits by a council of his forebears, concerned about affairs in Tletzlan. The king's ancestors demand he act, before Apozca's priests further their hold over the city.

Though a stalwart, Tecuan is close to the breaking point from the priesthood's ongoing threat. If forced to fight, he snatches up a hardwood club and chimuli (small shield), as his cataract dampens his once-legendary skill as an archer.



MAGIC WEAPONS

After briefing heroes about the legend of Apozca (see sidebar, pg. 5), Tecuan explains how the priesthood, under the guidance of Smoke Chamac, has grown dominant, supplanting the worship of other Divinities and appropriating their temples. The warrior orders and noble families have thrown in with them, though their actions have not gone unnoticed. Most nights, Tecuan is visited in dreams by his ancestors, who warn of disaster if Tletzlan continues its impious ways.

Previous attempts at overthrowing the priests have failed, because of their access to magic weapons. Tecuan wants to locate the landing site of Apozca's 'flaming disc' and salvage weapons of his own to fight Smoke Chamac. Though this location is a secret, he believes there is a map kept in the inner sanctum of Imixtli. Tecuan wants PCs to steal the map.

The first hero who offers their services receives a Guardian Spirit (see **Appendix C**) for the length of the adventure, which manifests as a warm tingling from head to toe. If the PC already has this boon, they gain an extra Hero Point instead.

Tecuan explains he has one of Apozca's magic weapons and bids his son to bring it forth. Ahuatzi removes a loose stone from the wall, revealing a small ceremonial mace adorned with feathers. Despite its size, however, Ahuatzi strains as he hands the weapon to the strongest looking PC, which proves far heavier than it should be (see sidebar).

Ahuatzi then drags over a slab of granite, and motions for the hero to strike. When swung with any force, the mace shatters the stone in a single blow. Tecuan smiles. "That's only a trifle. Apozca brought eggs filled with liquid sunlight, spears made of quivering glass, and armor inviolate against earthly weapons." His good eye glazes as he imagines these wonders.



THE FEATHERED MACE

Cast from ultra-dense collapsium, this weapon requires two hands if the wielder's Strength is less than 4. For each point of Strength less than 3, the wielder suffers a -1 penalty on Attack Rolls due to weight. However, the mace does $d6H + \text{Strength}$ damage, scale 2, on a successful hit. It also ignores 2 points of protection when striking anything except high-tech armor.

For *Barbarians of Lemuria* players, 'scale 2' means the mace does $2d6 + \text{Strength}$ damage when striking most human-sized targets (ouch).

The 'mace' is actually a control rod taken from an alien spacecraft, repurposed as a weapon by humans (see **Lost Saucer** on pg. 12).



SACRED MUD

Just as Tecuan is finishing his demonstration, a servant enters the chamber with a fresh bowl of chicha. She drops this, however, as soon as she sees the mace, snatching for it with inhuman speed!

The servant is a sokitl warrior, a type of android sent to spy on Tecuan. Recognizing the mace as proprietary tech, she drops her guise and lunges for whoever is holding it. She grabs the weapon on a successful Attack Roll. Trying to retain the mace requires a Strength check, modified by the android's Strength of 3.

The android bolts as soon as she can wrest her prize free. She barrels down the palace steps, knocking Tecuan's bodyguards aside. Once among the crowd, she seems to disappear. On an Easy (+1) Mind check, pursuing PCs notice a translucent membrane, like a snake's shed skin, lying near the steps. Examining this husk reveals traces of the servant's face, hair, and clothing!

SOKITL WARRIOR (TOUGH)

Attributes	Combat Abilities
Strength 3	Attack +2 melee
Agility 1	Damage d6L+1
Mind -1	Defense 0
Appeal 0	Protection d6
Lifeblood 8	Fear —

This organic robot has 'flesh' comprised of bio-nanites, which can reknit themselves into a variety of humanoid forms. Sokitl means mud or clay, associated in Xalpe cosmology with the stuff of Creation, and refers to the android's shape-changing abilities.

Weapon attacks 'dent' the android rather than drawing blood. Invoking Vital/Crushing Blow on a Mighty Success doesn't do any extra damage, as there are no vital spots. Sokitl warriors have the *Alert*, *Giant Strength*, and *Malleable Flesh* boons/power.

Once the combat is over, a visibly shaken Tecuan says: "You see what I'm up against. Smoke Chamac sent that thing—a nahual, a shape-changer. I've seen them before. They spy for him, along with a network of cowardly informants spread throughout the city. This is why I need outsiders. Will you help?"

PCs who pledge their aid can keep the mace (if they were able to retain it). Ahuatzi offers to accompany heroes on their mission, though he recommends approaching Apozca's temple complex after nightfall.

