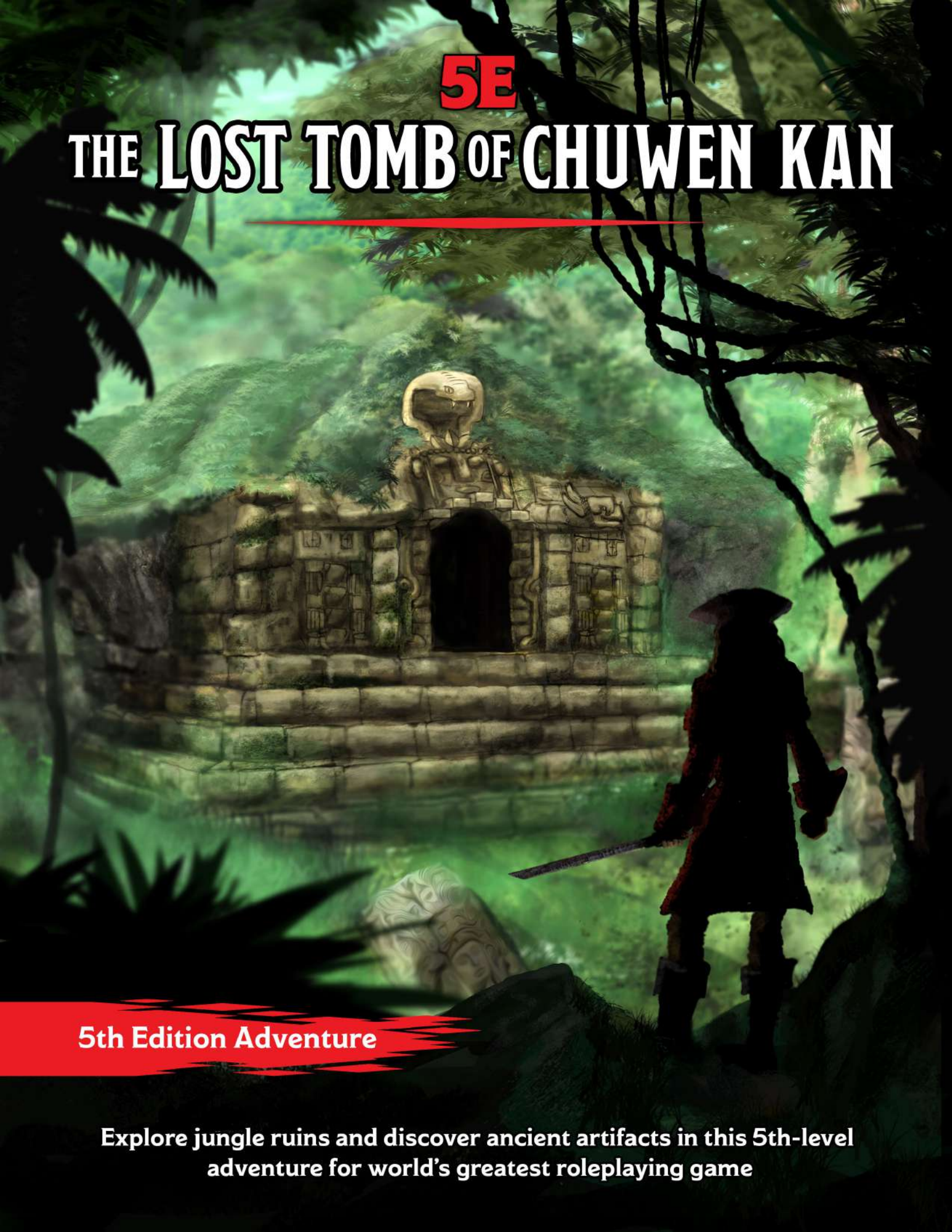
5E
THE LOST TOMB OF CHUWEN KAN
5th Edition Adventure
Explore jungle ruins and discover ancient artifacts in this 5th-level adventure for world's greatest roleplaying game

THE LOST TOMB OF CHUWEN KAN



5E

Credits

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PATREON Limithron

Foreword

I've always loved the Indiana Jones movies and all things "hidden temple". It started with after school viewing of the trilogy, but soon my love of jungle exploration and adventure movies developed into an acute interest in ancient cultures by the time I hit adolescence. I distinctly remember discovering Maya culture in 7th grade and being blown away by their art and writing system. Their artistic style spoke to me, and the mysteries around an advanced culture that all but disappeared from history fascinated me. Years later, when I started playing tabletop RPG games, I enjoyed using history as inspiration for campaigns more than classic fantasy tropes, and quickly found myself entrenched in Mesoamerican history.

I often daydream about what the world would be like today if the indigenous peoples of the Americas had been able to develop into the modern age. How could a civilization so advanced in math and science have affected our future? What advances in medicine, agriculture, and astronomy could have been made centuries earlier? What would a metropolis on the Yucatan Peninsula have looked like? Alas, we will never know...

So this adventure is my love letter to Indy, but even more so, to the cultures of Mesoamerica. I've taken many creative liberties for the sake of creating my own narrative and to promote enjoyable gameplay, but I encourage you to delve into the history and culture of this incredible group of people.

Luke Stratton
November 2020

Contents

The Lost Tomb of Chuwen Kan	4
The Tomb	5
Map of the Tomb	6
The Lore of Chuwen Kan Ko'ol	11
Cenote Map	16
Appendix A: Discoveries	17
Appendix B: Monsters	18
OGL License	20

The Lost Tomb of Chuwen Kan

The secrets of the ancient Mesoans have long been lost to history, but the ancient jungle ruins, advanced astronomical calendars, and decorative writing system have left explorers and treasure hunters alike to hunt down the remnants of this once powerful civilization to uncover what secrets have been lost to time.

One such secret is the fabled Tomb of Chuwen Kan. Locals and scholars have traded rumors about this lost burial site for a once powerful ruler that was said to have lived the life of ten men. While these tall tales passed around by sailors are nothing more than folklore to most, an eccentric scholar might have oddly specific details, or perhaps a local tribesmen knows a man that has claimed to have seen the tomb with his own eyes. A shaman in a village or an experienced jungle guide are great ways to trickle out a bit of lore to your players.

The legends tell of a great and noble king and his beautiful queen, their original names lost to history. It is said that after conquering their foes, the rulers brought peace and harmony to the land, but the ageing rulers, up against the finality of mortally, sought out a way to extend their lives. Their solution came from two unlikely gods....

Some or all of the tales mention *The Idol of Chuwen Kan*, a mystic artifact said to bring its wielder unnatural long life and magical powers.

This adventure begins deep in the jungle, right before the characters discover the entrance to the tomb. Sunlight plays an important role inside, so it is suggested they enter during the day.

Running the Adventure

This adventure is designed for a group of three to six 5th-level characters. Generally speaking, when the adventure calls for **1d6** of a given monster, this can be interpreted to mean "one per character". **1d4** can be interpreted as "2 characters per monster" and **1d8** or higher as "2 monsters per character". There are also options in area 9 for scaling the final challenge based on how difficult you want the adventure to be.

Mesoans

The Mesoans are a culture of people advanced in the natural sciences, agriculture, astronomy, and music. While many consider them to have always been a myth akin to the people of Atlantis, others believed they did exist, but vanished from history, almost without a trace. The truth remains a mystery for the time being, and all that can be found of their advanced culture are ruins like the Tomb of Chuwen Kan.

The Mesoans are heavily inspired by the Mayan, Aztecs, and Olmecs of Central American. On a magical version of Earth, they can be conceptualized with the following concept: what if the indeigenous peoples of Mesoamerica thrived and prospered through the use of magic, and when European explorers arrived, they were quickly scared off?

