



The Lost Tombs of Cuatemoc - GM Resource Sheet

Setting

Following the river through deep jungle, travellers may stumble upon some caves at the foot of a high cliff. Unmarked on any map, these are the entrance to the Lost Tombs of Cuatemoc. Inside, the caves are worked by intelligent hands and burials ascend five levels of increasing grandiosity. High in the cave complex, a lone tomb marked with a large, bright gem can only be the resting place of something important indeed. Unseen on the plateau above, an old stepped platform draws interest from various cults that practise in the area.

Reasons the party might need to visit the Lost Tombs of Cuatemoc

- 1 The Bloodsoul Gem must be destroyed. Its location is unknown, but it is believed to lie deep within an ancient jungle tomb complex.
- 2 A rival group of tomb raiders have identified the location of a great treasure in the Lost Tombs of Cuatemoc. Get there first and steal the kill.
- 3 The Cult of the Many Doors will soon begin their ritual to bring about a great apocalypse. Stop them before they bring forth the death and darkness of another world to vast swathes of this one.
- 4 Nivena the Frog, a wizard of dubious intent, has asked you to retrieve for her the Scroll of Mekkatu, entombed with the Great Sorcerer.
- 5 Only Chacri the High Priestess possesses the knowledge you desperately seek. Unfortunately, she is long dead, but her shade is said to roam the forgotten catacomb caves somewhere upriver.
- 6 Locals who practise a gentle, bastardized form of an ancient regional religion, beg you kill the abominable leader of a foreign cult that has taken over the ancient tombs.

Who might the local cultists be?

- 1 Dedicated to restoring life to the long-dead but long-adored resting Great One, the Morning of the Yarlrs are a group of warlocks set on fulfilling an ancient blood-pact that will affirm their hereditary power.
- 2 The Children of Jade Eagle, a cult of magic users, are attempting to use the vast magic potential energy of the site to power their spellcasting.
- 3 Centuries of planning, effort and murder are finally reaching their pinnacle as the Cult of the Many Doors prepare to bring forth the Cleansing that will restart the world.
- 4 The Samajel, an ancient order of the forest goblins, have protected the world from the evil within Cuatemoc for generations, deterring intruders and maintaining protective magical wards.

Things hidden inside pots and jars (roll d8)

- 1 Dozens of crushed human skulls.
- 2 Funerary ashes, sitting on top of a mummified frog.
- 3 Dried fungus, releasing a cloud of hallucinogenic dust when disturbed.
- 4 A necklace made of seven jaguar fangs. One is coated in silver.
- 5 A mummified, yet still moving, severed hand.
- 6 A 7ft poisonous snake, coiled around a desiccated heart.
- 7 Scorched human remains and two glass vials.
- 8 A tiny gelatinous cube which grows if tipped out of the jar.

Things that might happen if you touch a mummified body (roll d8)

- 1 The mummy crumbles instantly into a cloud of dust and bone fragments.
- 2 The heads of nearby mummies all slowly turn to face you.
- 3 The mummy tips backwards, triggering a trap mechanism that fires 1d4+1 poison darts in random directions.
- 4 The mummy staggers to its feet, blue balefire burning in the eye sockets.
- 5 The chamber echoes with a thunderous voice, booming out a curse in an ancient and forgotten language.
- 6 Dozens of tiny scorpions scurry out from the desiccated corpse, skittering up your arm.
- 7 The head of the mummy appears to turn towards you, before the body sags and the head drops off and rolls lifelessly along the floor.
- 8 The jaw of the mummy springs to life, snapping shut on your fingers.

Events that could be happening when you emerge up onto the plateau, level 6

- 1 Cultists stand upon the platform. Darkness sweeps across the land as the Sun is blotted out. You wait for the eclipse to end, but the light doesn't return and the Earth begins to chill.
- 2 You emerge into the midst of a furious battle, as two rival cults clash in a chaotic and violent melee.
- 3 You look up to see a severed head bounce down the steps in front of the high platform — a sacrificial ritual is underway!
- 4 Positioned in a neat triangle, a dozen cultists stand perfectly still, eyes fixated on the sky which has turned a deep, blood red.
- 5 Gulping down the bloody flesh of the last of a group of slaughtered cultists, a wyvern turns to fix its eyes on you.
- 6 A High Priest stands on atop the platform. He eyes you, laughs maniacally and points a staff to the sky. A bolt of lightning charges it with energy.
- 7 Crude arrows shower you from all directions, bouncing off the stones at your feet. Searching for cover, you cannot spot who may be firing them.
- 8 The ground begins to shake as the plateau is hit with a violent earthquake. Trees fall, stone tumbles and cracks form in the ground.

What major foe might be lurking in the tomb on level 5?

Rourobos	Coiled tightly in the sarcophagus, the skeletal remains of the Great Feathered Serpent Rourobos have recently begun calling to the faithful to begin the resurrection rituals.
Muyaliz, the Lizard King	Muyaliz has slept for millenia, waiting for the prophecy to be fulfilled. And now the moment is close, and the Mummy King of the Lizardfolk will rise and retake his place as Overlord.
Eztli, a Vampire	Queen Eztli's reign was stained with blood and death. Slain but not destroyed, this vampire rests in her tomb, waiting to be freed and unleashed upon the world once more.
Cotolnene, a scorpion man	Entombed alive in order to protect the world, Cotolnene was an aberration, yet a fearsome warrior who conquered dozens of kingdoms and brought suffering to thousands.