

MGP1

# XIBALBA

The Place of Fear





# XIBALBA

With a name that means the “Place of Fear” in an archaic Payit tongue, Xibalba’s tortures and inflexible order are the closest the Maztican afterlife gets to the Nine Hells. Along with Mictlan, it is one of two planes known for mortal visitors, and many a legend involves at least a brief foray in this lawful evil temeno.

## THE MGP SERIES

The **MGP** tag stands for the *Maztican Great Pyramid*. The Great Pyramid is an entire cosmology introduced in the 1991 **Maztica Campaign** Set and followed up on in both **TWC1 The Maztican Campaign Guide** and **MGP0 The Great Pyramid**.

Seventeen planes known as temenos exist as part of this ziggurat-shaped cosmology and this product fully describes one of them - the lawful evil plane of Xibalba.

## OVERVIEW OF XIBALBA

Dominated by a massive city encircled with rivers of scorpions, blood, and pus, the city consists of houses of torment and a ballgame court of massive proportions. Surrounding the city is an endless and unforgiving desert populated by ravenous vulture-demons but it is said that there is a place hidden in the west where a damned tonalli (soul) can find brief respite or a mortal visitor can find succor.

Xibalba is a “Shadow World” of the Great Pyramid and the final destination of tonalli who were utterly inflexible in life and often used their rigidity as an excuse for cruelty.

## DEMONS OF XIBALBA

It is difficult to explain to foreign born men and women that Xibalba is a hell, yet is occupied by powerful and unique *demons*. In truth, this is a result of semantics and translation into the Faerûnian common tongue. The term “demon,” in the sense that an Amnian would understand, is not an accurate descriptor for the supernatural beings that inhabit Xibalba. Due to their outlook, “devil” may be closer to reality, but even that is not a wholly accurate name. The supernatural beings of Xibalba simply are what they are.

There are three levels in the hierarchy of these demons. At the very bottom are infernal creatures that share much in common with normal animals like vultures, jaguars and bats. These creatures are far crueler than their mortal kin and are of a supernatural nature. The jaguars and bats occupy houses where the higher ranked demons like to torture souls and mortals alike. The vulture-beings are known as *dtutuncan* and lead mortals to danger so they can pick at the bones of the dead, though they are more than capable themselves when in a flock.

Next is the demonic hierarchy. This consists of ten unique beings that oversee a number of forms of human suffering both in Xibalba and in the mortal world of Maztica. The demoness Xquic is also often lumped into this group, but she actually stands by herself outside the hierarchy as an exile and a traitor.

The demonic hierarchy are identified in pairs that relate to different forms of human suffering; Xiq'iri'pat (“Scab Stripper”) and Kuchuma Kik’ (“Blood Gatherer”), whose powers are capable of sickening people’s blood; Ajal Puj (“Pus Demon”) and Ajal Q’ana (“Jaundice Demon”), who cause people’s bodies to swell up and often explode in a shower of blood; Ch’amiya B’aq (“Bone Scepter”) and Ch’amiya Jolom (“Skull Scepter”), who turn dead bodies into skeletons to destroy their enemies; Kik’Re’ (“Bloody Teeth”) and Kik’Rixk’Aq’ (“Bloody Claws”), who hide in the unswept areas of people’s houses and stab them to death when they are most vulnerable; and Xiq (“Wing”) and Patan (“Packstrap”), who cause people to die by coughing up copious amounts of blood. Note that these are the incarnations as the demons as they presently stand and in the past there were other names and incarnations.

Finally there are two godlike beings known as Jun Kame (“One Death”) and Wuqub’ Kame (“Seven Death”), who were once deities of death worshiped by the early folks of Payit. They surrendered much of their power in a wager with two mortal twin humans known as the Hero Twins when they were defeated in a ballgame match. Their divinity is gone, but they still wield power in the True World and absolute power in Xibalba.

### REACHING XIBALBA

Xibalba can be reached by any spell or ability that would also allow a character to enter the Nine Hells. Only folks who worship at least one member of the Maztican pantheon itself may do so with success. Faerunians may reach the temeno through a portal or gateway created by an ally (or enemy), however.

Sometimes, even the most evil of supernatural inhabitants of Xibalba will bargain or deal with particularly charismatic Mazticans but foreign trespassers are rarely afforded the same luxury. The game effects amount to Disadvantage on all Charisma based checks when dealing with Xibalban outsiders.

