## SALT OF THE EARTH A ONE PAGE DUNGEON OF SALT, A SENILE LICH, AND CARNIVOROUS EYEBALLS BY KEZLE

The salt mines of the Tenochztl Empire were as famous as the splendorous wealth displayed in their great stone pyramids. Gonzalo de Soro and his conquistadors dismantled that legacy. They would have fled with the wealth too if not for the final stand of the Tenochztl in the mines below their ruined city. But salt doesn't bury the past, it preserves it.

**INSTRUCTIONS** - Cut out map and cover in salt. Clear a patch at entrance (1). Players may then trace their path. With a **Borer**, they may carve new paths, ignoring walls. Can trap or funnel Eyes and denizens this way (or open up new routes for Eyes to pursue!).

- **1. SACRIFICE PIT (ENTRANCE)** 100ft deep. Pyramid of shattered skeletons of former sacrifical victims piled up to 60ft. Corpses become better preserved as you descend. 1 in 3 chance of victims from bottom becoming **Salted** and crawling out, toppling pile.
- **2. SUN COLLECTION** A salt crystal 'chandelier' hacked out of ceiling reflects light from a funnel to the surface to illuminate a glittering cavern. De Soro plans to channel light from solar eclipse through crystal to complete ritual to transport mines and treasure to his homeland. Has miscalculated and will actually flip heaven and earth: landing the surface underground.
- **3. DRAINAGE PIT** 16ft deep. A **Colossal Gelatinous Cube** glides through the maze of impaling spears at the bottom, splitting and reforming. Lich Coin glitters in a skeletal hand inside the Cube.
- **4. BATTLEFIELD** Corpses locked in conflict. Fleeing conquistadors preserved as they fled with their treasures. Each is missing an eye. Bodies of pursing Tenochztl warriors are unscathed, snuffed out in an instant when **De Soro** transformed.

## 5. CONQUISTADOR SHIP (OCEAN ENTRANCE) -

Half a calcified ship battered through the cliff cave. An **Ahuizotl** lairs here, blindly feeling its way with the hand on its tail. Its collection of fingernails and teeth chatter in a hull awash with brine, **Temple Treasures**, and a **Lich Coin**.

## 6. CARVING FLOOR (BLOCKED ENTRANCE) -

Scattered with stone grinders, carts, and remains of mine equipment. Crank leather belt travels up to blocked entrance to pyramid ruins where Lich Coin is stuck along with explorer's corpse.

- **7. PREPARATION ROOM** Stone operation table where **Salted** toil to create **Guardians**. With no preserved bodies left, they will stuff anything into the throat of those they catch. Buried in an eroding chest, the shrunken **Body of a Godling** remains. Can communicate if host found and delusion of divinity preserved.
- **8. SERPENT'S TAIL** Primordial Serpent caught in cave in. Its ribcage created a tunnel back to its nest where 6ft eggs lie dormant. 1 in 6 chance of hatching with heat.
- **9. HEAVENS BELOW** 30ft stone calendar of heavens carved into floor. If deciphered, reveals solar eclipse is approaching. **De Soro** lairs here, studying chart and arranging **Lich Coins** for ritual.
- **S. SALTED STORAGE** Rows of **Salted**: preserved bodies, sacrificed in pit (1.) to become workers in mine. Resemble beef jerky on legs.
- **M. MINES Salted** still work the mines, expanding it with bare hands and broken bones. 1 in 3 chance of striking gold or mineral vein.
- **E. EVAPORATION CHAMBERS** Once used to turn excess brine into salt. No longer functioning. NW chamber is calcified solid. Can restart pump and **flood drainage pit (3)** from there.





**GONZALO DE SORO** - Conquistador captain turned lich. Growing senile without Lich Coins. Alternates between using the Eyes to find coins and eating them if he forgets.



**LICH COINS** - 27 pieces of Tenochztl gold making up **de Soro's** phylactery. Without them he is weaker but cannot be killed. Needs them to complete ritual. Their curse draws holders (potentially PCs) to the mines.



**BORER** - Ancient digger carts for moving and push through salt. Slow. Fragile.



wandering eyes - Eyes of conquistadors cursed as part of de Soro's lich ritual. Giant, immortal eyes, they roll through mines driven by the sight of treasure (especially Lich Coins) despite the sting of the salt. Pursue persistently but cannot cross salt barriers. Can hupnotise and eat with 'pupil'.



**GUARDIANS** - Preserved **Gator Men** with the shrunken bodies of **Tenochztl godlings** embedded in their throat, speaking for their hosts. Protect **Salted** from **Eyes**.