Mesoan Language

The hieroglyphics found on and in the tomb are written in ancient Mesoan script, referred to as Mesoan Glyphs. Mesoan writing used a mix of logograms (symbols that mean complete words) and syllabic glyphs (symbols that mean spoken syllables). Characters with appropriate backgrounds or experience with Mesoan culture can roughly translate the messages in the tomb.

The language could easily be swapped out to be Old Omuan or any ancient language that a character with History proficiency might be able to discern.

Alternatively, if your players prefer puzzles and roleplaying over combat but they have no way of translating the language, you might send along an NPC translator, or move the *Helm of Comprehending Languages* in area 13 to somewhere earlier in the adventure.

Placing the Adventure

If your setting is on a magical version of Earth this adventure could be located on the Mexican Yucatan Peninsula or deep in the jungles of current day Guatemala, or perhaps on an island in the Caribbean Sea. Similarly it could be in Chult or Matzica, near the ruins of the Olman Empire in Greyhawk, or anywhere there is thick, tropical jungle.



The Tomb

Map 1.1 shows the layout of the tomb.

The Tomb: General Features

The walls of the tomb are carved out of the natural rock or have been constructed from carved blocks of limestone. Some of the walls are covered with stucco. and paintings, but most have decayed from time and moisture.

Ceilings. Most of the hallways have 10 to 15 foot ceilings, and rooms are 15 to 20 feet tall.

Doors. The doors are carved from stone. Unless otherwise noted they may be pushed out of the way without a check

Traps. While traps are a great way to punish foolish adventurers, "foiled" traps are also a great way to reward characters that spend extra time looking for them. Feel free to sprinkle any or all of the following traps into the adventure as you see fit.

1d4	Trap
1	**Pit Trap** A hidden tile in the floor is on a hinge and will fall away when stepped on. A successful DC 14 Wisdom (Perception) check will spot the trap. A character that steps onto the trap falls 10 feet into a 5 foot square pit and lands on wooden spikes, taking 6 (1d10) piercing damage.
2	**Poison Dart Trap.** A pressure plate in the floor or a tripwire will trigger poison darts to fire from holes in the wall. The plate or the holes can be detected with a successful DC 14 Wisdom (Perception) check. If a creature springs the trap, 2 (1d4) darts make a ranged attack with a +4 bonus against a random target within 10 feet of the trigger. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 14 Constitution saving throw, taking 6 (1d10) poison damage on a failed save, or half as much damage on a successful one.
3	**Spinning Blades Trap.** A creature walking by a spot in the wall or through a passageway will trigger this trap if more than 40 pounds is placed on a nearby pressure plate. The slits in the walls can be detected with a successful DC 15 Wisdom (Perception) check. When the trap is triggered, rotating blades spin out from the walls. Any creature within 5 feet of the trapped area must make a DC 14 Dexterity saving throw or take 11 (2d10) Slashing Damage. Any character that cries "kneel!" as they do so gains advantage on the roll.
4	**A Dead Victim of a Sprung Trap.** One of the above traps has claimed a victim, and the characters find their rotting corpse and evidence of a sprung trap. A character that searches the corpse finds one or all of the following: a bullwhip (finesse, reach, 1d4 slashing damage), 1d10 gold pieces, an old book about a fabled treasure, and a fine leather hat.

Locations in the Tomb

The following locations are identified on Map 1.1

1. The Jungle

As you make your way through the thick jungle brush, the sounds of exotic birds, clicking insects, and howling monkeys surround you. You push aside hanging vines, revealing a sunlit clearing, though your vision is blurred by tropical haze. A soft breeze blows down from the jungle mountains, revealing the silhouette of a manmade structure in the distance.

As you approach, the ruins of a temple come into view. The small structure is nestled in the side of a mountain cliff and is surrounded by thick foliage and trees on all sides. A single archway in the center appears to be the only passage inside. The facade of the building is decorated with ornate carvings and glyphs depicting humans, primates, and snakes. Above the entrance there is a relief carving of a large human head wearing a feather headdress. Resting on top of the sculpture, carved from the same rock as the temple, is a five foot wide head of a viper—its gaze transfixed down on the stairs that lead to the entrance.

Any character that has experience studying ancient Mesoan or a character that makes a successful DC 15 Intelligence (History) check can translate the carvings. If they do read:

You can make out from the carvings that this seems to be the resting place of Chuwen Kan Ko'ol—which roughly translates to The Skull or Head of the Monkey Serpent or perhaps Monkey Snake. It has several inscriptions that seem to be warding off thieves and unwanted visitors.

The statue of the snake head is only to scare off would-be grave robbers: it is harmless.

When the characters arrive, the entrance to the tomb is being watched from the jungle by Papan (LG Mesoan human **Veteran**, see below), 2 (1d4) **scouts**, and 8 (2d6) **tribal warriors**. Characters looking into the jungle might hear or see one of the guards with a successful DC 20 Wisdom (Perception) check. If noticed, they will either vanish into the brush or Papan will confront the party.



Map 1.1



Papan

A Sacred Place

Papan is a strong, middle-aged warrior from a nearby village. Her long silver gray hair sparkles in the beams of sun that trickle through the jungle canopy. Her armor is made from carved bones and it does not give her disadvantage on Dexterity (Stealth) checks. She is fast, wise, and doesn't trust anyone who isn't from her village—especially foreigners and other races. Her tribe's ancestors were charged with guarding the tomb and its contents, as they have done for generations. Papan and her troupe will allow anyone to enter the tomb unattended—letting the traps, creatures, and puzzles inside do their work for them—but if any group is inside for an hour or longer she will send in one of her scouts to investigate. The scout will report back to Papan; if the characters have disturbed any remains or taken the idol from area 9 she will hunt down the intruders and confront them in area 11.

If encountered in the jungle, Papan and her kin-folk may be talked out of a fight, and even probed for information about the tomb, but the characters will need a convincing story. Roleplay the social encounter, calling for Insight, Deception, Intimidation, and Persuasion checks as needed, and have her respond appropriately. While Papan does not want them to remove any artifacts from the ruins, she could be convinced otherwise, but if the characters desecrate or disturb any of the corpses, she will not stand for it and her warriors will attack to defend their tribe's honor.

If asked for help, Papan will reveal what she knows about the tomb and why they defend it, but she will also divulge that their knowledge comes purely from folklore passed down by their elders: reading the ancient Mesoan script has long been lost to the ages. If a character in the group is able to decipher the meaning to the Mesoan script they might be able to exchange knowledge for safe passage into the tomb. Use information from the Lore section in area 8 to flush out information Papan might know.

2. The Temple

The ancient ruin opens before you. Crumbling rubble and moss covered rocks crowd the corners. On the left and right are two identical statutes of a monkey holding its hands to the sky. Before you is a large shrine decorated with many pictographic glyphs. In the middle of the shine is a human sized statue of a serpent-headed creature with six primate arms and two primate tails. Two of the arms are raised up to the sky, while the other four extend forward holding a small, empty stone bowl. In front of the shrine are assorted spices, ears of maize, bags of cacao seeds, dried flowers, and other items left by local people in tribute.

A *detect magic* spell or similar effect reveals an aura of divination magic around the bowl and an aura of abjuration magic around the stone floor tile behind the left monkey statue.

A character who reads the script on the shrine deciphers the following: "Only a sacrifice of the water of life can open the path for the worthy." If a character pours fresh blood (human or otherwise) into the bowl, the stone tile on the left magically slides out of the way revealing a stairway into darkness. If the characters have no way of deciphering the glyphs they can piece together the message by studying the images. The process takes 15 minutes and requires a successful DC 12 Wisdom (Religion) or Intelligence (History) check.