Many of the same reasons a Faerunian PC might want or need to travel to the Nine Hells could also apply to Xibalba. Perhaps there is a particular tonalli which the PCs must speak with for a long lost secret? Perhaps instead this information can only be garnered from one of the plane’s terrible demons? Some spellcasters (hishnacasters in particular) are now known to summon demons from this terrible realm, and the demons themselves have been known to enter the mortal world on many occasions.

Then there are the Hero Twins. Are they gods or men? What secrets do they hold and can they offer power over the demons themselves? Are there riches to be found with their aid?



## FEATURES OF XIBALBA

Xibalba, like all tenemos with the exception of Mictlan, is but a single infinite realm with only one level. No matter where one stands on the plane, a grand ball court (the grandest in all the multiverse) is in view through the dust and haze. No matter how far one travels from this “center” of the plane, it is always less than a day’s travel to return. If a traveler heads due west from the ball court they will pass through demon infested wastes to reach the Calpulli of the Sun and Moon where the Hero Twins hold court and can offer some succor to the tormented spirits of the plane for a short time.

East, north and south also lead into barren wastes, but they are not unoccupied. The entire temeno is known for its unique entities who’s only purpose in existence is ensuring the tonalli of the plane suffer for eternity. Most spirits only know of the existence of the Hero Twins but do not know where they reside and the dtutuncan routinely confound those who seek them out.

## THE GRAND BALLCOURT

This massive stadium is the spiritual and physical center of the plane of Xibalba. With the exception of tonalli that escape into the wastes, every soul to ever occupy Xibalba spends the majority of its time here. Distance in the stadium is distorted and is unsettling for living beings. The seating is almost vertical and living creatures who attempt to watch the game must make a DC 14 Wisdom saving throw every hour or willingly lean over and drop into lower levels of seating causing 21 (6d6) bludgeoning damage in the process. Allies can easily prevent this from occurring and affected PCs snap out of the trance that leads to these falls at the start of their next turn.

The grand ball game itself is extremely lopsided. A team of four of the demonic hierarchy often squares off against an equal number of randomly selected souls of the dead. The demons enjoy administering different tortures and humiliations for the tonalli during the game itself, but the souls still attempt to endure it. This is because they know that once the game is concluded they are sacrificed on the ball court itself, erasing them permanently from existence. The gore from the game and subsequent sacrifice itself is left right where it lays unless one of the players decides to eat the leavings. Rot does not occur on Xibalba so the entrails and gore can remain indefinitely.

In all of the time of creation, the demonic entities have only lost on three occasions. Twice, however, the winning teams did not obtain a proper agreement from the demons and their torment afterwards was only prolonged. The balls used in the game are the heads of these victors - still very much aware and suffering.

The Hero Twins however, somehow convinced the demons to release them upon their victory. It is said that they challenged the demons themselves and humiliated them by playing with only two players against the opposing four. Perhaps it was respect gained in these overwhelming odds that the demons honored their bargain. The respect lost led to Jun Kame and Wuqub' Kame's loss of much of their personal power and divinity.

## CALPULLI OF THE SUN AND MOON

Far to the west of the Grand Ball Court lies the Calpulli of the Sun and Moon. It is the abode of the Hero Twins and only respite that can be found anywhere on the plane. The twins are named Xbalanque and Hunahpu, but those names are intentionally forbidden from being spoken anywhere in Xibalba.

They came to Xibalba in ancient times to reclaim the tonalli of their fallen father and uncle Hun Hunahpu and Vucub Hunahpu after the two were unfairly slain during a ball game on Maztica where it is rumored Zalteco himself had secretly participated. Not knowing that they faced an actual god, the two suffered an untimely death before what should have been their time. The Twins came to avenge their relatives but were too late. The uncle and father had defeated the demons in a match and now their heads were used as the game's balls. The demons tried every trick they knew to humiliate the Hero Twins, but they had been warned beforehand by Xquic and managed to thwart their every trick. The Hero Twins won the match and outsmarted the demons in every way.

As part of the deal of their victory, no inhabitants of Xibalba may enter the Calpulli of the Sun and the Moon without the express permission of the Hero Twins. They allow tonalli to enter, but the souls cannot stay long. Within hours of entering they begin to fade until they finally disappear and reform right back in the city of Xibalba. Such escapees are typically sought out and targeted for punishment beyond even the norm, but most tonalli feel it was worth their short respite. Unfortunately upon their return, all knowledge of the Calpulli of the Sun and Moon's location is gone. If they ever wish to return, they must somehow escape once again and find their way westward once again.