MIGHTY IMIXTLI

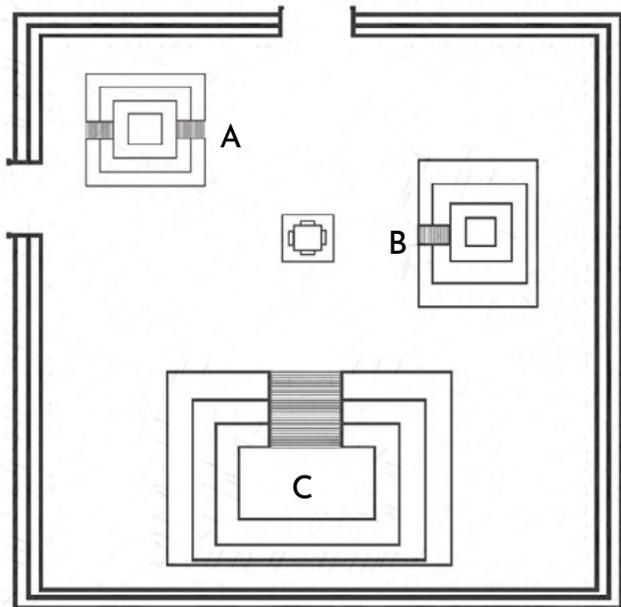
The massive step-pyramid Imixtli (temple **C**; see map on pg. 9), dominates the city's central acropolis. All the surrounding lesser temples have been appropriated for Tletzlan's 'new' patron god. Though the rest of the plaza is crowded, the temple complex remains sparse except for Apozca's priests and warrior orders. PCs can recon the area during the day, provided they don't draw too much attention or try to enter any of the buildings (especially Imixtli). Ahuatzi won't accompany if this is the case, as he is well known to the priesthood.

Any hero familiar with Xalpe culture can make a Moderate (0) Mind check to notice there are no sacrificial altars, skull-racks, sacred ball game courts, or even bloodstains in public view near the temples, reinforcing that sacrifices to Apozca are made in secret. If asked, Ahuatzi can clarify the priesthood conducts their sacrifices somewhere within Imixtli itself.

Temple **A** now serves as a barracks for Apozca's warrior orders. There are 2x PCs number Tough elite captains and 5x PCs number Rabble (minimum 20) with 3 lifeblood apiece. These will come swarming at any disturbance in the sacred plaza, though they will not enter Imixtli under threat of death. None have any 'magic' weapons, as that honor is reserved for the priesthood. Use the royal guard stats on pg. 6 for the captains, though they carry short bows instead of javelins.



TEMPLE COMPLEX MAP



Temple **B** has been converted into a dormitory for the 'untouched' priests of Apozca, yet to be mutated by radiation. There are 1x PCs number Toughs (minimum 4) and 3x PCs number Rabble (lifeblood 2), who fight alongside the warriors if a disturbance occurs. The Toughs are armed with Apozca's 'magical' gifts (roll d6: **1-2** d3 electric plasma grenades, **3-4** d2 sun spheres, **4-6** 2 quivering glass spears). They hang back to use their weapons from a distance, also utilizing any cover and high ground provided by the temple stairs. Treat the Toughs as rank 2 priests and Rabble as rank 1. They have no Faith/Fate Points.

UNTOUCHED PRIESTS (TOUGH)

Attributes	Combat Abilities
Strength 0	Attack +1 ranged
Agility 1	Damage by weapon
Mind 1	Defense 1
Appeal 0	Protection 0
Lifeblood 5	Resolve 6



EGGS OF APOZCA

The alien-tech weapons of Apozca take several forms. Sun spheres and electric plasma grenades are translucent membranes about the size and feel of a water balloon. The spheres can be thrown with a range increment of 5' and have the Indirect property (i.e., they ignore penalties for cover). Upon impact the membrane dissolves, releasing its contents on a single target. Sun spheres are filled with white-hot plasma and do 2d6L damage, though armor protection counts. Electric plasma short-circuits human nervous systems, necessitating a Tough (-2) Strength check to avoid total paralysis for d6 rounds.

Quivering glass weapons are made from living crystal. Their matrix is constantly shifting, forming a molecular edge that ignores armor protection and does +1 step damage (d6 for daggers and d6H for spears). The wielder can opt to break off a piece in a target's flesh, inflicting a -1 Agility penalty until the wound heals. However, each time the glass is broken this way it does 1 pt. less damage (minimum 1).

Given how deadly these weapons can be, PCs might want to invoke That Was Close! or Splintered Shield, Shattered Sword to avoid damage. Another option is to have Ahuatzi take the hit instead, demonstrating the weapon's lethality—at the cost of losing a helpful NPC.



