

The Temple of the Two Moons

Tectuktitlay's Pyramid

Ground Floor

Most of the ground floor of the temple of the two moons is devoted to facilitating the gladiatorial games. That which is not, houses the king's supplies and lesser treasures. Because of this its layout is fairly utilitarian; the great mysteries and treasures lay on the levels above and below. The ground floor is the part of Tectuktitlay's pyramid that player characters would most likely be able to enter, either as gladiators, templars, slaves or prisoners being taken to die in the Palace of Gladiatorial Combat.

#1 Spoils of War- This large chamber is used to store captured spoils from battles fought by the king's army. Few outside of the king and his templars know of the location of this room. The treasury is hidden behind a locked secret door. It is from here that templars can draw funds, weapons, or whatever they might need to accomplish their missions in Tectuktitlay's name. The king's quarter master Quamacazul is in charge of receiving and issuing out what is kept here.

#2 Templars Quarters- It is here that the templars who work in the pyramid live. Everyone from the low-ranking moon priests to the king's high templar of the games

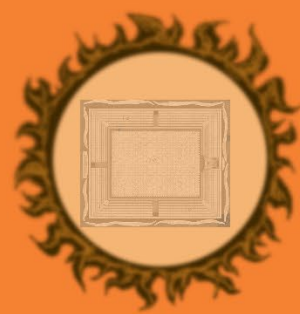
Tlaxoani have their personal apartments in this section of the ground floor.

#3 The King's Ossuary- In this room Tectuktitlay keeps some of his greatest trophies, the skulls of powerful opponents he or his army has defeated in battle. There are over a thousand of them at present. Furtive rumors circulate throughout the ranks of the templars that their king takes the council of these skulls when he is vexed or torments the spirits of the long dead for daring to oppose him, when he is feeling spiteful.

#4 The Royal Granary- This enormous hall is where the king keeps emergency stores of grains and cereals to feed his army in case of famine or mass crop destruction by a scorched earth campaign by one of his enemies. There are enough foodstuffs stored here to feed his forces for a year if needs be.

#5 The Elevator/Stairs- Like the room where the spoils of war are stored the area is secured behind a locked secret door. Once past this door the elevator, a circular platform is visible as well as a large, locked door leading to the right. When stood upon by a person who has the king's permission, namely Tectuktitlay's high templars, and Queen Tionace, it will rise to the second or third floor

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if asked. Only the king himself can order it to descend to the two underground levels of the pyramid. The elevator is powered by a disembodied greenage psionííst named Qux-Futas. He can be compelled to take the lift to any floor if he loses in psionííst combat. See details on Qux-Futas below.

If the locked door protecting the stairs is bypassed any intruders will have to get past one of the black guard, an obsidian golem that protects the landing, before they can ascend to the second floor.

#6 The Great Stairs- This vast staircase ascends at a steep angle to the highest level of the step pyramid where prisoners are sacrificed to mighty Tectuktítlay. Its broad steps are streaked with the blood of the thousands who have been killed to glorify him. A wide gutter runs down one side of the stairs to channel the blood spilt on the sacrificial tablet high above. A bason collects this blood so the citizens might ladle it out for their own consumption.

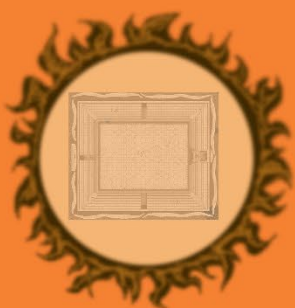
#7 Chilocotec's Office- This room is dominated by a large jade table in its center. Maps and broken weapons, taken as trophies, festoon the dark walls. A number of stools are tucked under the table when not in use, and General Chilocotec's high backed bone chair has the appearance of a small throne.

#8 Animal Handler's Barricks- This hall holds the bunks for eight animal handlers that assist Curteltuk Beast Tamer of The Palace of Gladiatorial Combat. They each have a chest containing their meager personal effects.

#9 Curteluk's Quarters- This two-room suite houses the Beast Tamer of The Palace of the Gladiatorial Combat, Curteluk. He has a small area to prepare and eat his meals, a counter along the back wall, where he works on the records of all the monsters kept in the pyramid for the games. The back room is Curteluk's bedchamber.

#10 Beast Cages- In this corner of the pyramid Tectuktítlay keeps the man to huge sized monsters. There are sixteen cells with reinforced doors strong enough to hold powerful beasts, even those as large as a B'rohg.

#11 Jaguar Cells- On feast days and Tectuktítlay orders Xicotencatl to bring his menagerie of jaguars up to the pyramid to be displayed as a show of the king's wealth and strength. While awaiting their hour in the arena, the king's prized pets are kept in these cells. Each cell is built to keep the jaguars comfortable. They each have a thick cushion covering the stone floor, and a large water dish that is kept full at all times.



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Jaguars 12: AL NN; AC 6; MV 15; HD 4+1; hp 22; THACo 17; #AT 3; Dmg 1 d3/1d3/1d8 (Claw, Claw, Bite); SP ATTRear claws (1d4+1); SP Def Surprised only on a 1; MR Nil; SZ L; ML 10 XP 420

#12 Gargantuan Beast Cell- This enormous cell is kept for very large monsters like giants and lesser hatori. The huge iron double doors are barred by a heavy rainok wood bolt.

#13 Beast Keepers Larder- All the food fed to any monster kept for the games is stored in this room. It is magically cooled to keep meat fresh. All manner of foodstuffs from erdlu eggs- to small bails of straw can be found here.

#14 The Arena Manager's Office- The walls of this room are decorated with base reliefs depicting the victories of the great champions of the arena. The manager, Axoc Toosak, has a very large stone desk that is likewise adorned with carvings. Here is where Axoc receives representatives of noble families, wanting to schedule their gladiators in the arena. There is a large secret panel in the floor below his desk, that conceals the coins he collects in the course of his work.

#15 Guard Room- A cadre of six guards, 5th level fighters, are stationed here. They keep the gladiators in line while they are waiting for their matches to start.

(Guards) Human Male Fighters 6: ALLN; AC 5 (Hide Armor & +1 Dex); MV 12; HD 5; hp 34; THACo 15; #AT 3/2; Dmg 1 d8+3, 1d4+3

(Machahuitl, Dagger Obs.); SP ATT none; SP Def none; MR Nil; SZ M; ML 15 XP 370

#16 The Gladiator's Door- This door is used by all non-convict gladiators to come and go from the pyramid.

#17 Slave Gladiator Pins- These cells are used to keep slave gladiators while they are awaiting their matches. The doors are kept locked unless they are being used. Up to 5 Gladiators may be held at a time in each of these pins.

#18 Free Gladiator's Room- Free gladiators use this cell to prep for their time on the arena floor. The door is kept unlocked.

#19 The Armory- The armory is where all the weapons used in the arena are kept. All slave and free gladiators turn in their weapons, to be kept here, when they first arrive. They are issued back to them just before they enter the arena.