## THREE RIVERS OF XIBALBA

Surrounding the city and grand ball court are three “rivers” that form an effective blockade which prevent tonalli from escaping into the wastes. These rivers are unnamed, but are rather easy to describe.

The first is a river comprised entirely of hot blood. Though it isn't boiling, it still causes 3 (1d6) fire damage if touched or 14 (4d6) fire damage for every round of immersion. The River of Blood is also easily visible from the ball court, and tonalli are more than willing to call attention to potential escapees in order to gain what they think will be the temporary goodwill of the demons.

As if a river of hot blood wasn't vile enough, the second's foul nature could turn the stomach of a ghoul. The stench of rot and a cloud of buzzing flies is the first indication that one is approaching the River of Pus. Walking within 30 feet of the river forces a creature to make a DC 13 Constitution save or be poisoned until the start of its next turn. On a successful save, the creature is immune for 24 hours. Entering the river forces a new save at Disadvantage.

The final river consists wholly of scorpions that flow along with a current like any river would. Entering the river forces the poor creature to suffer 21 (6d6) piercing damage and make a DC 14 Constitution save or suffer an additional 18 (4d6) poison damage from hundreds of tiny stings.



## THE SIX HOUSES OF XIBALBA

Nearly all portals to Xibalba from the Material Plane lead directly to a courthouse only a short distance from the Ball Court. Visitors are in no immediate danger, but will usually be greeted by every one of the demons in the hierarchy. What they will likely not know however, is that most of the demons are illusions, typically with the exception of one pair. Perceiving the deception is remarkably difficult, requiring a DC 20 Wisdom (Perception) check to identify the ruse.

One of the “demons” will invariably order visiting mortals to sit. The command is a magical *suggestion* which requires a DC 14 Wisdom save to resist. The seat itself has a blazing hot internal fire that is undetectable until it is too late. A PC who sits takes 14 (4d6) fire damage, and incites uproariously loud laughter from the illusionary and real demons present. The demons love nothing more than to humiliate mortals. Due to their lawful nature, they do stick to a set of rules, however, and will not outright kill PCs, unless of course they are attacked first. If visiting PCs are seeking something in Xibalba, whether it is an item, a specific tonalli, or information; the demons are typically willing to make a deal or wager with the mortals. A successful DC 11 Charisma (Persuasion) check will allow PCs to initiate the bargaining. Failing the check will cause the demons to demand the mortals return to where they came from and a success will start negotiations. Remember that PCs that are non native to the True World suffer Disadvantage in such a check. PCs who fail and refuse to leave are attacked by the pair of non-illusionary demons.

The terms of a bargain typically involve the characters surviving a night in one to six of the Houses of Xibalba and possibly to play the gods in a ball game. The purpose of staying in each of these houses is to humiliate mortals, and the demons do not expect them to survive. Making it look too easy is a good way to go directly to a ball game of which the possibility is included in every contract.

### THE HOUSE OF DARKNESS

The first house is the least deadly of them all, but can severely weaken PCs who must attend others. It is a house of pure darkness where no outside light can enter. As part of the challenge, each PC is typically given a candle which they cannot allow to go out throughout a full evening. The candle can be maintained, but PCs may not rest at all during the night. Keeping the candle lit is supernaturally exhausting and PCs who participate in the challenge receive 1d4-1 levels of exhaustion at the challenge's conclusion.

### THE HOUSE OF COLD

As its name implies, the second house is supernaturally cold. A strong wind blows through the house at all times and PCs must make a DC 14 Constitution saving throw each hour (a typical evening in this house lasts 9 hours) or suffer 14 (4d6) cold damage.

PCs can use magic to avoid the effects of the cold, but if they do so and the demons detect it they will most likely insist on a *Ball Game Challenge*.

### THE HOUSE OF JAGUARS

Tecuni are the jaguar-like demons of Xibalba and a half dozen hide in the shadows of the third House of Xibalba. Surviving this house is essentially straight up battles as the creatures attack in pairs at different times of the night. They come from the shadows with little warning and attempting to rest almost always triggers an attack. Clever PCs can eliminate all six tecuni early this way and receive a full night's rest. If the DM desires, such clever behavior could incite the demons to make a *Ball Game Challenge*.