Heroes who recon the temple complex should realize the sheer numbers present make a direct assault on Imixtli foolhardy. If they decide to attack anyways, PCs brought to 0 lifeblood or less with at least 1 Hero Point remaining fall unconscious, to wake up in the sacrificial cell (area **2** on the Imixtli map) awaiting their fate.

Note: PCs attempting to ‘rush’ the main temple (**C**) must climb roughly 200’ of steps, meaning a melee likely takes place on the stairs. A Knockdown or Calamitous Failure can be particularly devastating here, with potential fall damage of 2d6. Charitable GMs can allow an Agility check to reduce this amount.

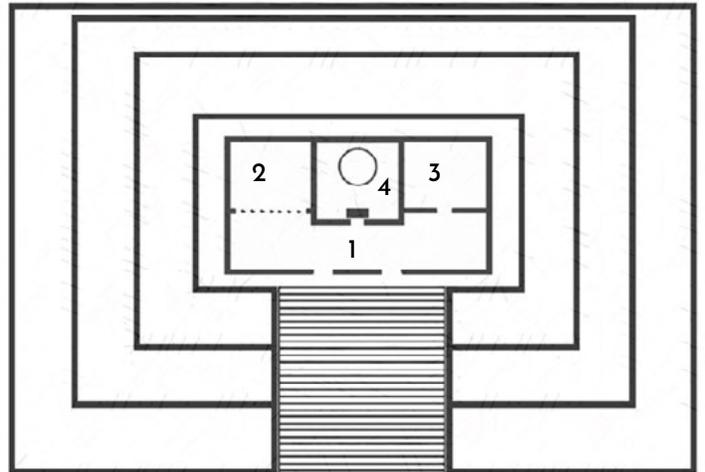
If PCs approach the temple complex at night, roughly half the forces described will be asleep. The plaza and temple entrances are lit by braziers and guarded by a pair of Rabble warriors. By sticking to the shadows and making Moderate (0) stealth rolls, heroes can move around without attracting attention—the priests are so feared no one generally comes here after dark. Alerted sentries will yell on their action, so PCs must take them out quickly or rouse the whole complex!

HIGH ALERT

If PCs have already tipped off Smoke Chamac and his minions of a threat, either from failing to hide the bodies of Tlayouak and Apoxpalan earlier, asking too many questions in the market, or making a previous infiltration attempt, moving about the temple complex becomes much more difficult. During the day, warriors block entrance to the plaza, showing a healthy suspicion towards any outsiders who approach.

At night, stealth rolls have a Hard (-1) to Tough (-2) modifier, as the forces here are now wary for intruders. Torches are lit to illuminate most of the plaza. All temple entrances will have four Rabble plus a Tough warrior guarding them.

IMIXTLI MAP



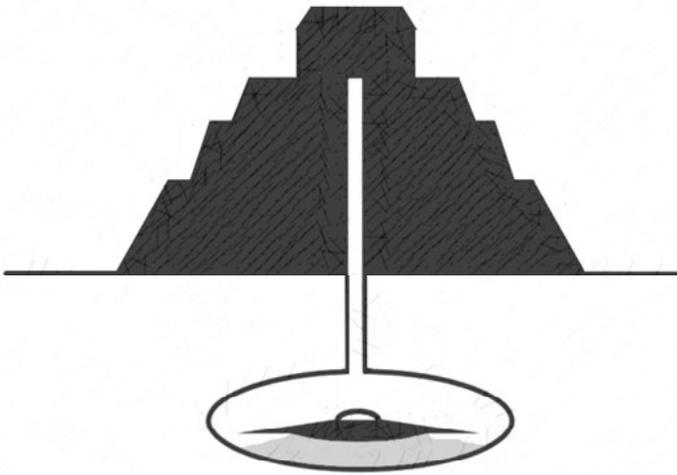
THE HOLE-LY OF HOLIES

No one except priests and their sacrifices set foot inside Imixtli. Two corbeled arches with Apozca’s flaming disc motif carved between them are the only entrances. The antechamber (**1**) has further stelae brightened with crimson and gold pigment. Scenes depict Apozca’s priests overthrowing Azatl forces with bizarre-looking weapons, some of which may be familiar to PCs. Files of captives are then led up the temple’s steps for sacrifice.

Area **2** is barred with stout timbers and an externally locked gate. Sacrifices are kept here before being taken to chamber **3** for ritual purification and finally **4** to meet their fate. Any PCs captured earlier will be found here, *sans* any possessions save a cotton tunic.

Area **3** is the purification chamber, thick with copal incense. A stone tub holds water for bathing. Sacrifices are cleansed and shaved with obsidian knives before being taken to chamber **4**. Any equipment taken from PCs will be piled here in the corner. A mural on the back wall depicts a black circle, surrounded by stylized flames amidst a backdrop of stars.

