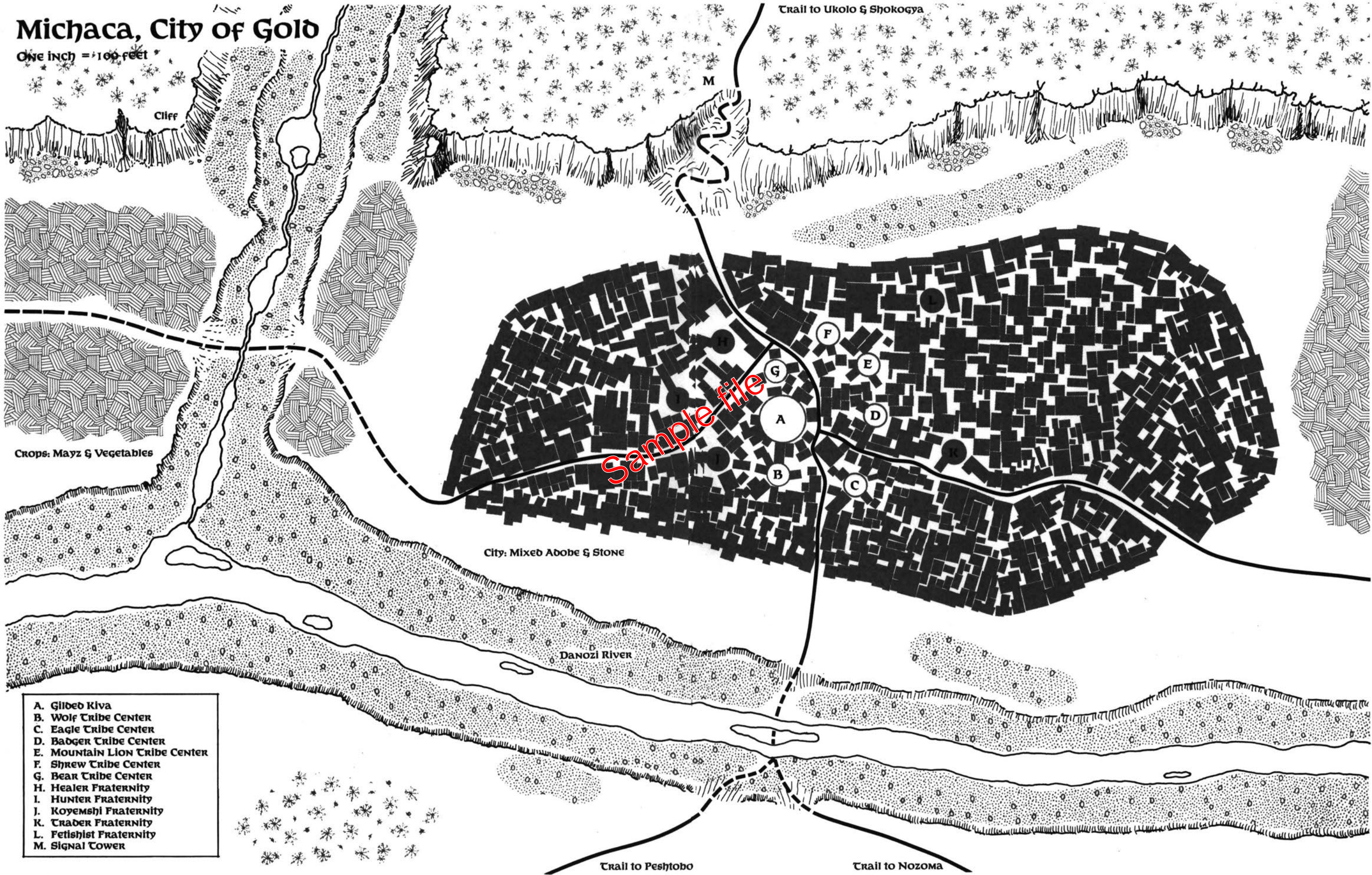


# Michaca, City of Gold

One inch = 100 feet



Cliff

Trail to Ukolo & Shokogya

M

Crops: Mayz & Vegetables

City: Mixed Adobe & Stone

Danozi River

Trail to Peshtobo

Trail to Nozoma

- A. Gilbed Kiva
- B. Wolf Tribe Center
- C. Eagle Tribe Center
- D. Badger Tribe Center
- E. Mountain Lion Tribe Center
- F. Shrew Tribe Center
- G. Bear Tribe Center
- H. Healer Fraternity
- I. Hunter Fraternity
- J. Koyemshi Fraternity
- K. Trader Fraternity
- L. Fetishist Fraternity
- M. Signal Tower



