

MZS1

MONSTERS OF MAZTICA



A Maztican Campaign Supplement



(C) SilentRavyn

CONTENTS

Ahuizotl	3
Ahuizotl, Maztican	4
Bacar	5
Camazotz, the First Man	6
Chac	7
Chaneque	8
Chickcharney	10
Cihuateteo	11
Cipactli	12
Corollax	13
Ezcochitli	14
Firiji	14
Geonid, Maztican	14
Giant Maztican Cave Locust	14
Golem, Maztican	15
Hakuna	37
H'Calan	16
Itzamti	17
Fire Lizard of Zatal	14
Itzapaplotl, the Obsidian Butterfly	18
Jagre	18
Jaguar Lord	18
Kamatlan	18
Koatlcan	19
Kothoggo	20
Kolan Colossus	22
Lodestone Ooze	22
Luskan	23
Lycanthrope, Maztican	24
Wereeagle	37
Werejaguar	37
Werepiranha	37
Matlazihua	27
Mictlaneca	28
Mictlaneca Tribal Warrior	37
Nagual	29
Onca Augusta	18
Plumazotl	31
Plumed Behemoth	32
Plumed Pteranodon	37
Sand Elder	33
Stone Guardian	34
Eagle Stone Guardian	37
Jaguar Stone Guardian	37
Serpent Stone Guardian	37
Tlalocoatl	36
Tzitzimitl	37
Viperhand	18
Xiucouatl	37
Yahui	37
Yallagog	37

CREDITS

AUTHOR

Jon Hild

COVER ART

Silent Ravyn

<https://www.deviantart.com/silentravyn>

INTERIOR ART (MOST IMAGES)

Thamara Gomez

INTERIOR ART (PAGE 12)

Michael Jones (Fudgeloaf)

<https://www.deviantart.com/michael-jones>

INTERIOR ART (PAGE 16)

Katie Chandler (Halfeatencookie)

<https://www.deviantart.com/halfeatencookie>

INTERIOR ARTIST (PAGE 17)

David Fisher

<http://davidwfisher.deviantart.com/>

INTERIOR ARTISTS (PAGE 18 TOP)

Derp June

<http://mistymiasma.deviantart.com/>

INTERIOR ARTIST (PAGE 18 BOTTOM)

Bram Bakker <http://sulicius.deviantart.com/>

INTERIOR ART (PAGE 20)

Marta

<https://www.deviantart.com/weirda-s-m-art>

INTERIOR ART (PAGE 22)

Marshall Graham

<https://www.deviantart.com/marshलगraham>

INTERIOR ART (PAGE 23)

Jonathan Higareda (Ehecatzin)

INTERIOR ARTIST (PAGE 26, PAGE 33)

S.M. Bittler

<http://www.synnabar.com/>

INTERIOR ARTIST (PAGE 37)

Shuhei Tamura (Jagroar)

<https://www.deviantart.com/jagroar>

INTERIOR ARTIST (PAGE 39)

Rachael Mayo

<https://www.deviantart.com/rachaelm5>

INTERIOR ARTIST (PAGE 41)

Borrueen

<https://borrueen.deviantart.com/>

INTERIOR ARTIST (PAGE 52)

Lane

<http://wildweasel339.deviantart.com/>

STATS OF VARIOUS CREATURES

Inspired by Leonaru

VARIOUS IMAGE BACKGROUNDS AND IMAGES

Pixabay and Shutterstock

AHUIZOTL

The ahuizotl is a cruel creature that inhabits small lakes and ponds and enjoys drowning its victims to later feed upon. They prefer to eat a creature's eyeballs, teeth and fingernails and leave the remaining parts of the corpse to rot.

Stealthy Predator. Despite its size, the ahuizotl can hide in waters as low as 3 ft. deep.

From this position, they ambush their prey, preferring sentient prey over normal animals, and attack with their tail hand. Grappled victims are then brought into the depths where the ahuizotl attempts to drown the victim. Ahuizotl tend to bide their time, and typically choose to remain hidden until the perfect opportunity to attack arises

AHUIZOTL

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Int +4, Wis +3

Skills Stealth +5, Perception +3, Intimidation +5, Deception +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Aquan

Challenge 5 (1800 XP)

Amphibious. The ahuizotl can breathe air and water.