FIGURE 1: SIDE-VIEW



Area **4** is the sacrificial chamber—the “inner sanctum” noted by Tecuan. This is always kept closed off with a thick stone slab on rollers, which can be pushed aside by an attendant within the room. The slab is flush with the arch on the antechamber side, meaning there are no handholds or gaps to insert a lever. A 12” by 12” square channel at floor level allows for food and water to be pushed into the room without having to open the door.

Entrance is normally granted by calling out to the attendant. This involves ritualistic phrases known only to the priests. PCs must engineer a clever means of access, such as forcing a captive priest to give the ‘password,’ using magic, deception, etc. The feathered mace can break the slab with a couple well-placed swings, though this makes a *lot* of noise.

If players are truly stymied, invoking *Twist of Fate* can have the slab left partially open by a careless priest. There is a big enough gap for a lever (and a couple Strength checks) to force it aside.

The interior is devoid of adornment, save for a 10’ diameter hole carved in the floor. Blue-white light pulses from this aperture. Looking straight down into the hole necessitates a Moderate (0) Agility check to avoid blindness for d6 rounds. The intense glare is coming from an unshielded boron reactor 150’ below (see **Fig. 1**). Narrow steps carved into the sides of the shaft circle downwards.

Sacrifices are simply chucked into the shaft, to vaporize when they strike the exposed reactor at the bottom. The resulting flare of light is ‘proof’ mighty Apozca has been appeased. Heroes who fall in are similarly reduced to component atoms, Defy Death notwithstanding!

Though Tecuan doesn’t know it, Imixtli was built directly over the crash site of Apozca’s disc. There is no secret jungle site; the temple complex is ground zero for a flying saucer.



I WANT TO BELIEVE

Roughly 400 years ago a scout ship for an alien race called the Sahil crashed on this spot. The two-person crew had been assessing Earth’s suitability for exploitation. Unfortunately, the ship’s launch jets failed shortly after take-off. Caught by the planet’s gravity well, it fell back to the surface in a fiery explosion.

The saucer’s white-hot energy skein (i.e. forcefield) caused it to plow beneath the ground and fuse a surrounding bubble of molten rock. Though the skein eventually died, the craft’s boron reactor, kept in a magnetic bottle at the center, continued to function—and will do so for the next thousand years.

The crash cleared a swath of jungle. About a century later, a Xalpe worker stumbled onto the ‘cave’ and entered the ship through an open hatch (see pg. 12). The worker’s name was Apozca, and thus, a legend was born.



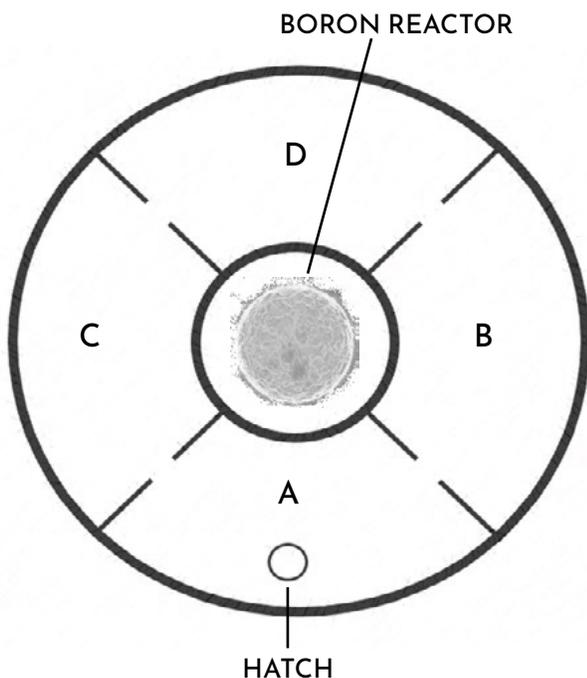
LOST SAUCER

The shaft's well-worn steps eventually reach an oval 'cave' of fused limestone, with a large (130' wide) disc of white steel/iridium alloy at the bottom. This is the top of the crashed ship (see map, below). The blue-white glow, now a blaze, pulses at the center, contained by an electromagnetic bubble. Squinting against the glare, an open hatch can be seen at the far edge of the disc.

PCs can step off the stairwell onto the saucer's roof. The boron reaction causes blindness for 2d6 rounds if stared at directly, and 2 points of lasting heat damage if approached within 5.' It also floods the cavern with hard radiation, though this won't harm PCs in the short-term.