### THE HOUSE OF BATS

Like the house of jaguars, the house of bats is an evening of battles. This one pits the PCs up against a six tzinacan, the bat-like entities that love to behead their victims with their razor edged claws. Like the tecuni, they attack in pairs at different points in the evening but they are accompanied by hundreds of normal bats that obscure vision and prevent easy targeting of the actual foes. This gives PCs Disadvantage on all melee attack and damage rolls while fighting the tzinacan.

The house interior appears much like a cavern and the normal bats cling to the ceiling while they are inactive. Slaying the swarm before the tzinacan attack makes the battles easier, but this could cause the demons to insist on a *Ball Game Challenge*.

### THE HOUSE OF BLADES

In this house small obsidian blades continually shoot from tiny apertures in the wall and smash into tiny fragments at opposite ends. Each minute a PC spends in the house, he will suffer 7 (3d4) damage from the flying blades. There are safe zones in the house though and if they are found, the house of blades becomes a location where the party could receive a full night of rest. Finding a safe zone requires a DC 14 Intelligence (Investigation) check, but also subjects the searching PC to a blade attack each round.

PCs who emerge from the House of Blades with no damage are likely to incite a *Ball Game Challenge* from the demons.

### THE HOUSE OF HEAT

Occasional flames burst in random locations in the House of Heat which quickly die out on their own. The damage caused is less than that of the House of Cold (DC 14 Dexterity saving throw or take 7 (2d6) fire damage, save negates), but the room is also supernaturally warm. In addition to the damage, PCs must make a successful DC 14 Constitution save at the end of the evening or suffer 1d4-1 level of Exhaustion. The flames will "attack" once each hour in a 9 hour evening.



## THE BALL GAME CHALLENGE

If the PCs have made a deal to endure evenings in one to six of the Houses in a bargain with the demons and seem to be having an easy time of their ordeal, the demons may alter the conditions and trade any remaining evenings for a game in the Grand Ball Court. Two demons, along with two additional players taken from the hordes of tonalli will match up against the PCs for the final challenge of whatever deal was made.

This event can be handled in a number of ways. DMs may want to familiarize themselves with the game rules introduced in [TWR2 The Maztican Ball Game](#) (found in the DMSGuild) or simply describe the events of the game allowing good role playing to lead to a win. Two PCs at least must volunteer to play, but perhaps Xquic (hidden in the throngs of tonalli) contacts her sons the Hero Twins who ask to join the PCs in a classic rematch. The demons must comply by their own laws.

## THE FLOWERS OF XIBALBA

A possible reason for PCs to travel to Xibalba and bargain with its cruel demons is for one of the unique and magical flowers that are found singly in the otherwise barren wastes of the desert. Some are found by the vulture-like dtutuncan and plucked for favors from the demon hierarchy. The flowers have many unique powers and some possess the only known cure for supernatural diseases unleashed on the mortal plane.

The search for a particular flower can be the basis of an entire adventure set in Xibalba or it can appear as random treasure. However, considering many of the effects of the flowers are powerfully beneficial, the DM should consider dispensing them with extreme caution. Such flowers can not be duplicated or grown through any normal or magical form of botany. If the PCs come across a flower randomly, the DM may determine its powers using the tables below to provide inspiration. They may also roll 1d6 three times to select an appearance, a method of use and a power from the tables.

This is an opportunity for the DM to be as creative as they would like to be and the tables can be ignored entirely. The Flowers of Xibalba are all unique, and PCs should never come across two that have identical properties.

### FLOWER APPEARANCE

#### Roll Appearance

- 1 A crystalline bell shaped tulip with a glowing blue rim. It is capable of holding a pint of liquid such as water.
- 2 A purple dahlia with yellow and pinkish stamen that writhe constantly like tentacles.
- 3 A rainbow-hued rose. Each petal contains every color of the rainbow.
- 4 A pure black peony interspersed with streaks of electric greens and yellows.
- 5 A silver and gold amaryllis that has a hazy, dream-like quality. Almost as if it is being observed in the bright sun independent of actual illumination.
- 6 A massive sunflower with alternating red and sky blue petals. The seeds are colored cyan and are ripe, but are infertile.

Note that under no circumstances may more than one creature gain the benefits of a single flower.

