

# Tuesday Terribles

## Codex Corozal

By Whiskey

Named for the small town in which it was discovered, The Codex Corozal is a series of Mayan Hieroglyphs painted upon rough paper pages made of tree bark. Portions of the codex blackened, and it appears that someone once tried to set in on fire. The Spanish destroyed many Mayan codexes in the 16th century. This particular work is presently unknown in archeological circles and would be considered a great find.

The glyphs depict a group of priests gathering prisoners on the summer solstice and taking them out to sea on small rafts. The bound prisoners are then pushed into the deep where they float down to a temple under the water where a different set of priests, many of whom are depicted with green dye upon their skin, gather them and pull them inside the structure. Then, on the Spring Equinox the Green Dyed priests visit a town bearing large bundles, which are received by the original priests with great celebrations and fertile crops.

While the book itself only hints at terrible things, the true danger doesn't come from what is depicted upon the pages. The book itself acts as a link between the reader and a Starspawn that dwells in a sunken temple off the coast of modern day Belize. At the end of one week of study, the Starspawn will contact the reader in a dream. If the researcher has at least 14 POW they will be deemed a worthy candidate. If the reader is not chosen, they will wake from nightmares and lose one point of Sanity. If the reader has been chosen to serve, the Starspawn will attempt to coerce the will of the reader. If it succeeds in a POW Contest (Starspawn POW: 23) the chosen reader departs for Corozal upon waking, seemingly of their own free will.

The reader may try to break the hold once each day. Each time the reader is successful, they earn a 5% bonus to their next attempt to break the spell. Each night, the Starspawn will try to re-dominate the chosen servant as needed. If the spell is resisted three times, the following evening the Spawn will cast Breath of the Deep upon the victim. If they survive, the ordeal is over until the next Summer Solstice when the Starspawn will try again to summon the victim.

The chosen one experiences intense dreams and visions while traveling to Belize. If the Starspawn's control is complete, these will be ecstatic in nature. The dreamer yearns to dive into the open sea and join with something far greater than themselves. If the dreamer is resisting the Starspawn, then their dreams become night terrors and they may very well develop Thalassophobia, fear of the ocean.

Upon reaching Corozal, the servant will be contacted by local worshippers and secreted to a remote seaside village. Here they will dwell in tropical splendor until the next full moon. As the tide rises, the candidate is granted a spell, which allows them to breath underwater so that they may swim down to the temple to meet the Starspawn in person. Whether they become a sacrifice or a servant is up to the Keeper.

### Codex Corozal

Language: Mayan Glyphs

Cthulhu Mythos: +3%

Sanity Loss: 1/1d2

Study Time: 2 weeks

Spells: (see text)

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