The hatch opens onto widely spaced steps descending into the ship. Diffuse white light seems to emanate from everywhere inside, and a quiet breeze blows, generating a soft hum. A Hard (-1) Mind roll discerns a low chanting coming from somewhere deeper in the ship. This becomes progressively easier to hear the closer heroes get to area **D**.

SAUCER MAP



The ship's interior forms a toroid around the reactor, separated by bulkhead walls into four chambers. The first (**A**) is dominated by a low stone altar on which a 9' skeleton has been stretched out. Though crumbling to powder, a spine and multiple limbs are still intact, as well as a bulbous skull with triple eye sockets. These are the remains of the Sahil co-pilot who revived after his stasis chamber in **D** was damaged. He lived long enough to open the hatch before succumbing to his injuries.

Chamber **B** was formerly the control room, now functioning as living quarters for the high priesthood. There are two 10' long padded g-couches serving as beds, with a cluster of instrumentation between them. To PCs, this appears as a tray of glowing gems, permanently affixed. No amount of messing with knobs or buttons has any effect—the ship is only at 10% power and its engines are in 'offline' mode.

Strings of strange triangular characters have been etched onto the walls. Though this appears to be writing, no earthly scholar will be able to identify it. The priests have been busy copying these characters onto strips of bark, stacked in piles about the chamber.

THE 'ARMORY'

Area **C** served as the ship's machine shop, with a spherical fabricator at the center. Through *much* trial-and-error the priesthood has figured out how to 'print' sheets of quivering glass and Apozca's eggs. A storage rack holds several glass-tipped spears, as well as a half-dozen sun-spheres and electric plasma grenades. If Tecuan's feathered mace was recovered earlier, it will be here also.

The fabricator has an instrument panel like the one in **B**. Fiddling with this brings the unit to life, making a loud hum and alerting the priests in chamber **D** of intruders.

A plasti-glass tank bubbles in one corner, containing a partially formed male sokitl warrior. Closer inspection reveals the android's wrinkled skin and cataract in one eye. The priests are duplicating Tecuan! Ahautzi, if present, becomes enraged and tries to destroy the tank, causing much noise and the alerting the nearby priests as above.



THE SLEEPING GOD

Room **D** is thick with a blue haze of copal incense. Two cylindrical stasis chambers, one cracked and empty, the other intact, stand along the rear wall. Kneeling before them is the assembled high priesthood, led by Smoke Chamac. These motley mutants are fervently entreating Apozca (the Sahil in the intact chamber) to awaken and begin a glorious holy war.

Smoke Chamac, his sokitl warrior bodyguard (use the stats from pg. 8), and one Tough high priest per PC are here. If the android sent to Tecuan's house managed to escape, she is present as well. Unless alerted, the priests are armed solely with daggers of quivering glass, and PCs can add a bonus die to priority checks. Otherwise, the priests will have grabbed sun-spheres from Chamber **C** (if the heroes weren't already there) and are expecting trouble.

Smoke Chamac burns a Rival/Villain Point to invoke Diabolical Plan. His *Fanatic/Zealot* flaw is on full display, as he grills the heroes for their intrusion:

*"Who dares, **who dares** to enter the house of Apozca the Eternal? Know you that I am Smoke Chamac, first among Apozca's disciples, and I will personally see to it that your deaths are not the quick, painless embrace of the Sky-Serpent. No! You will be flayed slowly, with knives of dull obsidian, while a thousand spectators laugh. Your bloodied bodies, still living, will be cast into a pit of cholla cactus squirming with vipers! Once dried, your flayed skins will be put to the most degrading use among my priests for their daily hygiene! What say you to that?"*

Unless defeated, the enraged Chamac will make good on these promises—there is no possibility for negotiation. Appropriately, he and his forces fight to the death.

SMOKE CHAMAC (RIVAL/VILLAIN)

Attributes	Combat Abilities	
Strength 2	Initiative 1	Lifeblood 15/14
Agility 0	Melee 1	Resolve 12
Mind 2	Ranged 0	Rival Points 5
Appeal 0	Defense 0	Protection d6-3

Boons/Flaws

Detect Deception
Hard as Nails/Hard to Kill
Fanatic/Zealot
Lumbering

Careers

Noble 0
 Priest 3
 Scholar 0
 Sorcerer 1



Years of radiation exposure have warped Smoke Chamac's mind as completely as his body, and now only a single goal remains: the reawakening of Apozca. Chamac revels in crimson visions of the righteous slaughter sure to follow!

Physically, Chamac has the stooped, monstrous appearance of his brethren, though his mask and feathered headdress is more elaborate. He always wears the Sash of Yaoyatl (see below) and carries a quivering glass dagger (d6+2 damage). Though he favors Apozca's 'gifts' over sorcery, Chamac has 11 AP for spellcasting.