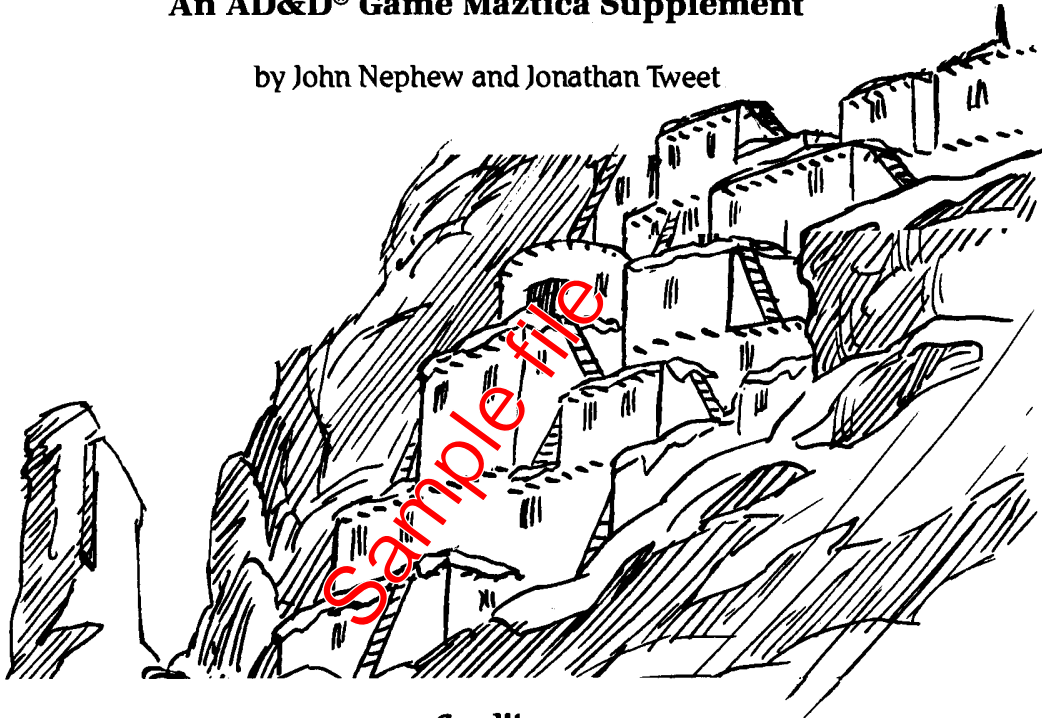
FORGOTTEN REALMS®

Official Game Adventure

# CITY OF GOLD

An AD&D® Game Maztica Supplement

by John Nephew and Jonathan Tweet



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To Zara and Tracy, perle wythouten pere, more precious than gold.

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by John Nephew and Jonathan Tweet

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# Introduction

## The Legend of the City of Gold

Maztican storytellers say that when the gods decided to make mankind, they first fashioned him out of clay. But the clay man was washed away by the river. Again they fashioned man, now of wood, but fire consumed the wood. Again they tried, this time with gold, precious and eternal. Surely the man of gold would last, and serve them as they desired. But no heart, no breath was in the gold and so it could not live. Though beautiful, strong, alluring, the man of gold was a false hope. He could not please the gods.

To create man, the gods had to give of themselves. Only from their own flesh and blood could human beings come to life and flourish. And so it is that the truest value is purchased only at the greatest cost—one's self.

This wisdom is reserved to the gods, for clearly men are foolish. When the men of the north found the gods' man of gold, they bowed low in worship before the thing, believing it to be a god. The gods became angered and destroyed the blasphemers.