### FLOWER USAGE

#### Roll Means of Use

- 1 Flower must be dried and used as a potpourri. First creature to inhale its pleasant aroma gains the flower's benefit.
- 2 Petals of the flower are dried and can be used to brew tea. A creature must imbibe the entire brew to gain its benefit.
- 3 Flower must be picked and worn in hair for a full week before gaining its benefits.
- 4 Entire plant must be ground into a paste and smeared onto a creature's body in order for the creature to gain its benefits.
- 5 Flower must be shaken and a creature must be coated in the resultant deluge of pollen in order to gain all of the benefits of the flower.
- 6 Flower must be consumed, but only under a special circumstance such as under the light of a full moon or during a solar eclipse.

The following abilities take effect the moment a creature uses the flower as indicated in the **Flower Usage** table above.

### FLOWER GRANTED ABILITIES

#### Roll Ability

- 1 Creature is granted the permanent ability to fly at a speed of 30 feet. The ability is magical and if dispelled returns after a Long or Short Rest.
- 2 Once per day, the creature may choose to reroll a single failed saving throw.
- 3 Creature gains a permanent +1 bonus to a single ability score.
- 4 Creature gains proficiency in a skill which they did not already have.
- 5 Creature can make an additional melee attack once per day as a bonus action.
- 6 Creature gains permanent resistance to one source of damage.

The following example Flower of Xibalba utilizes only some random elements from the tables.

### EXAMPLE FLOWER OF XIBALBA

A crystalline bell shaped tulip with a glowing blue rim. It is capable of holding a pint of liquid such as water. If the flower is filled with any liquid and shattered, the spilled water transmutes all it touches to gold before evaporating. This effect can transmute enough material into gold to amount to 1d10+2 x 1,000 gp.



# DTUTUNCAN

A hellish vulture-like bird of the Xibalban wastes, this creature's name means "those who cross the sky" in the Payit tongue. The bird has no eyes but amazing senses and it only has a single leg. Its breath is the cold wind of death.

**Sentries of the Heirarchy.** The dtutuncan serve the demonic heirarchy as sentries and scouts. Their perception is remarkable and can pick out escaped tonalli or trespassing mortals who brave the wastes of Xibalba searching for the elusive *flowers of Xibalba* or the abode of the Hero Twins.

**Seekers of the Wastes.** The dtutuncan are the lowest form of demon in Xibalba and resent their position. They are forever attempting to gain the favor of the heirarchy and can do so by killing enough mortals, capturing errant tonalli, or delivering a *flower of Xibalba* to one of the demon heirarchy.

## DTUTUNCAN

*Medium fiend, lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	11 (+0)	12 (+1)	8 (-1)

**Skills** Deception +1, Perception +5

**Damage Immunities** necrotic

**Damage Resistances** cold, fire

**Senses** blindsight 200 ft. (blind beyond this radius), passive Perception 15

**Languages** Infernal, Maztican

**Challenge** 1 (200 XP)

**Keen Smell.** The dtutuncan has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The dtutuncan has advantage on an attack against a creature if at least one of the dtutuncan's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The Dtutuncan makes 2 attacks. One with its claw, and one with its soul stealing breath.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage.

**Soul Stealing Breath.** When the dtutuncan attacks with its claw, it also inhales deeply, drawing in both air and a portion of the soul of the creature it is attacking. This results in 7 (2d6) necrotic damage. A successful DC 13 Constitution save halves the damage. If the attack reduces the creatures hit points to zero, the dtutuncan has captured its soul, keeping it safe for transport to the demonic heirarchy.



DTUTUNCAN ARE THE LOWEST FORM OF DEMON IN XIBALBA, AND ALL DEMONS ONCE HELD THEIR FORM. BUT WHERE DO THE DTUTUNCAN ORIGINATE?



# TECUANI

The tecuani are the most powerful of the non-unique demons in Xibalba. They are cruel predators that enjoy making their prey suffer for as long as they can before using their sabre-like teeth to end their victims life.

TECUANI ARE THE FINAL STAGE OF DEVELOPMENT FOR THE NON-HEIRARCHICAL DEMONS OF XIBALBA. ONLY THE GREATEST ARE CHOSEN TO ADVANCE, AND ONLY IN EXTREMELY RARE CIRCUMSTANCES.