THE SASH OF YAOYOTL

Originally worn as a belt by the Sahil, this device functions as an Energy Screen (see *Everywhen*, pg. 57). The Sash absorbs up to 10 lifeblood damage (armor doesn't protect for this total) before losing power. Once this occurs, Chamac takes damage as normal. The Sash recharges at the rate of 1 lifeblood per hour.

The functioning stasis chamber feels cold to the touch. Swirling white vapor obscures the contents, though a large head with three eyes and a slender, lizard-like body can be seen. The creature's skin is a glistening gray, devoid of scales. Getting a good look at the thing necessitates a Tough (-2) Resolve Check.

The stasis chamber is unbreakable save a Third Magnitude spell, or at the GMs option, a couple good whacks with the feathered mace. Such treatment will certainly kill the Sahil inside, however.

ENDGAME

Defeating Smoke Chamac means good and bad news. The good news is that Tecuan won't need to raise an army, as killing the high priest effectively ends Apozca's hold over Tletzlan. The bad news is that PCs still must escape the temple complex, likely crawling with hostiles. Creative strategies, such as PCs disguising themselves as priests, displaying the 'sacred' remains of the Sahil, etc., should prove effective.

Of course, there is the matter of the slumbering alien . . . if PCs haven't already killed it. Could the creature be revived? And if so, what further horrors might be unleashed upon an unsuspecting world!?!

APPENDIX A

RESOLVE CHECKS

S&S heroes can expect to have their courage tested to the core. Akin to 'Sanity' or 'Fear' rolls from other systems, Resolve Checks chiefly serve to heighten tension. The GM decides when to call for them; typically when faced with a supernatural threat or a ferocious animal. However, it's recommended to use Resolve Checks *sparingly*. You don't want heroes reduced to quaking wrecks before the climax of an adventure!

To make a Resolve Check, you need to roll your Mind + any relevant careers - a Fear rating assigned by the GM. The *Fear Resistance* boon from *Everywhen* adds a bonus die. The *Fearless* boon from *Barbarians of Lemuria* obviates the roll.

- If using the *Everywhen* system and/or the resolve mechanic, you take d6 normal resolve damage on a failed roll. Additionally, if a Resolve Check is failed while in combat, you hesitate and lose priority on your next action.
- If using the *Barbarians of Lemuria* system, you lose priority on a failed check as above. Further, you take a penalty die on all actions involving the object of your fear until a successful roll is made. Once this happens you have 'overcome' your terror and the penalty is removed. This can also be negated by spending a Hero Point.
- Alternately, the GM can treat resolve damage as a negative modifier on the character's *next* action, whether an Attack or Arcana Roll, an Attribute check, etc. So, if a character would normally lose 3 resolve, they instead take a -3 modifier on their next roll, as fear or shock robs them of their concentration.



APPENDIX B

SAMPLE SPELLS

The spells Dread Touch and Change Shape (potentially used by Nine Ocelot; see **Appendix C**) are described here. These are from the *Sword and Sorcery Codex*, which features 45 fully detailed enchantments!

CHANGE SHAPE

Magnitude: Second **Difficulty:** Tough (-2)
Requirements: Casting Time, Lunar, Special Item
AP Cost: 8

A popular spell with witches. The caster alters their physical form into an animal or another person. This is not an illusion, but an actual physical transformation. The caster retains their Mind attribute and gains the base Strength and Agility of their new shape if animal. The spell lasts for up to a week, or until the caster decides to change back.

DREAD TOUCH

Magnitude: First **Difficulty:** Hard (-1)
Requirements: Line of Sight, Obvious Technique
AP Cost: 4

A 'melee' offensive spell, steeped in evil. The caster's hand turns necrotic black and does d6 damage + the caster's Mind, ignoring armor. Touching someone in combat requires an Easy (+1) Attack Roll. Because an Attack Roll is involved, Mighty or Legendary successes are possible. The spell lasts the length of a combat.



APPENDIX C

PRE-GENS

The following heroes were generated using the standard character creation rules. The resolve characteristic can be ignored if using the *Barbarians of Lemuria* system. Similar boons and flaws from both systems under different names are indicated with a '/'.

Additionally, a couple new boons/flaws have been added:

Amorous

Your physical needs are strong. Take a penalty die when attempting to resist persuasion by an attractive person. Cf. *Lustful*.

Cultural Weapon

You are adept with a weapon strongly associated with your origin culture, e.g., a Balearic sling, a Nordic axe, etc. When using this weapon or a reasonable facsimile, you gain a bonus die on your Attack Roll.

Dark Secret

You harbor a damning secret that will doom you socially if it ever comes to light. Among other things, this can make you more susceptible to blackmail, or Resolve Attacks pertaining to this secret.