Secret Door. A character searching the room can discover the outline of the secret door with a successful DC 15 Wisdom (Perception) check. A character with thieves' tools can pry the door open with a successful DC 18 Dexterity check, or the door can be smashed open. It has an AC of 18, has 15 hit points, and is immune to psychic and poison damage. The door can also be opened with a *knock* spell, and casting *dispel magic* will allow the stone tile to easily be lifted out of the way.

When the characters open the secret door in area 2, read:

A stairway carved from stone descends into darkness. You faintly hear the sound of running water in the distance.

3. Underground Tunnel

This winding tunnel has been carved from the earth and rock. It seems hundreds of years old. As you travel deeper into the cave, you can sense many small insects fleeing from your presence. The passage twists and turns, descending further into the ground. Eventually, you come to a fork in your path: to the left there appears to be a small cave and to the right there are steps leading further down towards the sound of running water.

A successful DC 14 Wisdom (Perception) check will reveal that this tunnel is not very stable and the ground above is held in place by old, rotten wood beams. If the characters decide to rest in this area or in area 4 they will be harassed by 5 (1d8) **swarms of insects**, interrupting their rest.

Development

This entire cave will collapse if the idol is taken from area 9. The characters can attempt to excavate the fallen rock and rubble, but it will take several days to clear enough of a path to escape.

4. Cave

This small cave has been formed naturally from the rock. Stalagmites and stalactites line the floor and ceiling, and water drops slowly drip from above.

Characters searching this room can discover 1d4 diamonds nestled in the rocks worth 50 gp each with a successful DC 18 Intelligence (Investigation) or Wisdom (Perception) check.

5. Obelisk Room

The stairway leads you to a 25 foot square room; the recessed floor is filled with a shallow pool of water; from its center protrudes a thirty foot tall obelisk covered in ancient carvings. There are doorways to the north, south, and east, but waterfalls above each doorway obscure the view beyond. The walls are made from smooth stone bricks, and there is a small gap in the ceiling some seventy feet above you. Sunlight gleams down into the room and bounces off the tip of the obelisk and into the hallway behind you.

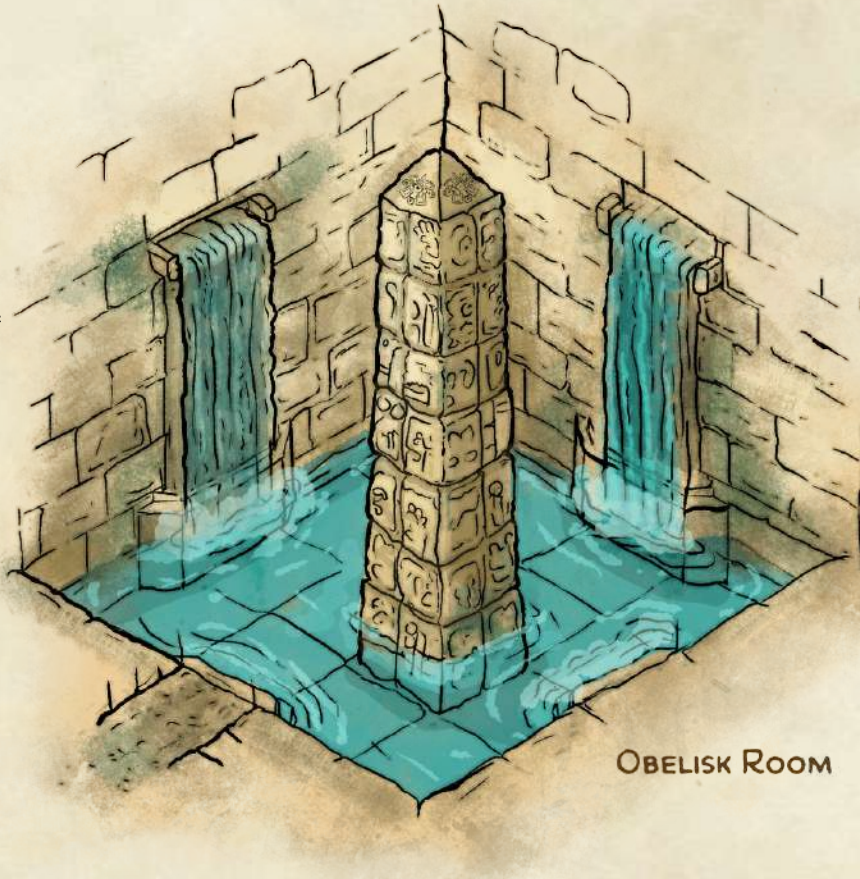
Summoning Glyphs. There are two summoning glyphs on floor tiles in this room: one by the west exit and the other by the south waterfall (see insert). They can be spotted underwater with a successful DC 20 Wisdom (Perception check), but appear decorative and do not say anything in Mesoan. They emit conjuration magic to a *detect magic* spell. Stepping on either glyph will summon 2 **water elementals** (understands Mesoan but doesn't speak) which rise up from the water around the obelisk. One has the body of a large spider monkey and the head of a snake, and the other has the head and arms of a howler monkey and a long serpent's tail. They share hit points, and when one takes damage the other one visibly recoils in pain. If they both take damage from the same effect, only apply the damage once.. They cannot leave the water. They will attack until dead, and if reduced to zero hit points—or if the characters solve the obelisk puzzle—they both turn back into water. If any character speaks Mesoan directly to the elementals, either because they know the language or due a spell such as *tongues*, the elementals immediately stop fighting, and after 3 rounds they slowly dissolve back into the water. The glyphs that summon them reset at dawn.

Waterfalls. Characters that attempt to travel through one of the three waterfall exits find that they are blocked by stone slabs. In addition they take 3 (1d4) force damage from the magically charged water as it pours from above the door. The water is harmless once it falls into the pool.

Obelisk. Characters who inspect the obelisk will notice a symbol resembling an eye on all four sides of the apex. If a character succeeds on a DC 14 Wisdom (Perception) check, or has a passive perception score higher than 14, they will notice that all of the eye symbols seem to be closed with the expectation of the eye facing west, which is open.

The glyphs on the sides of the obelisk are written in Mesoan script. They read: "Only with clear eyes can we see through rough waters". If the surface of any other eye is rubbed, cleaned, or splashed with water, then the following happens:

- The stone eye symbol that was "cleared" magically opens as if the stone was briefly alive; the sunlight from above seems to shift to reflect off that eye instead, and the other open eye symbol closes in the same manner.
- The waterfall in the direction the open eye is gazing slows to a trickle and then stops; water starts flowing above all the other doors.
- A stone slab behind the newly halted waterfall slowly slides open, making a loud rumbling sound as it recedes into the wall. Simultaneously, the other stone slabs leading other directions slide shut. The slab leading south does not move; it is a dead end. If the characters "clean" the south eye they are effectively trapped until they clean a different eye. Water will start filling the chamber. If they wait in this room for more than eight hours they may climb out of the tomb from the hole in the ceiling.
- If the water guardians are present, they immediately turn back into water.



Obelisk Room

6. Giant Monkey Head

Inside this chamber is a massive statue of a monkey's head carved from a dark green translucent stone. A pale light crackles with energy from within, and the dry air makes your hair stand on end.

Monkey Head Statue. The monkey head is made from a rock resembling jade. A *detect magic* spell or similar effect reveals an aura of abjuration magic around the statue.