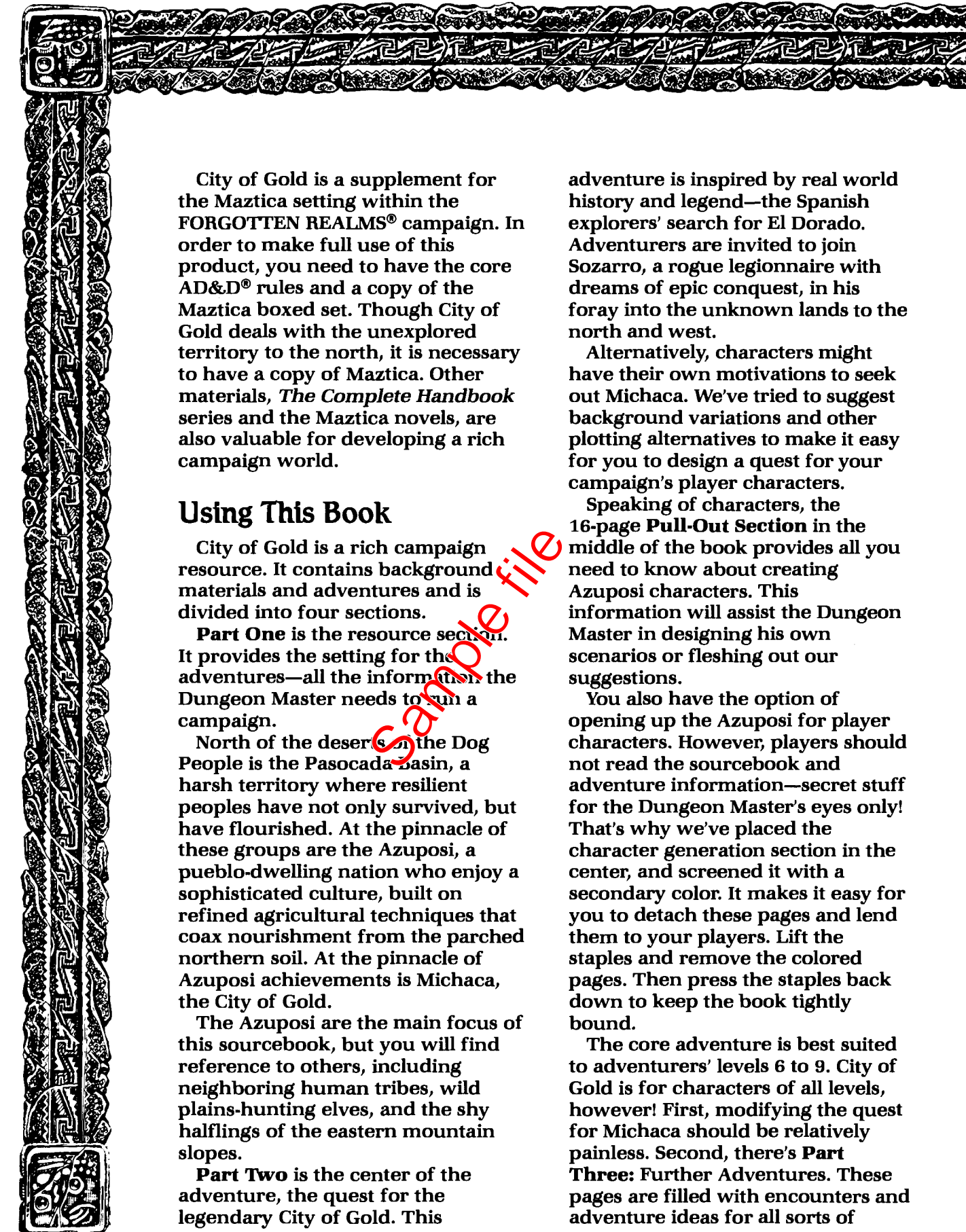
Again men found the failed man of gold. The sight of so much wealth filled their hearts with greed and they toppled him and melted him down, making jewelry and precious objects. "Now," they said, "we are rich, and shall never need to work."

But when everyone had gold, its value was lost. No one would work, for they were rich, and rich people need not work. And no

one tilled the fields. Hunger came, and strife. Evil men stole and killed, not only to survive, but to steal as much gold as they could.

Years passed, and a third tribe of men came. They found much gold among the bones of the evil men. "This gold is dangerous," warned Chief Tapeyzin. "It is a gift of the gods, but see how the love of it has destroyed these men. Therefore we will not take it for ourselves, but follow wisdom and use it to delight the gods. "We shall build a magnificent city, under a cliff. A shining, golden jewel that the gods, looking down from the heavens, will be gladdened with the beauty we have wrought from their gift. We will make golden vessels for gifts and we will trade gold to men of distant lands, and buy gifts for the gods. By returning the gold to the gods, we will please them. Then will their blessings fall upon us." In this way was Michaca, the City of Gold, built. The wisdom of its people made it strong. The gold was a treasure for them because it not their treasure, they did not cache gold from greed. They gave of themselves, to honor the gods and give back to the earth what is hers. For this the gods rewarded them with peace and prosperity.

