

LOST CITY OF CHULH JUNGLE

On the far ocean' shores, settles Fort-Cortes the vivid new city of foreigners coming from the old civilized continent. Cortes and its fierce soldiers came months ago through the jungles to plunder the native Payilt nation. Beyond the new realm's frontiers of Montezuma and its magnificent opportunities, beyond the yellow muddy lakes within the treacherous jungle of Chulh, the hidden Lost City has just been found. An explorer basecamp soon established and several bands of delvers and hobos are now lurking the midst of gigantic dry-stone ruins.



Locate as you enjoy best on a 6 miles wide hexes map . 1. Dome of wildspace and astronomic calendar / 2. Odd garden of yellow masks / 3. Cenotes of crawling Outer Gods / 4. Shattered tower of spacefarers / 5. Pyramid of the Far-Thousand-Eyes / 6. Twin necropolis of Revered Chosen Ones & the Queen Chamber / 7. Palace of Immured Slumbering Ones / 8. Cannibal apes domain and its jealous king / 9. Hive of Spelljammers / 10. Void jumper's spacedocks / 11. Black Ziggurat of Hyades / 12. Slave pits / 13. Haunted Jade tombs / 14. Ruined vault of Xalos / 15. Cave valley / 16-18. Villages of Witch-men / 19. Cortes' deserter camp / 20. Plaza of immortality

RANDOM EVENT / ENCOUNTERS (1d20 each day or pick up as you please)

1. *Sea of Night* occurs with planetary conjunction and the Slumbering Ones are awakening. Soon eldritch sounds will echo in ruins, attracting wild animals and fools
2. A lame band just opened a necropolis and waves of undead spread the ruins... run!
3. Someone found a malevolent jade skull of unknown origin that teaches wonders of the ancient civilization. Soon some inhabitants will protect the ruins and fudge the delvers.
4. A sudden earthquake shakes the ruins and some streets are inundated by rats or a lava flow
5. A stone sarcophagi is discovered and soon an invisible outer hunter will come out to celebrate a Night of Wailing. Bands will surely lose time with cross-accusations
6. An eerie moon dust rains on the area, revealing foul runes that predate origin of man.
7. Someone has brought to the basecamp a lava stone idol, which alters nightmares, alignment of inhabitants and spoils foods. Soon shadowy forms from the City will come to seek it out.
8. One has discovered an underground passage leading to creepy vaults and pits full of bones showing characteristics of both spider and man. Soon a new cult will rise with a new prophet and Cortes spies and Inquisition will surely have to intervene to expiate pagans.
9. Brawl occurs in tavern's basecamp for some loot and scorned or flouted honor. Soon there will be a need of a mediator or a new ruler among the bands of delvers.
10. Some soldiers from Fort-Cortes come to claims official fees and allow (too few) concessions to operate the ruins. Soon they'll even offer plantations (to plunder).
11. Merchants eventually come to the basecamp, offering more stuffs, nexcal bottles and Payilt girls but raising prices also. Soon theft and burglary will appear too
12. Broken hobos can't come back to the ruins but still find business to do in basecamp. Soon, some stone houses and other service providers will appear.
13. Feral witch-men from the jungle strike at night to punish the hobos raping the sacred City. Soon, need organization to raise defenses and walls, and discussion on who will take the lead
14. A native boy from witch-men is found, too harmed to join back his family. Soon some hobos will seek revenge or even use the boy to extort gold from native witch-men.
15. An other band has disbanded due to quarrels or leader's death. Soon some hobos will press to join PCs' band : jilted lover / cupid brute / disillusioned Cortes' veteran / rascal not willing to share scavenges / spirit haunted lady / spy from an other band / Cortes' deserter
16. Coalition of bands is gathering to close the market and share the better spots. Soon PCs will have to decide to be in or out of the coalition and face to spies and traitors
- 17-19. Choose one loot: obsidian idols / gold / zirconia weird fabrics / jade & amber jewels / silicon battery / Spelljammer access bronze card / Quipu talking knots / ivory stars map / other band trash / silk divining textile / foreign pipes / immured crystal sins / glowing mirror-portal / void jumper helm / gold amulet unlocker / gold! / engraved spell-stone
20. Throw die 2 times