## TECUANI

*Large fiend, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	12 (+1)
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**Skills** Perception +3

**Damage Immunities** necrotic

**Damage Resistances** cold, fire

**Senses** passive Perception 13

**Languages** Maztican, Infernal

**Challenge** 4 (1100 XP)

**Keen Hearing and Seeing.** The tecuani has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Pack Tactics.** The tecuani has advantage on an attack roll against a creature if at least one of the tecuani's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The Tecuani makes 2 attacks: one with its bite and one with its claws.

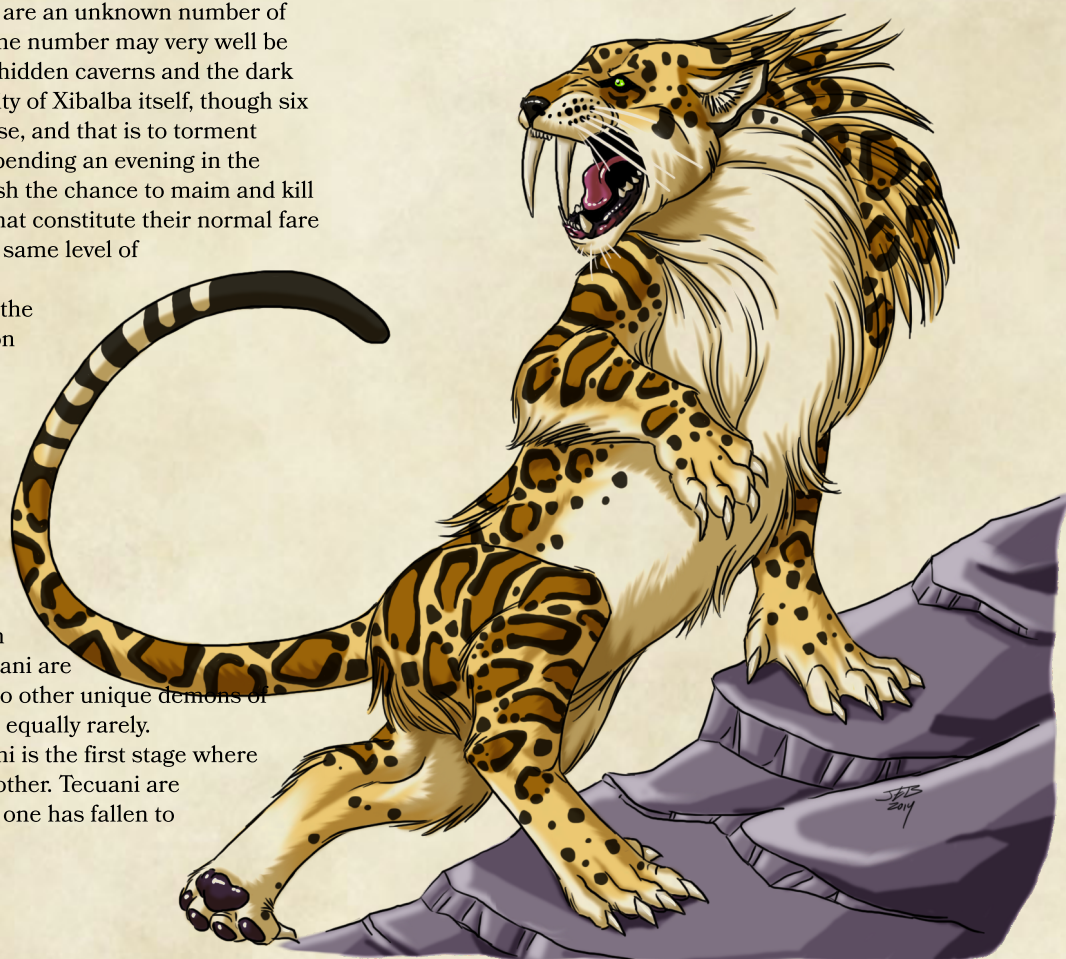
**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 10 (3d6) necrotic damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

**The House of Jaguars.** There are an unknown number of tecuani found in Xibalba and the number may very well be infinite. Typically, they inhabit hidden caverns and the dark corners of the wastes. In the city of Xibalba itself, though six are chosen for a special purpose, and that is to torment mortals that are tasked with spending an evening in the House of Jaguars. Tecuani relish the chance to maim and kill mortal visitors, as the tonalli that constitute their normal fare do not tend to put up quite the same level of resistance.