Long-Lived*

Though not immortal, your natural lifespan is much longer than normal—by up to a century. This can be for sorcerous or genetic reasons. When opting to play an older character, you do not have to take an additional flaw if you have this boon. At the GM's discretion, *Long-Lived* can have other benefits, such as recalling obscure historical events (that you lived through) or familiarity with lore thought forgotten.

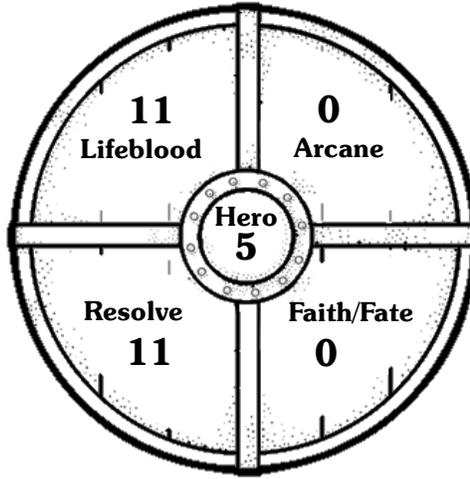
Poisoner

You are adept at the making and handling of poisons. Gain a bonus die when attempting to identify a specific poison or its effects, or to avoid some mishap such as accidentally poisoning yourself. You can compound poisons as if a rank 1 alchemist.



XOCHITL

 **STRENGTH** **1**
 **AGILITY** **2**
 **MIND** **1**
 **APPEAL** **1**



Career	Rank
Noble	1
Soldier	2
Hunter	1
Priest	0



Combat Abilities	Value
Initiative	0
Melee	2
Ranged	1
Defense	1(2)

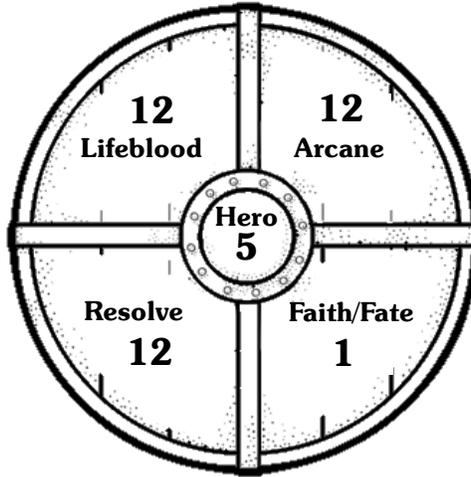
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Cat-like Agility	Bounty/Hunted	Macuahuitl, 1 or 2H	d6+1/d6H+1
Cultural Weapon	Temper/Hot-Headed	Atl-atl, 30'	d6L+1
Poisoner		Chimalli (shield)	+1 Defense
		Light Armor	d6-3

A fierce warrior from a nation of warriors, Xochitl joined an elite military order called the Unshorn after taking her sixth captive in battle. However, along with this newfound status came a stern rule: never take a step backwards during a fight, or be proven a coward and slain by your own brethren. Unfortunately, circumstances forced her to do just that while saving a wounded comrade. Now she's on the run from the whole Azatl nation.

Xochitl's Cultural Weapon is the atl-atl; she makes a poison from tree frogs to coat the javelins. This does an additional d6L fatigue scratch damage on a failed (-1) Strength roll. If the damage brings the target's lifeblood to 0 or less, they will be paralyzed for d3 hours.

NINE OCELOT

 **STRENGTH** **2**
 **AGILITY** **0**
 **MIND** **2**
 **APPEAL** **0**



Career	Rank
Healer	1
Priest	1
Scholar	1
Sorcerer	2

Combat Abilities	Value
Initiative	0
Melee	1
Ranged	0
Defense	2(3)



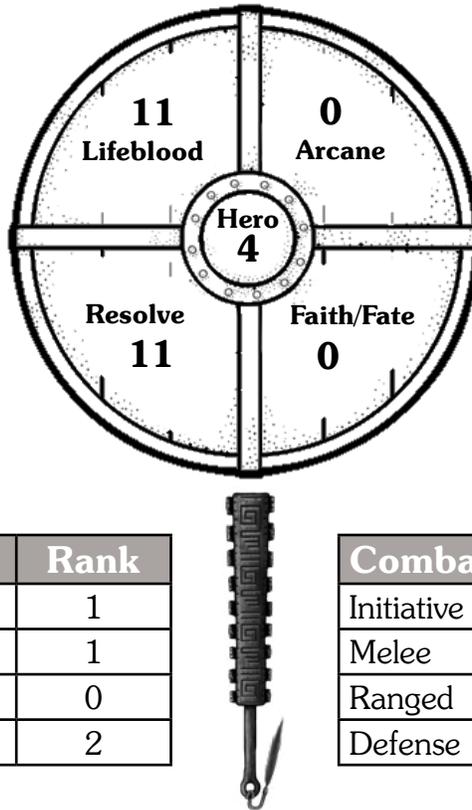
Boons	Flaws	Weapons & Armor	Prot./Dmg.
<i>Fearsome Looks</i>	<i>Dark Secret</i>	Quarterstaff (2H)	d6L+2, +1 Defense
<i>Long-Lived</i>	<i>Unsettling</i>	Obsidian Dagger, 10'	d6L+2
<i>Night Sight</i>		Sling, 30'	d6L+1