Mimicry. The ahuizotl can mimic animal sounds and humanoid voices. A creature that hears the sounds can

tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Blinding Strike. If the ahuizotl scores a critical hit with its claws, tail hand, or bite, the victim becomes blinded until it receives a spell that can regenerate its eyes.

ACTIONS

Multiattack. The ahuizotl can make three attacks, two with its claws and one with its tail hand or its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage.

Tail Hand. *Melee Weapon Attack:* +7 to hit, reach 15 ft., *Hit:* 13 (2d8+4) bludgeoning damage. and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained.



AHUIZOTL, MAZTICAN

Huge monstrosity, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +4, Wis +5, Cha +4

Skills Perception +5

Senses passive Perception 15, darkvision 120 ft.

Languages Draconic

Challenge 9 (5000 XP)

Amphibious. The Maztican ahuizotl can breathe air and water.

ACTIONS

Multiattack. The Maztican ahuizotl makes 2 attacks; one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) slashing damage.

Tail Slap. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 33 (5d10+6) bludgeoning damage.

Breathweird (Recharge 6). The Maztican ahuizotl can vomit forth a line of water five feet wide and any length up to 30 feet. The water does 2d8 bludgeoning damage to the first target it hits, though the target may make a Dexterity save to take half damage. The water then animates into a water weird (Monster Manual, pg 299) which fights on behalf of the ahuizotl. The water weird remains animated for 1 minute.

AHUIZOTL, MAZTICAN

These dangerous 20 foot plus long feathered creatures appear to be huge crocodiles, but are in fact intelligent beasts that can walk upright and tend to live within water filled sinkholes known as cetays.

Tribute or Flesh. While not known to be particularly sadistic, Maztican ahuizotls are very demanding of local villages in tribute and desire much in gold, gems and particularly jewelry. If regular tribute is not brought to them, they quickly grow cantankerous and begin to prey on the humanoids which live closest. A content ahuizotl however might even serve to chase off other predators and creatures which may otherwise cause harm to locals.

A Maztican ahuizotl's cetay is often the best source of fresh water in a region, but villagers need to be sure their resident beast is content or gathering water can become quite dangerous.

Living Breath. The Maztican ahuizotl has a number of attack forms including a powerful bite, rake of its claws, and a tail lash with a long reach.



However, its most interesting attack which it almost always leads with is a breath weapon of highly pressured water which then comes to life on its own for a time. Adding one of these breath weirds to the combat certainly increases the level of danger significantly.

Mistaken Identity. Though they are intelligent, the Maztican ahuiotl does not actually have a name for its race and they tend to live singular lives with the exception of mating and the first year in the life of an offspring. However, the Golden Legion of Amn encountered a number of these creatures during their invasion of the True World and mistakenly identified them for another creature known as the ahuiotl which their Kultakan allies had warned them about.

The name has stuck, leading to all sorts of confusion when reports of carnivorous water creatures are given.

BACAR

The bacar are intelligent insect-folk with bodies similar to giant ants. Once confined to the ancient of Ixtzul, they now can be found in a variety of regions within the true World, particularly deep within the jungles.

Guardians No More. The bacar and their queen were once a solitary group that were created by a conflux of both pluma and hishna magic as the perfect guardians to watch over the prison of a great beast known as H'Calos the Star Worm.

H'Calos was eventually awakened by a former mercenary named Mirandos of Helm, and rampaged across the True World until it was finally put down. The bacar who remained no longer had a true purpose and began to wander. Eventually, new queens were birthed and additional colonies spread throughout the jungle. The bacar are only now beginning to understand their own individuality and members of one tribe in particular migrated north to Anchorome where some are even beginning to adventure without other bacar.

BACAR

Medium monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	6 (-2)	11 (+0)	5 (-3)

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages Bacar, Telepathy 240 feet with other bacar only

Challenge 1/2 (100 XP)

Hive Mind. If the bacar's particular bacar queen is destroyed, the bacar can no longer communicate via telepathy. If the bacar queen is attacked and the bacar is within 1 mile of her, it becomes aware of the attack.

ACTIONS

Multiattack. The bacar makes 2 attacks with its mācuahuitl or 2 with its sling.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage plus 2 (1d4) acid damage

Mācuahuitl. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.