**The Final Stage.** Tecuani are the final stage before transformation into the greater demons that inhabit the city of Xibalba. In order for the tecuani to advance any further, an "opening" of sorts must occur within the demonic heirarchy. This only happens when a demon has been slain or is for some reason cast out of the heirarchy as an exile. On extremely rare occasions, tecuani are selected for transformation into other unique demons of variable power, but this occurs equally rarely.

**Then there Were Two.** Tecuani is the first stage where demons are paired up with another. Tecuani are only ever found in twos unless one has fallen to calamity.





# TZINACAN

Tzinacan are the bat demons that inhabit hidden caverns and the dark places of Xibalba. They also inhabit the infamous House of Bats, where they are known for their ability to decapitate mortals visitors.



## TZINACAN

*Small fiend, lawful evil*

**Armor Class** 13

**Hit Points** 55 (10d6 + 20)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	8 (+1)

**Damage Immunities** necrotic

**Damage Resistances** cold, fire

**Senses** blindsight 60 ft., passive Perception 13

**Languages** Infernal, Maztican

**Challenge** 3 (709 XP)

**Echolocation.** The tzinacan can't use its blindsight while deafened.

**Keen Hearing.** The tzinacan has advantage on Wisdom checks that rely on hearing.

**Wing Blades.** If a tzinacan reduces a creature to 0 hit points and the creature has a head, it beheads the creature, killing it outright.

### Actions

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6+2) slashing damage plus 10 (3d6) necrotic damage.

**The House of Bats.** With no visible sun, Xibalba still has a cycle of night and day, including "seasons" where night and day vary in length. Night is certainly the purview of the tzinacan, who roam the wastes in pairs, often accompanied by hundreds of normal bats.

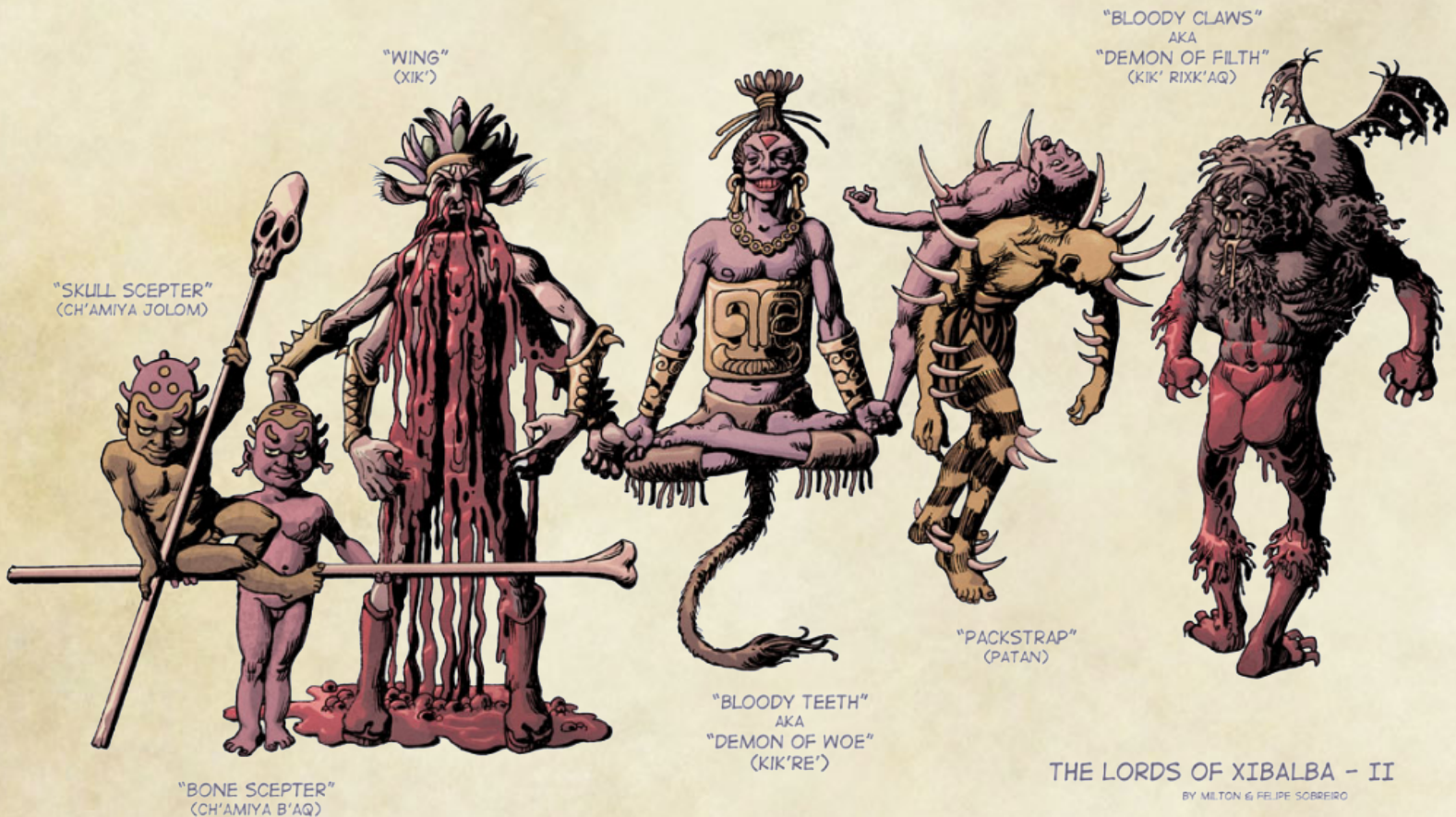
In the city of Xibalba, however, the tzinacan are well-known for their role in the House of Bats, a horrifying test of the demonic hierarchy.