At least a century (or more) old, Nine Ocelot hails from an ancient Olmec-analog culture, the Moque. His family bloodline includes naguals (shape-shifters), something he is understandably loathe to admit. As a preserver of ancient ways, Nine is concerned with the recent arrival of Ibiri invaders. These pale-skinned upstarts have brought with them the horrible disease of vampirism, which nearly wiped out the Moque people in ages past.

Tall (6' 2") and muscular, Nine shaves his head and wears a feathered cape. His eyes take on a lambent green cast in twilight or other near-dark conditions. Most of his spells involve transformation into a black jaguar, calling down violent winds, or weaving shadow.

JACINTO CRUZ

 **STRENGTH** **1**
 **AGILITY** **1**
 **MIND** **1**
 **APPEAL** **1**



Career	Rank
Sailor	1
Soldier (Mercenary)	1
Merchant	0
Rogue	2

Combat Abilities	Value
Initiative	1
Melee	2
Ranged	0
Defense	1(2)

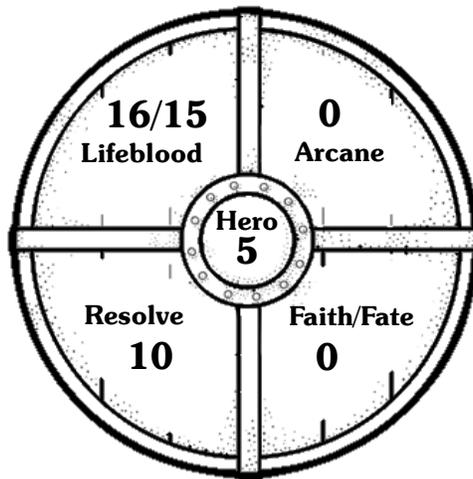
Boons	Flaws	Weapons & Armor	Prot./Dmg.
Carouser	Amorous/Lustful	Espada Ancha (sword)	d6+1
Linguist	Unlucky/Cursed	Dagger, 10'	d6L+1
Quick Recovery		Crossbow, 30'	d6H
		Buckler	+1 Defense
		Light Armor	d6-3

Sailor turned soldier of fortune, Jacinto Raul Cruz de Goma weathered many disastrous expeditions to the 'New' World before winding up in the garrison of Baluarte, a coastal town hard-pressed by natives. Local politics didn't favor him, and after his torrid affair with the governor's mistress was discovered, Jacinto was forced to fight a formal duello. He won, badly wounding the governor in the process. Now, only his wits and solid Ibiri swordplay stand between him and utter ruin.

Jacinto stands 5'7", with a ready grin and features described as too handsome for his own good. He has a knack for languages, speaking fluent Nahuatl, Tsotsil, and even a smattering of Quechua-analog tongues, this last picked up from his friend, Atoc.

ATOC HUAPAYA

 **STRENGTH** **3**
 **AGILITY** **1**
 **MIND** **0**
 **APPEAL** **0**



Career	Rank
Beastmaster (Feral)	1
Barbarian	2
Hunter	1
Soldier	0



Combat Abilities	Value
Initiative	0
Melee	3
Ranged	0
Defense	1

Boons	Flaws	Weapons & Armor	Prot./Dmg.
Alert	Country Bumpkin	Macana (star mace), 2H	d6H+3
Hard as Nails/ Hard to Kill	Savage	Obsidian Dagger, 10'	d6L+3
Stealthy/Sneaky		Spear, 20'	d6+3/+1
		Light Armor	d6-3

Though he comes from the land of the Suyu, an Incan-analog culture far to the south, Atoc claims to have been abandoned as a baby in the rainforest, where he was nursed by wild foxes (hence his name). Once reunited with civilization, his great strength brought him to the attention of various warlords, whom he served as a personal bodyguard. However, his savage nature, overfondness of chicha, and generally uncouth manners kept him from staying in one place for too long.

Atoc is skilled with many weapons, but favors a huge mace with a copper, star-shaped head. He befriended Jacinto after saving him from a swamp haunted by were-jaguars, though the Ibiri still claims it was the other way around!