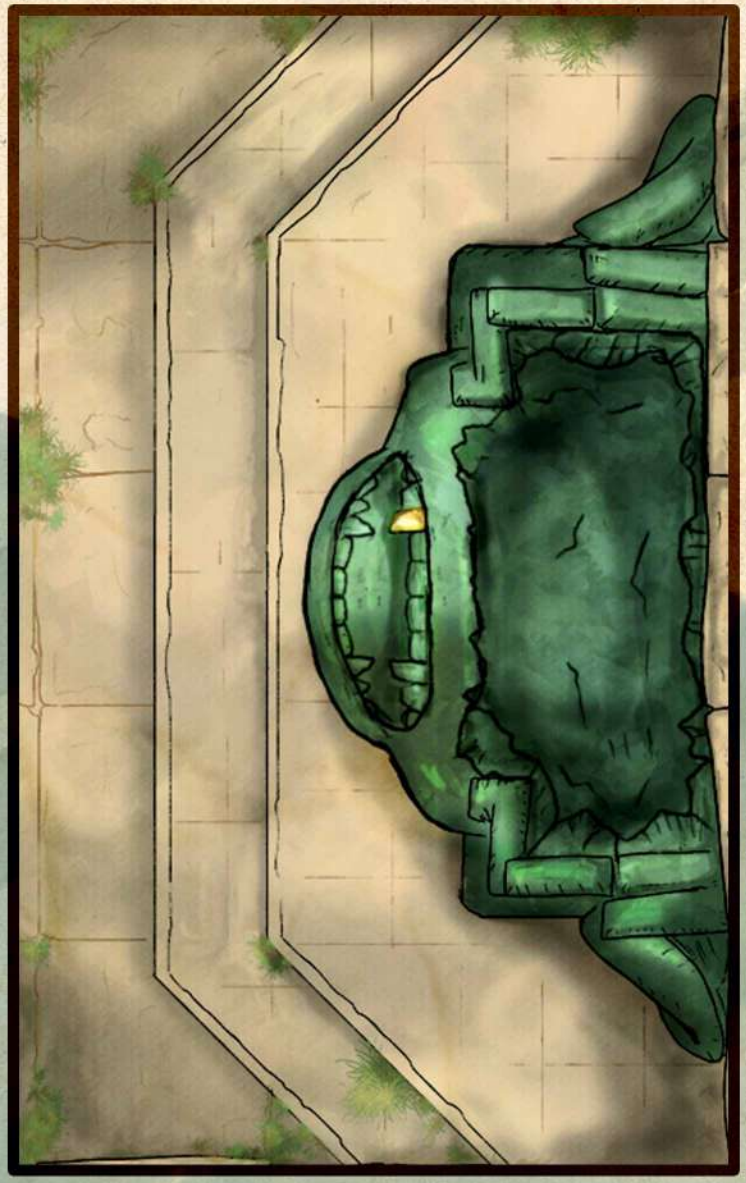
A few minutes of exploration—or a successful DC 16 Intelligence (Investigation) check— reveals that the head's ear canals are hollow and wide enough for a medium or smaller creature to place their arm inside. Each canal contains a lever. If pulled, the lever on the right side of the head will cause the monkey's mouth to open and the light from within to extinguish, while the left will deal 4 (1d6) lighting damage to whomever pulled the lever. The opposite effect happens if the mouth is open: the right lever shocks the operator and the left closes the mouth, reigniting the light from within.

Jade Snakes. Once the head is open, 4 (1d6) **jade snakes** (see appendix B), slither out of the mouth and attack. They will use their *shocking disarm* attack to disarm the characters. If there are any items on the floor at the start of a jade snake's turn, it will use its action to *disengage*, pick up the item with its mouth, and slither into the water in area 5.

Gold Tooth. One of the monkey head's teeth is made from solid gold. It is worth 250gp, and can be removed using thieves' tools with a successful DC 12 Dexterity check or can be pulled out with a successful DC 16 Strength (Athletics) check. Resting inside the monkey's mouth is a total of six jade monkey figurines worth 15 gp each.

Inside the Head. A medium or smaller creature can crawl inside the statue's mouth when it is open. Resting inside the monkey's mouth is a total of six jade monkey figurines worth 15 gp each and a large jade key. If another character pulls the lever to close the mouth while a creature is inside the head, that creature feels crackling energy flow through their bones. They are granted with resistance to lighting damage and they add 1d6 lighting damage to any melee attacks they make. This effect lasts for 1 hour. The head has enough energy to enchant up to 2 creatures this way, and it recharges after 1 hour.





7. Glowing Fountain

In the center of this large, damp room is an ornately carved, multi-leveled fountain in the shape of a pyramid. Glowing green liquid gushes from the top level and trickles down to the lower levels, but it never seems to overflow. The light from the fountain dances around the ceiling. Lush jungle plants and vines cover the walls and pillars even though there seems to be no source of sunlight, and the air is thick with humidity.

At the north end of the room there is a fifteen foot wide mural that extends from floor to ceiling. It is carved from dark volcanic rock, and is covered in Mesoan script and pictograms depicting a human figure making an offering to a large monkey with a snake resting on its head.

There are closed stone doors to the east and west.

Once all the characters are inside the room, read:

As you step into the room you hear a loud crash as the stone slab slams closed behind you. All light in the room goes out and you are surrounded by pitch black. After a few moments, your eyes adjust to the darkness, and you sense the glowing water in the fountain, but closing or covering your eyes has no effect: you can still see the green light as if it were inside your mind. The fountain seems to grow slightly brighter every few seconds, yet still you can not make out anything else in the room.

The room is shrouded by magical darkness as if a *darkness* spell were cast; it cannot be dispelled. Any torches the characters are carrying still emit heat, but they emit no light. All creatures present must roll initiative.

After three rounds a **shadow** materializes in the middle of the fountain and attacks, sprinting towards the closest target. It is the undead spirit of an ancient Mesoan warrior and guards the tomb from intruders. While the magical darkness is in effect, the shadow does not provoke attacks of opportunity and it is invisible except on its turns when it dashes by, briefly obscuring the light from the fountain. It will attack a different character every round.

After 6 rounds (3 rounds after the shadow appears), the light from the fountain will have grown bright enough for characters to see the mural, which is actually a large door. They notice that the human figure is not making an offering to the animal figure but is instead drinking from a bowl.

The Fountain. The magical light (only seen in the minds of the characters), grows brighter and brighter every round. Characters that crawl inside the fountain are able to see the shadow warrior when it passes through the fountain and may take attacks of opportunity against it.

If any character drinks from the fountain, they can immediately see in the room as if the darkness had been lifted, and they may attack the shadow warrior. The shadow warrior will not attack any character that has drank from the fountain.

If the shadow warrior is defeated, or if all characters drink from the fountain, the magic darkness is lifted and the two stone slabs to the east and west slide into the walls.

The Mural. Inspecting the mural requires a DC 14 Intelligence (History or Religion) check to discern its meaning unless a character understands Mesoan or uses some other effect like *comprehend languages*. Any character who spends a few minutes investigating or looking at the mural will notice two dusty key holes. Clearing away the dust reveals one is carved from dark green stone and the other carved from gold.

The mural door can be unlocked with the keys from areas 6 and 14, respectively. Each lock can also be unlocked with two separate *knock* spells. A character using thieves' tools can pick each lock with a successful DC 20 Dexterity check, but each lock may only be attempted once per character per hour.



8. Tomb of the Chuwen Kan Ko'ol

As you push on the mural, it separates in the middle and the large obsidian doors swing open on stone hinges, revealing a large great hall with four platforms that descend down like the steps of a pyramid. Thick vines and moss blanket everything, and beams of sunlight trickle in throughout. In the middle of the recessed floor is a large stone sarcophagus, on top of which is a ten foot long carved tablet depicting a human figure on top of an altar reaching up to a round symbol—possibly representing a sun or a celestial body. There are intricate carvings and pictograms covering all of the walls; above the east platform is the image of a huge green monkey and above the west is a large coiled snake, painted golden yellow.