**The Second Stage.** Dtutuncan who serve the demonic hierarchy well or simply get lucky are often transformed into this second stage of development. A tzinacan's main role is to behead mortals in order to obtain a ball for the *Ball Game*. Demons tend to eat the ball after or even at some point during a game, so there is always a need for fresh mortal heads.

DTUTUNCAN ARE TRANSFORMED THROUGH A PAINFUL PROCESS INTO THE BAT-DEMONS KNOWN AS THE TZINACAN. TZINACAN IN TURN FOREVER SEEK TO ADVANCE TO THE POWERFUL JAGUAR-FORM OF THE TECUANI.









## THE DEMONIC HIERARCHY

The twelve members of the demonic hierarchy range in CR from 17 to 23 and unless the PCs are extremely high level they should avoid coming into direct conflict with them. In ages past they would frequently enter the mortal world and cause all manner of suffering but since Jun Kame and Wuqub' Kame lost their divinity, they have tended to remain sequestered in the city of Xibalba. The PCs can avoid direct conflict with the demons by agreeing to spend nights in some of the houses or even to face off against them in the Maztican Ball game.

If the PCs are itching to combat enemies more powerful than the tecuani but less deadly than the demonic hierarchy, there are also a number of less powerful unique demons that inhabit both the wastes and the city. These are always outcasts and some (such as Xquic) even have alignments different from the standard lawful evil.

If the PCs are of significantly high level and do intend to battle the demons, the DM will need to develop statistics and powers for the demons. Remember, they always come in pairs and depending on where the battle occurs, more might join. For their powers, the DM might want to read up on the demons online (each name is taken directly from actual Mayan mythology) using inspiration from the devils and demon lords from **Mordenkainen's Tome of Foes**. In order to accomplish most of what a PC might desire by visiting Xibalba, killing a member of the demonic hierarchy is rarely a necessity.

## JUN KAME AND WUQUB' KAME

"One Death" and "Seven Death" also known among some cultures as Hune-Came and Vucub-Came respectively, were the undisputed leaders of Xibalba (Jun Kame's horrific form is depicted on the cover of this product). Long ago, the two brothers were lesser deities who had worshipers primarily among the Payit and were both gods of death.

The gods became aggravated from the mortal sounds of a ball Game played by Vucub Hunahpuh and Hun Hunahpuh and decided to invite the mortals to compete in Xibalba itself. With little choice in rejecting the offer of the gods of death, the mortals agreed and were summarily slaughtered during the match.

Due to this interaction with the gods the body of Hun Hunahpuh still managed to impregnate the daughter of Jun Came, a fledgling demoness that did not inherit her father's full divinity. Her children, Xbalanque and Hunahpu, however, were born semidivine and from birth planned revenge on their grandfather and granduncle.

The Hero Twins challenged the gods to a game but were first forced to endure the six Houses of Xibalba which they did easily using their supernatural powers. As part of their deal, the gods would have to give up their divinity in order to play fairly against the supposed human mortals. The weakened gods were soundly defeated despite using Hun Hunahpuh's head as the ball which deeply disturbed the twins. Because of their loss, the gods were never able to regain their relinquished power.

## CREDITS

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