The City of Gold still flourishes, and children play, laughing in radiant streets. They are raised with the wisdom to know that it is the golden glow within their breasts, not the gold in the walls of the city, that is the real treasure.



City of Gold is a supplement for the Maztica setting within the FORGOTTEN REALMS® campaign. In order to make full use of this product, you need to have the core AD&D® rules and a copy of the Maztica boxed set. Though City of Gold deals with the unexplored territory to the north, it is necessary to have a copy of Maztica. Other materials, *The Complete Handbook* series and the Maztica novels, are also valuable for developing a rich campaign world.

## Using This Book

City of Gold is a rich campaign resource. It contains background materials and adventures and is divided into four sections.

**Part One** is the resource section. It provides the setting for the adventures—all the information the Dungeon Master needs to run a campaign.

North of the desert of the Dog People is the Pasocada Basin, a harsh territory where resilient peoples have not only survived, but have flourished. At the pinnacle of these groups are the Azuposi, a pueblo-dwelling nation who enjoy a sophisticated culture, built on refined agricultural techniques that coax nourishment from the parched northern soil. At the pinnacle of Azuposi achievements is Michaca, the City of Gold.

The Azuposi are the main focus of this sourcebook, but you will find reference to others, including neighboring human tribes, wild plains-hunting elves, and the shy halflings of the eastern mountain slopes.

**Part Two** is the center of the adventure, the quest for the legendary City of Gold. This

adventure is inspired by real world history and legend—the Spanish explorers' search for El Dorado. Adventurers are invited to join Sozarro, a rogue legionnaire with dreams of epic conquest, in his foray into the unknown lands to the north and west.

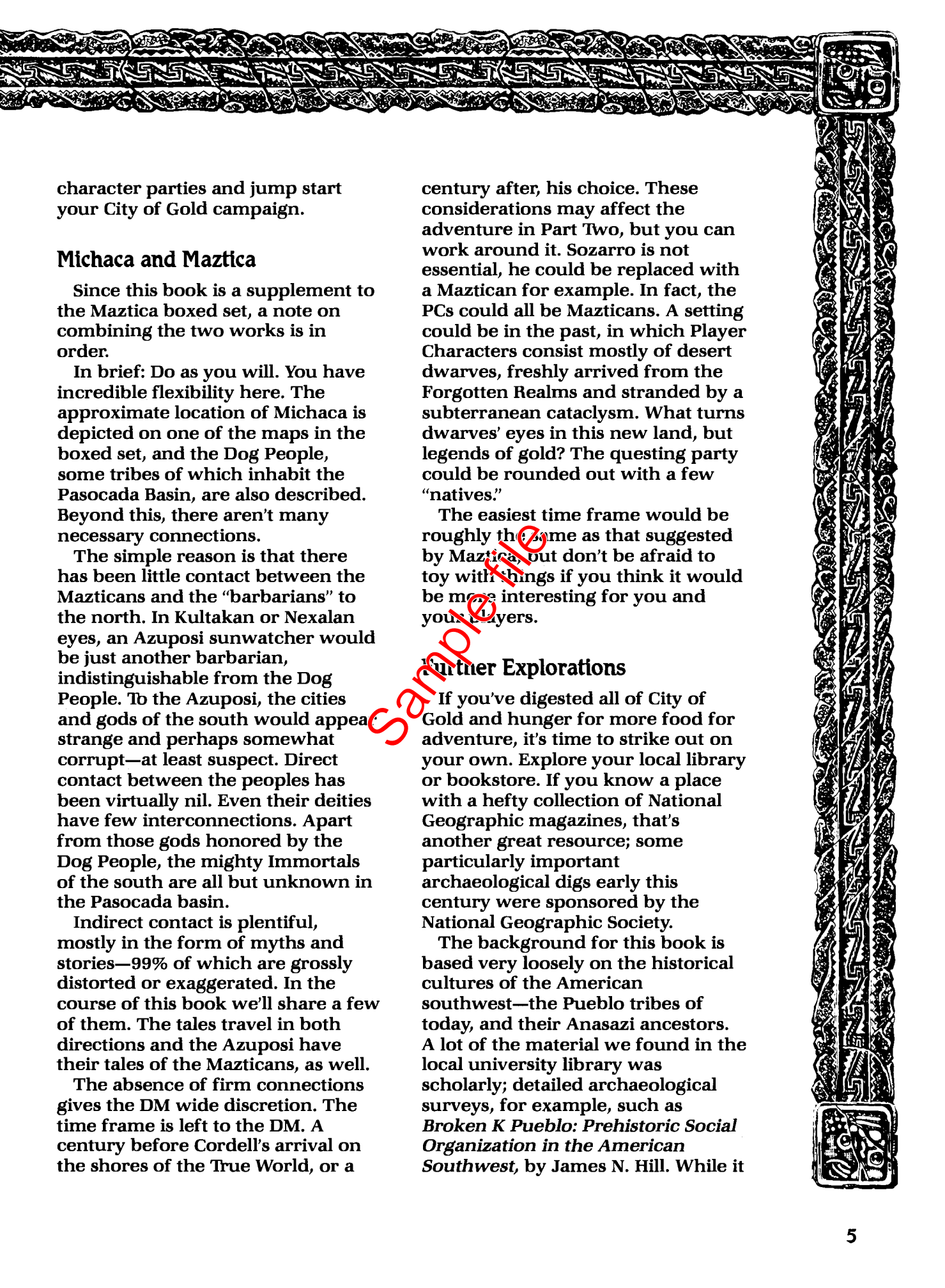
Alternatively, characters might have their own motivations to seek out Michaca. We've tried to suggest background variations and other plotting alternatives to make it easy for you to design a quest for your campaign's player characters.