BACAR QUEEN

Each tribe (or colony) of bacar has a queen to which each normal bacar follow unquestionably. As long as the queen lives, the ant-folk can maintain telepathic communication with one another, but if the queen dies bacar also have a limited spoken language with which to communicate normally.

Multiple queens in the same mile are a rarity, but they do not interfere with others generally, nor can they communicate telepathically with bacar from other colonies. On the rare occasion that a queen is slain, bacar can find another queen and after 1d6 days, they can join the new hive mind as long as they remain within the queen's proximity.

BACAR QUEEN

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	11 (+0)	15 (+2)	6 (-2)

Condition Immunities frightened, charmed

Senses passive Perception 12

Languages Bacar, telepathy 1 mile with other bacar only

Challenge 3 (700 XP)

Hive Mind. If the bacar queen is killed, all bacar to whom she is queen can no longer communicate via telepathy. If the bacar queen is attacked, all bacar within 1 mile becomes aware of the attack.

Psychic Scream. When the bacar queen dies, each creature within 30 feet of it must make a DC 15 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) piercing damage plus 5 (2d4) acid damage.

CAMAZOTZ, THE FIRST MAN

Camazotz is an evil that plagues the darkest places in Maztica. He is a unique being also known as The First Man, a reference to the legend that he is indeed the first human to walk the lands of the True World. At one time a favored priest of Zaltec, Camazotz (alternatively spelled Camezotz) now rivals his former master.

Primeval Man. Legend holds it (and the gods do not deny) that the Father of the Gods, Kukul, severed his own fingers in order to form the first of mankind. Of these five, Camazotz was the first to spring to life, and also the greatest of the group. The gods adored Kukul's creations and among them, Camazotz was most favored.

Exalted of the Eater of Hearts. In the early days, all the gods were honored by the fledgling race of man, but before even the discovery of hishna Camazotz particularly favored Zaltec, the Bringer of War and Eater of Hearts. He made many sacrifices to his deity, cutting out countless hearts to offer the hungry god.

Hubris and Wrath. Like all spoiled children, Camazotz was not satisfied with his lot in life. As the years turned into decades, Camazotz continued his priestly duties, but as Zaltec feasted on hearts, Camazotz consumed the blood of his sacrifices. It was not long before he saw himself as an equal to the gods, or even their superior.

Zaltec, not one to forgive, smote the would be deity on the steps of his own temple just as Camazotz consumed the blood of one of Zaltec's faithful.

The Maztican Vampire. Another player in the cosmic game and former lover of Zaltec known as Itzapaplotl greatly enjoyed the spectacle and betrayal that Camazotz represented. On a whim she attempted to return Camazotz to life, but even she underestimated his will.

Camazotz did return, but his thirst for blood had grown tenfold. Now an immortal creature, Camazotz, who was once the First Man had now become the First Vampire.

Husband to Many. Camazotz is not a Faerûnian vampire and does not have spawn as they do. Instead, he has stolen some of the most sacred souls belonging to the gods; women who die during childbirth.

Camazotz has found a way to take these blessed souls and corrupt them so that they become the terrible undead creatures known as cihuateteo.

Undead Traits. Camazotz does not require air.

CAMAZOTZ'S LAIR

Camazotz's actual lair is in an unknown location in a ruined city that has been buried under hundreds of feet of earth. Recent events may have uncovered the lair itself.

REGIONAL EFFECTS

Camazotz has kept his lair hidden for ages, but within a mile of it the following effects occur.

- The lair acts like a magnet to attract many of the cruelest werejaguars known. There are always at least two dozen within its vicinity.
- Normal beasts within a mile of the city have a tendency to be feral and violent.

These effects end immediately upon Camazotz's destruction.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Camazotz can take a lair action to cause one of the following magical effects. Camazotz cannot use the effect again until he finishes a short or a long rest.

- Walls in structures bleed profusely, quickly covering floors with slick, viscous blood. Any creature except Camazotz and his cihuateteo must make a Dexterity save (DC 13) if they take the Dash action or fall prone.
- Camazotz can draw all newly dead souls (died within the last ten minutes) towards himself and consume them. Any creature so consumed cannot be resurrected without a wish or divine intervention.