At the end of the hall sits an oversized throne carved from limestone. Upon it sits a human statue covered with a thick layer of dust. There are intricate carvings covering all of the walls.

The Throne. On the throne sits the **mummy** of Chuwen Kan Ho'ol. He is covered in layers of dust and appears to be a statue unless inspected up close. He will remain motionless until someone comes within five feet of his throne, a loud noise is made, or the sarcophagus—which holds the corpse of queen Naranjo—is opened. Once he is awake, read:

Suddenly, the figure on the throne opens its eyes, and a loud, deep voice echoes through the hall: "Máax perturba in náay!"

This translates to "Who disturbs my slumber?" The characters only have a few moments to respond. If they are able to communicate with the mummy they may attempt to persuade, deceive, or intimidate him. If they mention the idol, he will reveal he knows what they seek, but will not reveal its location unless he believes the reason they are after the idol is related to love or a relationship. All other motivations are unworthy in his mind.

If they do no convince Chuwen Kan Ho'ol to help them, or they cannot communicate with him, he points his hands to images above the east and west platforms and summons two spirit guardians which crawl out of the carvings on the walls: **Hun-Batz's Avatar** is a large jade green creature in the shape of a monkey and **Kukulkan's Avatar** is a golden feathered snake. See appendix B for their statistics. Chuwen Kan Ho'ol will sit on the throne, watching his spirits attack the characters, and he will only attack characters that attack him first. If Chuwen Kan Ho'ol is defeated, the spirits stop attacking immediately, and they slowly turn to dust and dissipate with a gust of wind. Unless someone else attunes to the idol in the next 24 hours, Chuwen Kan Ho'ol's spirit will inhabit the body of the nearest corpse, turning it to a **mummy**, and it will return to watch over the tomb. If the spirits are defeated, Chuwen Kan Ho'ol will slowly stand and congratulate the characters on their bravery, deeming them worthy of the idol, and step away from his throne.

Once Chuwen Kan Ho'ol is either defeated or has deemed the party worthy of the idol, the throne slowly slides back five feet, revealing a ten foot deep pit and passageway that leads to area 9.

Sarcophagus. The sarcophagus holds the mummy of Queen Naranjo, Chuwen Kan Ho'ol wife and true love. Her mummy is merely a corpse and is inanimate, though her beauty can still be observed.

Treasure. The sarcophagus contains the following treasure: 8000 sp, 500 gp, 3 x Gold statues of snakes (100 gp), 3 x Jade Statues of Monkeys (100 gp), Spell Scroll (Commune with Nature) (rare, dmg 200)

The Lore of Chuwen Kan Ko'ol

The walls tell the story of Chuwen Kan Ko'ol's life. Characters that can understand Mesoan learn the following:

- The carvings tell the story of the warrior-king Ixtula (Itch-TOO-la), who won many battles. He ruled for decades, conquering numerous tribes and uniting the Mesoan people as a kingdom.
- His queen, Naranjo (Na-RON-yo), was beautiful and wise, and she helped teach the people much about agriculture, art, and science.
- Their love for each other was paramount, and they feared everything that might separate them, especially death. As they aged, they began to search for ways to extend their lives. Their shamans and priests proved useless.
- Ixtula made many blood sacrifices, and prayed to many gods. None answered.
- While walking in the jungle one day, Queen Naranjo came across a snake and a monkey entangled in brutal skirmish. Throwing any regard for her own safety aside, she leapt forward to separate the two, but before she could, the two creatures revealed themselves to be messengers of Hun-Batz, the monkey god of music and art, and Kukulkan, the serpent god that flew into the sun.
- Having passed their test, the two creatures transformed into the *Idol of Chuwen Kan*.
- The queen took the idol to her king, and the two performed a ritual, binding themselves together in life and death. That day the king became known only as *Chuwen Kan Ho'ol*, which roughly translates to "The Head or Skull of Monkey Serpent"
- The pair ruled for generations, and their origin story became myth.
- After hundreds of years, there was an assassination attempt on the king by a rival tribe. But through the magic of the idol, the queen died instead, and the king transformed into a terrible creature. He murdered the other tribe in revenge.
- Finally, unable to leave this world, he had a tomb built, and he buried himself inside so he could watch over the body of his love until the end of time.





9. Idol Room

The short tunnel ends with a small stone staircase leading upward, and leads to a room carved from the walls of the cave. At the end of the room is a gargantuan statue of a winged monkey ornamented with skulls and snakes. Its hands are extended out, palms facing the sky. There are also four statues of feathered serpents here, each the size of a teenage human.

On a pedestal in the center of the room shines an elaborate artifact: a green monkey's skull carved from the largest piece of jade you have ever seen. Wrapped around the skull and weaving in one eye and out the other is a solid gold snake with red gemstones for eyes.

Water Drain. Characters that walk behind the monkey statue will notice a small water drain that leads to area 15. It is large enough for the idol to fit in, but only a small or tiny creature could squeeze through.

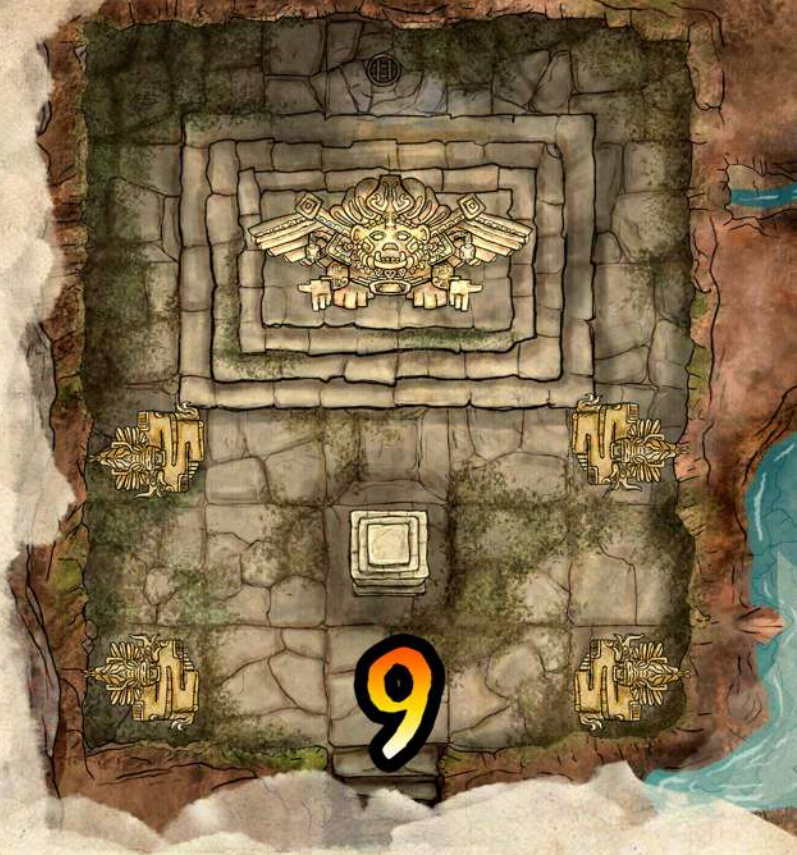
Treasure. The idol is *The Idol of Chuwen Kan* (see appendix A), and it is by all accounts priceless. The idol rests on a magical pressure plate which is protected as if a *Nystul's Magic Aura* spell had been cast and cannot be detected. Despite any methods the characters use to move or swap out the idol, taking it will trigger the trap, causing the stone plate to descend a few inches into the pillar. A loud but distant rumbling sound shakes the ground. This is the sound of the rocky tunnel in area 3 being destroyed.

In addition, picking up the idol provokes one of the three outcomes below. It is recommended to choose based on either the health of the party or what you think they will enjoy the most.