Speaking of characters, the 16-page **Pull-Out Section** in the middle of the book provides all you need to know about creating Azuposi characters. This information will assist the Dungeon Master in designing his own scenarios or fleshing out our suggestions.

You also have the option of opening up the Azuposi for player characters. However, players should not read the sourcebook and adventure information—secret stuff for the Dungeon Master's eyes only! That's why we've placed the character generation section in the center, and screened it with a secondary color. It makes it easy for you to detach these pages and lend them to your players. Lift the staples and remove the colored pages. Then press the staples back down to keep the book tightly bound.

The core adventure is best suited to adventurers' levels 6 to 9. City of Gold is for characters of all levels, however! First, modifying the quest for Michaca should be relatively painless. Second, there's **Part Three: Further Adventures**. These pages are filled with encounters and adventure ideas for all sorts of





character parties and jump start your City of Gold campaign.

## Michaca and Maztica

Since this book is a supplement to the Maztica boxed set, a note on combining the two works is in order.

In brief: Do as you will. You have incredible flexibility here. The approximate location of Michaca is depicted on one of the maps in the boxed set, and the Dog People, some tribes of which inhabit the Pasocada Basin, are also described. Beyond this, there aren't many necessary connections.

The simple reason is that there has been little contact between the Mazticans and the "barbarians" to the north. In Kultakan or Nexalan eyes, an Azuposi sunwatcher would be just another barbarian, indistinguishable from the Dog People. To the Azuposi, the cities and gods of the south would appear strange and perhaps somewhat corrupt—at least suspect. Direct contact between the peoples has been virtually nil. Even their deities have few interconnections. Apart from those gods honored by the Dog People, the mighty Immortals of the south are all but unknown in the Pasocada basin.

Indirect contact is plentiful, mostly in the form of myths and stories—99% of which are grossly distorted or exaggerated. In the course of this book we'll share a few of them. The tales travel in both directions and the Azuposi have their tales of the Mazticans, as well.

The absence of firm connections gives the DM wide discretion. The time frame is left to the DM. A century before Cordell's arrival on the shores of the True World, or a

century after, his choice. These considerations may affect the adventure in Part Two, but you can work around it. Sozarro is not essential, he could be replaced with a Maztican for example. In fact, the PCs could all be Mazticans. A setting could be in the past, in which Player Characters consist mostly of desert dwarves, freshly arrived from the Forgotten Realms and stranded by a subterranean cataclysm. What turns dwarves' eyes in this new land, but legends of gold? The questing party could be rounded out with a few "natives."

The easiest time frame would be roughly the same as that suggested by Maztica, but don't be afraid to toy with things if you think it would be more interesting for you and your players.

## Further Explorations

If you've digested all of City of Gold and hunger for more food for adventure, it's time to strike out on your own. Explore your local library or bookstore. If you know a place with a hefty collection of National Geographic magazines, that's another great resource; some particularly important archaeological digs early this century were sponsored by the National Geographic Society.

The background for this book is based very loosely on the historical cultures of the American southwest—the Pueblo tribes of today, and their Anasazi ancestors. A lot of the material we found in the local university library was scholarly; detailed archaeological surveys, for example, such as *Broken K Pueblo: Prehistoric Social Organization in the American Southwest*, by James N. Hill. While it