CAMAZOTZ, THE FIRST MAN

Medium undead (shapechanger), lawful evil

Armor Class 25 (natural armor)

Hit Points 304 (29d8 + 174)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	22 (+6)	20 (+5)	19 (+4)	24 (+7)

Saving Throws Dex +12, Int +11, Wis +10, Cha +13

Skills Stealth +12, Performance +13, Perception +10, Intimidation +13

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft, passive Perception 20

Languages Common, Abyssal, Infernal

Challenge 20 (25000 XP)

Shapechanger. Camazotz has three forms. He can use an action to polymorph into each as long as he is not in sunlight. Unlike normal vampires, Camazotz does not have the normal aversion to running water. Whatever form he polymorphs into, whatever he is wearing transforms with him. When in the company of others, Camazotz remains in his original, human form. In this form he stands unclothed on the upper half of his body, though he tends to wear an elaborate headdress adorned with fetishes that are reminiscent of both pluma and hishna magic. He cannot fly in this form. Camazotz's second form is that of a normal bat. In this form, he cannot speak, his walking speed is 5 ft., and his flying speed is reduced to 30 ft. His statistics are otherwise unchanged. Typically, Camazotz only remains in this form to observe mankind without drawing attention to himself. Camazotz's third and final form is a hybrid of man and bat. He is utterly vile in this form, and whether or not he has recently fed, blood tends to trickle from his mouth in place of saliva. Camazotz considers this his true form.

Legendary Resistance (3/Day). If Camazotz fails a saving throw, he can choose to succeed instead.

Regeneration. Camazotz regains 10 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight. If Camazotz takes radiant damage or damage from water blessed by a cleric of a Maztican deity, this trait doesn't function at the start of Camazotz's next turn.

Sunlight Sensitivity. Camazotz does not have the majority of weaknesses normally attributed to vampires. He cannot regenerate in sunlight, but does not take radiant damage from it as do normal vampires. Camazotz prefers dark places, but is not confined to them.

Innate Spellcasting. The camazotz, the first man's spellcasting ability is Charisma (spell save DC 21). The camazotz, the first man can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *see invisibility*, *tongues*

3/day each: *animate objects*, *telekinesis*

1/day each: *finger of death*, *globe of invulnerability*

ACTIONS

Multiattack (Hybrid Form Only). Camazotz can make two attacks, one with his bite and one with his claws.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) slashing damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 34 (6d8+7) piercing damage Plus 27 (6d8) necrotic damage from blood drain.

Create Cihuateteo (1/Day). Camazotz has mastered the ability to capture the souls of women who have died in childbirth. Once a day, he may steal one of these honored spirits from its eternal reward and draw it to an unoccupied space beside him. These creatures instinctively serve their master, whom they consider to be their husband. The theft of these tonalli has earned him the eternal enmity of all of the Maztican gods.

LEGENDARY ACTIONS

The camazotz, the first man can take legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The camazotz, the first man regains spent legendary actions at the start of its turn.

Move. Camazotz can move up to his speed without provoking opportunity attacks.

Claw (Costs 2 Actions). Camazotz may make a claw attack.

Bite (Costs 3 Actions). Camazotz may make one bite attack.



CHAC

Chac are water fey in the form of slender jaguars that can walk on all four legs or two like a bipedal humanoid. Sometimes they are mistaken for werejaguars when they choose to stand erect.

Peaceful Servants of Azul. While Azul is a cruel and rapacious deity, it is believed that his disposition was not always such. Chac are perhaps the greatest bit of evidence to the veracity of this claim. The chac are said to have control over the weather and it is they who bring the rains that water maize and the other crops that make civilization possible in the True World. Azul, for all his cruelty, rarely shirks his duties. Incessant tears roll down the face of a chac, clearly indicating their water affinity.

Identification by Eye Color. Chac who are responsible for the different cardinal directions in the True World have differing eye colors for indication.

Chacs in the northern portions of Maztica had blue eyes, those in the south had red, black in the east, yellow in the west, and green in the center. There is no difference in abilities or temperament, but chac of a single eye color consider themselves all members of the same tribe.