The Easy Version. If the characters have Chuwen Kan Ho'ol's blessing, or if your party is near death and/or tired of combat, all the statues in this room are inanimate (though making your players think otherwise is recommended!)

The Medium Version. If the characters have defeated Chuwen Kan Ho'ol, or you want to challenge them, when they take the idol the 4 snake statues (**animated armor**) animate and attack.

The Hard Version. If your characters have lots of resources left, you are looking for a great escape scene, or perhaps if you are running the adventure for a large party or a group of higher level, then when they take the idol the winged monkey statue animates and attacks. Use the statistics of a *huge* sized **clay golem**. If the characters flee, the monkey statue can smash through the tomb's tunnels, but it will destroy the tunnel and any other passageways it passes through in the process of chasing the characters, causing the tomb to crumble and collapse all around them. On each character's turn, have them make a DC 13 Dexterity or Strength saving throw (your choice each turn) or take 6 (1d10) bludgeoning damage from falling rocks and collapsing tunnels.



Exiting the Tomb

After the idol has been removed, there are at least three possible exits from the the tomb:

1. Via the rope bridge in area 11 that leads to the open cave in area 12.
2. By "cleaning" the south eye at the top of the obelisk in area 5, causing the room to flood and allowing characters to exit through the skylight.
3. Through the twisting, underwater cenote caves in area 15.

10. Burial Preparation Chamber

This room appears to have been a ceremonially preparation room for embalming the dead. Dozens of jars and animal statues line the walls, and there is a dark, stone altar in the center of the room covered with knives, tools, and embalming supplies. Two torches attached to pillars light the space, though a thick layer of dust implies no one has passed through here in months, if not years.

Treasure. Among the jars are three *potions of healing*, and resting on the stone altar is a *ceremonial burial knife* (see appendix A).





11. Underground River Chasm and Rope Bridge

The rocky walls open up into a massive cave. Ahead of you is a rope bridge that extends about 35 feet across a chasm that falls into darkness below. The bridge is suspended by two wooden pylons dug into the ground on each side; there are no ropes or handrails along it. Deep in the chasm you can hear the sound of running water. On the other side of the bridge is a dirt landing and a stone door leading to the north.

If the characters have obtained the Idol of Chuwen Kan when they reach this area they are ambushed by Papan and her tribal warrior. After the last character steps foot on the bridge, Papan (a **Veteran**, see area 1) and 8 (2d6) **tribal warriors**, who are hidden in the cliffs above the stone door, reveal themselves and confront the characters. In addition, 2 (1d4) **scouts** approach from the other side of the bridge via area 10, one of which has a knife drawn and has stealthly worked his way near the rope bridge. He will use his action to cut the bridge if Papan commands it. Roll initiative: the scout by the bridge acts on count 20 (losing ties), but you might allow the characters a chance to parlay with Papan first. If he cuts the bridge refer to the *rope bridge* section below.

The scouts and Papan's warriors can be noticed by any character with a passive perception score of 20 or higher, but only after they have crossed the bridge.

If the clay golem from area 9 is chasing the characters it will not attempt to cross the rope bridge or chasm.

If the characters travel across the bridge before recovering the idol, Papan and her warriors are still in the jungle.

The Rope Bridge. The bridge is very old and extremely wobbly. It is considered difficult terrain, and characters crossing the bridge must make a DC 10 Dexterity check or drop prone halfway across.

For extra suspense, you can optionally check to see if the bridge breaks (perhaps only for characters weighing over 200 pounds). When one of characters reaches the end of the bridge, have them roll a d100 and subtract 1 from the roll for every 10 pounds of weight currently on the bridge. A roll of under 10 will weaken the bridge, adding an extra 10 pounds to each subsequent roll. The effect is cumulative. If anyone rolls a 0 or below, the bridge snaps, and every creature currently crossing must make a DC 10 Dexterity saving throw or fall into the chasm. A character that falls into the chasm may make a DC 15 strength saving throw to grab on to the rocky walls of the chasm. Failing this saves causes them to fall 500 feet to the underground river, taking 70 (20d6) bludgeoning damage on impact. The river leads underground for 5 miles before emerging into the jungle.

The Stone Door. The door leading to area 12 can be pushed out of the way with a successful DC 15 Strength (Athletics) check. It requires an action to open.



12. Cave Opening

Warm jungle rain pours down through an opening in the cave fifty feet above you. A network of vines and brambles cover the rocks, which would be easily climbable if they weren't slippery from the water flowing over into the cave.

This is one of the exits from the tomb after the tunnel in area 3 has collapsed. Characters can climb the rocks and vines and emerge into the jungle with a successful DC 12 Strength (Athletics) check, otherwise falling and taking 11 (3d6) bludgeoning damage from the fall.

13. Crypt Room

Along the walls of this torch lit room are 6 sarcophagi. The lid of each is carved with different glyphs and inscriptions depicting the life story of the occupant. To the east, two statues of warriors guard the exit. There is a passageway to the north that is blocked by a round stone door.

Sarcophagi. Inside the sarcophagi are the remains of six different corpses. There descriptions and contents, clockwise from the northeast, are:

A. The glyphs on this lid tell the story of an old, powerful man. Inside rests the corpse of Tenoch, the father of Chuwen Kan Ko'ol. He is buried on a bed of 2,000 silver pieces.
B. Two glyphs on the lid depict two indistinct animal figures. Inside are the skeletons of a dog and a large cat, perhaps a jaguar. This is the resting place of Endee and Loara, Chuwen Kan Ko'ol's pets. Next to the skeletons there is a *potion of animal friendship* and a *scroll of speak with animals*.
C. The cover of this sarcophagus tells the story of a boar that was too curious and got its snout stuck in an ant hill. If opened, it is empty. Any creature that climbs inside and closes the lid is immediately restrained and attacked by a **swarm of insects**. The restrained creature may use its action to attempt to open the lid which requires a successful DC 14 Strength (Athletics) check. The lid can be opened from the outside but requires the same check from another creature.
D. The Mesoan script on the lid of this tomb read "The Brother of Dark Omen and Storm Clouds". Inside is the sinister looking corpse of Aapo, Chuwen Kan Ko'ol's younger brother. The script tells of his very jealous life and how he took his own life to spite his powerful brother. Next to the rotting mummy is a *alchemy jug* but it is cursed. It can only produce a thick, black ichor regardless of what liquid is requested. Any creature that drinks the putrid liquid must make a DC 12 Constitution save or become poisoned for 4 hours.
E. The Mesoan script on this lids reads "The Mother Knows All" and tells the story of Chuwen Kan Ko'ol's mother and how she travelled the land teaching and learning from the people. Inside, her body appears almost as beautiful as the day she died. It has been preserved by her burial, but after a few seconds the fresh air starts to rot away her skin. She is wearing an elaborate feather headdress that is a *helm of comprehending languages*.
F. The inscriptions on this tomb tell of Chuwen Kan Ko'ol's younger sister, Ichtaca, and how she was a wonderful musician and fierce warrior that died on the battlefield at the age of 23. In her skeletal hand is a decorative wooden flute. The sound blocks are made from a golden snake and a jade monkey, respectively, and three brightly colored feathers are attached with leather straps. This is *Itchtaca's Flute* (see appendix A).



14. Pedestal Room

This appears to server both as a secret entrance to the tomb and as a prayer room where tribe members could leave offerings. It has long been forgotten, though two torches near the south exit illuminate the cave. There are three pairs of matching pedestals here, each with a carved symbol on top: two have bats, two have snakes, and two have monkeys. From the dampness in the air you can tell that there is water nearby.