Life Cycle. Chac mate by merging with others of their kind while in *gaseous form*. Births herald great thunderstorms and typically occur during the summer months. The death of a chac often leads to droughts as another chac fills in to fill the void left behind.

CHAC

Medium fey (shapechanger), lawful neutral

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Chac, Maztican, Payit

Challenge 3 (700 XP)

Shapechanger. The chac can use its action to polymorph into a Medium cloud of color-tinged mist that matches its eye color, or back into its true form. While in mist form, the chac can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

Spellcasting. The chac is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The chac has the following cleric spells prepared:

Cantrips (at will): *acid splash*, *guidance*, *shape water*

1st level (4 slots): *create or destroy water*, *fog cloud*, *sleep*

2nd level (3 slots): *hold person*, *misty step*

3rd level (2 slots): *tidal wave*, *wall of water*

ACTIONS

Multiattack. The chac makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 13 (2d10+2) slashing damage.

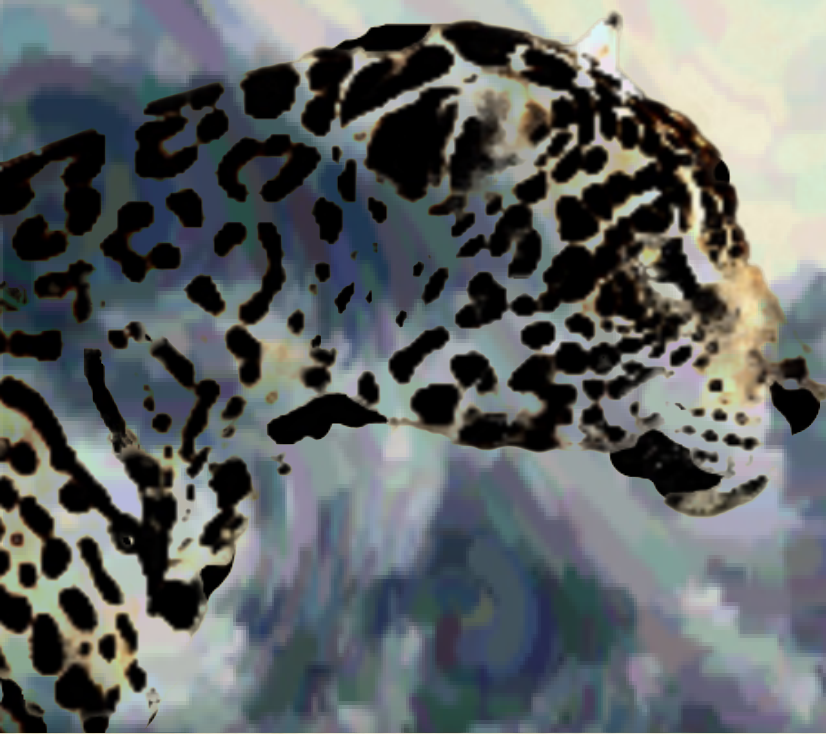
Control Weather (1/Week). The chac may cast control weather as the spell with a duration of 24 hours.

CHANEQUE

Chaneque are nasty gnome-like fey who delight in collecting souls. They leave their victims as soulless husks that continue living, but do not feel emotion or even bother to care for themselves. These victims often wander back to their homes instinctively, then they gradually sicken and die.

Soul Collectors. Chaneque are indiscriminate in those they target, but they are possessive of their acquisitions. They often hide the gems created by their thievery deep in the roots of the kapok trees that the Chaneque often inhabit.

Friends and family of their victims often beseech the Chaneque to release their loved ones and a particularly useful service or treasure can sometimes convince them to do acquiesce. Once the victim's body dies, there is nothing that can be done except to possibly free the soul to go onto its eternal reward.



CHANEQUE

Small fey, chaotic neutral

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 30 ft.

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

Skills Stealth +7

Senses darkvision 60 ft passive Perception 11

Languages Common, Sylvan

Challenge 1 (200 XP)

Magic Resistance. The chaneque has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one

target. *Hit:* 10 (2d6+3) piercing damage.

Steal Soul. The chaneque targets one creature that it can see within 30 feet of it and attempts to draw forth its soul from its body. The target must make a DC 13 Charisma saving throw. On a failed save the target suffers 14 (4d6) necrotic damage and takes half damage on a successful one. If this attack brings the target creature to 0 hit points, its soul is brought completely forth and becomes a small gem which is in the chaneque's possession. The body of the creature returns to 1 hit point and goes on living, but has no emotions or personality. The body will eat, drink and breathe as normal, but does not recognize danger or protect itself from attacks. In addition, the soulless body will generally wander to its home. If the gem is destroyed, the soul returns to the body with no memory of its imprisonment. A soulless body typically only lives for 1 week if left to its own devices but can live until the end of its normal lifespan if taken care of.



CHICKCHARNEE

Chickcharnee appear to be furred, tailed owls with long legs and reddish eyes, but they are in fact fey who inhabit tropical islands off the coast of the southern regions of Maztica. They are inherently kind creatures, but they insist on receiving respect when encountered and are quick to take offense to even minor transgressions.

Curse the Disrespectful. The chickcharnee can incur a curse known colloquially as the "head curse" to those who show them disrespect. It is quite debilitating, but not damaging, and the chickcharnee will often insist the afflicted offender make amends for whatever real or perceived transgressions they are responsible for.

Manners Count. Chickcharnee who are impressed with both manners and respectful behavior have been known to assist by freely giving knowledge of the surrounding area, or even small tokens and gifts (often rare shells). Chickcharnee are excellent sources for finding long buried treasures or other hidden island secrets.

Killing a chickcharnee is thought to be terrible bad luck and island natives will either be hostile towards or outright avoid individuals who have been known to deal death to a chickcharnee.



CHICKCHARNEE

Tiny fey, neutral good

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	10 (+0)	13 (+1)	16 (+3)	15 (+2)

Skills Perception +5, Insight +5

Senses darkvision 120 ft, passive Perception 15

Languages Payit, Sylvan

Challenge 1/8 (25 XP)

Keen Hearing And Sight. The chickcharnee has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

Head Curse. The chickcharnee targets one creature within 30 feet of it that it can see. The target makes a Charisma saving throw (DC 13) and if it fails, its body is transformed so that its head is on backwards. This causes no damage, but the creature will immediately become prone until it learns to walk again by making a successful Wisdom (Insight) check. In addition, an affected creature suffers disadvantage on all attacks and Dexterity saving throws until the head curse is removed. The chickcharnee can choose to end the curse at any time and from any distance. Remove curse and similar spells are also effective.

CIHUATETEO

Exclusively female, cihuateteo are tragic souls that have returned to unlife with a lust for blood similar to that of Faerûnian vampires. They are cold to the touch, but never pale, and horrifyingly, they are often pregnant.

Eternal Reward Denied. War has always been sacred to the Mazticans, particularly in the nation of Kultaka or the refugees from long ago abandoned Nexal. To die in war is a near guaranteed means of earning an eternal reward in the afterlife no matter which tenemo (plane) a soul occupies. Honor even greater than a warrior's death, however, is given to the souls of women who die during childbirth.

It is believed that their eternal reward is the greatest of all. Unfortunately, the Camazotz has learned how to deny the women this reward. Perhaps through pacts with dark powers, or even just through the force of his great will, the First Man has learned to snatch these souls in route to the afterlife and force them into foul mockeries of what they once were.

Camazotz refers to the cihuateteo as his "wives" and in his twisted mind, he loves them.

Vampire Spawn. Cihuateteo are capable of creating vampire spawn, but not by biting their victims. Rather, Camazotz is known to visit each of his wives throughout the centuries, and when he leaves, the cihuateteo is often left pregnant with unborn vampire spawn.

Once birthed, the spawn will feed on their mother's teat, from which they receive blood rather than milk. The vampire spawn are rarely found far from their mother. Cihuateteo are violently overprotective of their children and spoil them rottenly.

CIHUATETEO

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +6, Cha +6

Skills Perception +6, History +6

Damage Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft, passive Perception 16

Languages Common, Abyssal

Challenge 9 (5000 XP)

Mother's Love. If a cihuateteo witnesses one of her spawn get injured, she gains advantage on all attacks for her next turn.

ACTIONS

Multiattack. The cihuateteo makes two attacks, only one of which can be its bite.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage Plus 27 (6d8) necrotic damage.