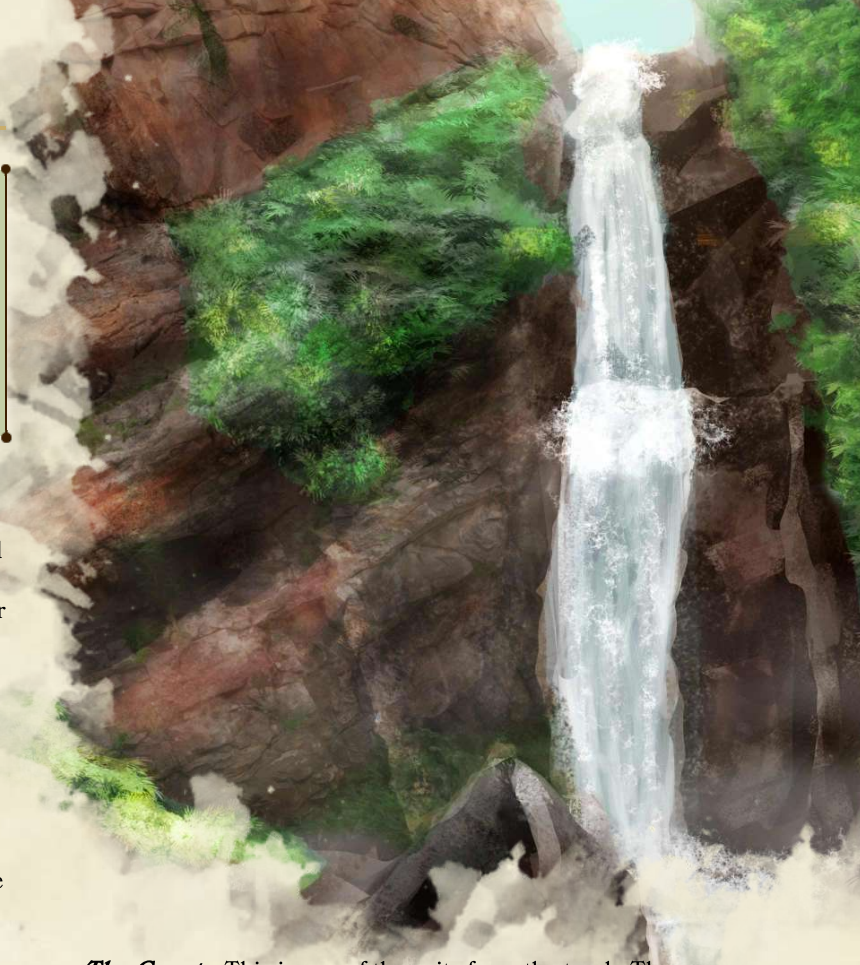
The Pedestals. All six are carved from limestone, and each emits an aura of evocation magic to a *detect magic* spell. If any character touches one of the bat pedestals, a gust of wind blows through the chamber, requiring any characters inside the chamber to succeed on a DC 10 Strength saving throw, or be knocked prone. Any character that touches one of the frog pedestals is drenched with water from an unseen source in the ceiling of the cave 10 feet above. The first time a character touches the east snake pedestal, the east torches flare up, requiring characters within 10 feet of them to make a DC 15 Dexterity saving throw, or take 5 (2d4) fire damage. Anyone that takes damage in this way has actually been blessed by Kukulkan, the serpent god. They have resistance to fire damage for 24 hours. If anyone touches the west snake pedestal, nothing happens, but a successful DC 15 Intelligence (Investigation) check will reveal that the top of this pedestal is a hinged lid that can be opened. A character inspecting the pedestals for more than five minutes will automatically notice this hinge.

Treasure. Under the lid of the west snake pedestal is a large gold key needed to unlock the mural in area 7, as well as a *scroll of fire shield*, two Amber spheres worth 50 gp each, and a gold ring of a serpent devouring its own tail worth 25 gp.

15. Cenote

A twisting passage opens up into an elaborate cave. Carved steps drop off into dark water; you cannot see the bottom. Stalagmites and stalactites are everywhere, extending from the ceiling down into the water. This appears to be the entrance into a *cenote*, an underground body of water that has eroded through the limestone forming a network of caves. Two torches burn from stone pedestals on both sides of the steps. Light reflects back at you from several pairs of mammalian eyes deep within the cave.

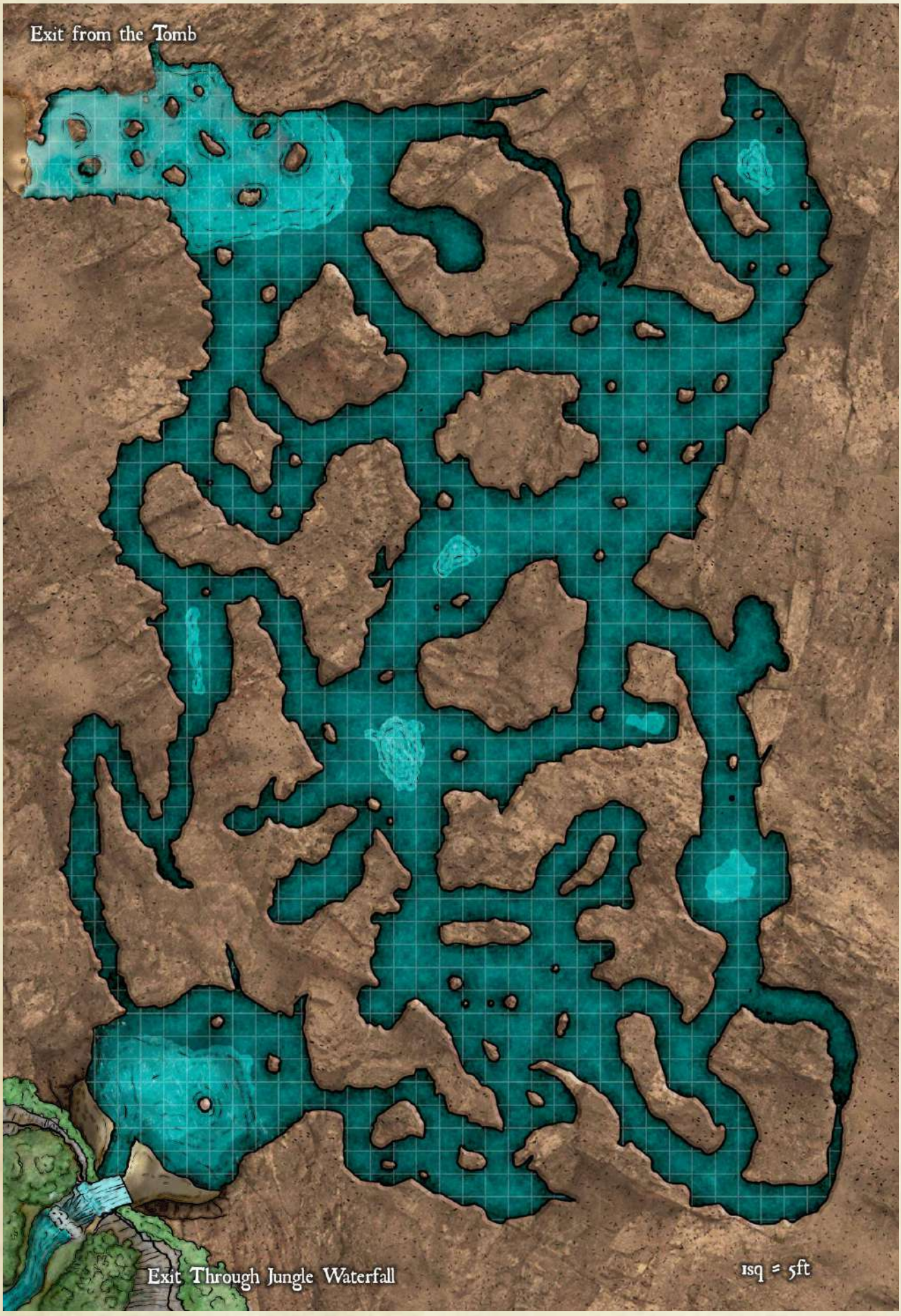
The eyes belong to 4 (1d6) howler monkeys (use the statistics of **apes**) that live in the cave and guard this exit. There are also 2 (1d4) **swarms of bats** and 4 (1d6) **frogs** that live in the cave. If the characters have the Idol of Chuwen Kan, the animals will wait until the players are all in the water and then attack. If the characters do not have the idol, the animals are harmless and observe the characters from a distance.



The Cenote. This is one of the exits from the tomb. The cave walls descend into the water towards the edge of the map. To escape through the cenote the players must make a series of successful skill checks while navigating the underwater caves. Each success will let them move 50 feet or provide a clue as to the correct direction of an air pocket or the exit. Failing a check will cause 1d6 damage releated to their mishap (running out of air, hitting their head on a rock, attacked by an eel, etc.) The exit is a small underground lake that emerges into the jungle behind a majestic waterfall. Here are some suggestion skill checks:

- ***Nature.*** Understanding the tunnel structure and caves formation to find air pockets or an exit.
- ***Perception.*** Spot dangerous animals or sharp rocks, sense the direction of water and air bubble flow.
- ***Investigation.*** Deduce the path other have taken from broken rock, observe the movement of fish in the water
- ***Constitution.*** Hold breath long enough to find an air pocket or exit.
- ***Acrobatics.*** Navigate around tight rock formations, dodge out of the way of an eel that tries to attack.
- ***Athletics.*** Swim fast enough to reach an air pocket formed by gathering air bubbles.
- ***Survival*** Track an exit that other visitors or animals have used, staying warm underwater using learned techniques, avoid natural traps and animals.

Drainage Tunnel. In the northwest corner of the cave is a small tunnel that leads into the idol room. A small or tiny creature could squeeze through the tunnel and up the grate into area 9. The Idol of Chuwen Kan can fit through this tunnel, but the **clay golem** in that area will animate and smash through the cave walls if the idol is taken.


Exit from the Tomb
Exit Through Jungle Waterfall
1sq = 5ft

Appendix A: Discoveries

Ceremonial Burial Knife

Weapons (dagger), uncommon

Used to prepare the dead for burial, this ancient blade has a jade monkey pummel, and the hilt is wrapped with a golden snake

+1 Dagger. You have a +1 bonus to attack and damage rolls made with this magic dagger.

Call to the Afterlife. Undead have vulnerability against attacks from this weapon.

Ichtaca's Flute

Wondrous Item, rare (requires attunement by a creature with proficiency in musical instruments)

Legends tell of his finely crafted wooden flute that Ichtava would carry into battle, inspiring her allies. The sound blocks are made from a golden snake and a jade monkey, respectively, and three brightly colored feathers are attached with leather straps.

A creature that attempts to play Ichtaca's Flute without being attuned must make a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the flute and cast one of its spells. Once the flute has been used to cast a spell, it can't be used to cast that spell again until the next dawn. A spell cast from the flute has a save DC of 13 and an attack bonus of +5.

Spells: *true strike*, *heroism*, _calm emotion_s, *enhance ability*, *hypnotic pattern*

When used as a spellcasting focus, creatures that would be charmed by a spell you cast have disadvantage on saving throws to resist being charmed by such spells, as long as the casting uses a somatic or material component.

The Idol of Chuwen Kan

Wondrous item, artifact (requires attunement)

After passing a test of character in the Jungle, Queen Naranjo was given this magic idol that gives everlasting life to two lovers and grants them blessings from two powerful Mesoan deities. But the blessing did not come without a curse, for if you die while attuned to this artifact, your loved one might die instead and leave you cursed to a torturous existence as an undead creature.

Attuning the Idol. Before you can attune to the idol, you must make a blood sacrifice using both your own blood and the blood of someone you love using a piercing or slashing weapon, each dripping the blood into the mouths of the snake and monkey, respectively. You and your loved one both take 1d4 damage of the appropriate type. Both creatures must be willing and "in love" or else the attunement fails.

Hun-Batz's Blessing. Hun-Batz, the howler monkey god, is said to be the god of music and art. While attuned to the idol, you can use an action to cast either *minor illusion* or *prestidigitation*.

Kukulkan's Blessing. Kukulkan, the flying feathered serpent god, is said to have flown into the sun. Her powers have been passed down to you. While attuned to the idol, you have resistance against fire damage.

Ageless. While attuned to the idol, you and your loved one do not age by normal means and are immune to disease.

Souls Bound in Blood. While attuned to the idol, you and the creature you attuned with cannot be killed by normal means. If one of you would be reduced to 0 hit points or lower, all of that damage is prevented except for one hit point, and the rest of the damage is dealt to the other as necrotic damage. Their hit-point maximum is reduced by an amount equal to the necrotic damage taken. This reduction can only be undone by greater restoration or similar magic within 24 hours of occurring, otherwise it becomes permanent. If this effect reduces the creature's hit point maximum to 0, they die and are unable to be resurrected. The creature that took the original damage then immediately transforms into a **mummy**, keeping its original ability scores and languages and looses all other abilities and features. It now must seek out and guard the corpse, burial site, or location of death of the creature it attuned to the idol with as if commanded by a *geas* spell. The mummy can be killed, but its spirit will reform, inhabiting the closest corpse after 24 hours and turning it into a **mummy**.

Curse. The cursed mummy can only be set free to join their loved one in the afterlife if another creature atunes to the idol.

Destroying the Idol. The only known way to destroy the idol is by travelling to Xibalba, the Mesoan underworld and casting it into the Spring of Creation. Rumors say the entrance to Xibalba might be deep under a volcano buried in the jungle, while other legends tell of it being a place among the stars.



Appendix B: Monsters

Jade Snake

This animated jade snakes have been living inside a huge monkey head statue that surges with lighting energy.



Jade Snake

Medium construct, unaligned

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities lightning
Senses blindsight 10 ft., passive Perception 12
Languages understands Mesoan but does not speak
Challenge 1 (200 XP)

Aquatic Conductivity. Any creature that starts its turn within 25 feet in the same body of water as the Jade Snake or enters that area takes 3 (1d6) lighting damage.

Actions

Electric Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) lightning damage.

Shocking Disarm. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) lightning damage, and the target must make a DC 13 Constitution saving throw or it drops any items it is carrying.





Hun-Batz's Avatar

Hun-Batz, the howler monkey god, is said to be the god of music and art. He has gifted Chuwen Han Ko'ol his divine blessing, and as such he can be called to fight for him. He takes the shape of a huge jade monkey with an elaborate headdress.

Hun-Batz's Avatar

Large celestial, chaotic good

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Senses darkvision 60 ft., passive Perception 13
Languages Common, Mesoan
Challenge 3 (700 XP)

Actions

Multiattack. The Hun-Batz's Avatar makes two attacks: one with its hammer and one with its claws.

Lighting Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) lightning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.



Kukulkan's Avatar

Tales of the feathered serpent god Kukulkan tell of him being born a boy from transforming into a flying serpent god that flew into the sun. He has blessed Chuewne Kan Ko'ol with his divine protection and his spirit can be called to fight. It takes the form of a large golden viper with a brightly colored feather headdress.

Kukulkan's Avatar

Large celestial, lawful good

Armor Class 17 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +5, Wis +2, Cha +5
Skills Perception +4, Stealth +4
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Mesoan
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). Kukulkan's Avatar uses one of the following breath weapons.

Fire Breath. Kukulkan's Avatar exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. Kukulkan's Avatar exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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