CIPACTLI

This cipactli is a vicious ambush predator that lives in the swampier regions of Maztica, particularly near slow moving rivers, ponds and lakes. In general appearance, cipactli are crocodilian, but also have some features reminiscent of frogs and fish. Their most striking feature however, is the toothy mouths found at each joint, including their shoulders, elbows and knees. The cipactli is capable of attacking with each mouth.

Sahuagin Predators. Sahuagin may pride themselves on being the greatest predators of the deep seas, but when they come to ground in the swamps of Kultaka, the cipactli are known to take many down. Their presence indirectly protects Kultakan villages from the worst of the sahuagin raids so killing one of these creatures has become punishable by death. When young Kultakan warriors enter the swamps to test their mettle against the sahuagin, they avoid these creatures as best they can, and it may be the one being a Kultakan willingly runs from.

Legendary Legacy. The cipactli known today are a pale legacy of a titanic creature from the time before men. Whether or not this creature still exists is unknown, but it has never been seen by men even though priests of many gods speak its story. The original cipactli is said to be a semi-divine being who was the only creature to have survived a great flood or other catastrophe in a distant age. Because of this story, Faerûnians often believe the creature to have been created by the sarukh and the catastrophe to have been the event known as the Tearfall, but the gods are not specifying and Maztican priests are doubtful. If living, the original cipactli's location remains unknown.

CIPACTLI

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +6

Senses darkvision 30 ft, passive Perception 13

Languages -

Challenge 4 (1100 XP)

Ambush Predator. Cipactli have scales the color of swampy water and are extremely stealthy predators. As a result, they gain advantage on Dexterity (Stealth) checks made to hide when in this type of environment.

ACTIONS

Multiattack. Cipactli make three bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage.



COROLLAX

This corollax is a clever parrot-like bird with bright red plumage and a sociable nature. They do not appreciate being startled, and tend to release their color spray if frightened.

Jungle Dwellers. Corollax nest in large colonies of up to 200 birds and typically do so among multiple closely placed jungle trees. Startling an entire colony can cause an effect that might be observed from miles away.

Social Creatures. Because of their sociable natures, corollax can be easily tamed if they manage to imprint on another creature. Generally, the first creature that the corollax can see is imprinted upon, though being the first to feed it has a similar effect. It is often said in jest that the corollax's owner is in fact the pet, but there is a lot of truth to this. Corollax are demanding, loud, and require a lot of attention. A corollax that is not treated well will often fly off to find others of its kind. Ironically, they will almost never accept a second corollax to accompany its master with the sole exception for mating purposes. They are simply too jealous.

COROLLAX AS FAMILIARS

With a DM's permission, a corollax can be summoned using a *find familiar* spell.

COROLLAX

Tiny beast, unaligned

Armor Class 16

Hit Points 5 (2d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	11 (+0)	2 (-4)	14 (+2)	16 (+3)

Skills Perception +4

Senses darkvision 60 ft, passive Perception 14

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 2 (1d4) slashing damage.

Color Spray (Recharge 5-6). The corollax can release a color spray as the spell, but requiring no components.



EZCOCHITLI

This sinister plant has decimated entire regions of sentient life. It is slow moving, but cruel and cunning. It delights in the slow death of its victims.

Difficult to Kill. The ezcochitli is a massive plant that can sustain more damage than most can deal it. In addition, its ability to regenerate make it nearly unkillable and more often it is best avoided or contained if possible.

Salt Aversion. Though it does the creature no damage, ezcochitli cannot (or simply will not) cross land that has been salted. Locals who are aware of the creature's existence often trap it within a circle of salt and do not allow others to enter or leave the area of its inhabitation, lest they spread the infection.

EZCOCHITLI

Gargantuan plant, neutral evil

Armor Class 8

Hit Points 202 (15d20 + 45)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	11 (+0)	6 (-2)	1 (-5)

Skills Perception +4

Condition Immunities charmed, blinded, deafened

Senses blindsight 30 ft, passive Perception 14

Languages understands Common but can't speak

Challenge 6 (2300 XP)

Amorphous. The ezcochitli can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ezcochitli remains motionless, it is indistinguishable from normal jungle foliage.

Spider Climb. The ezcochitli can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Thorns. All along the length of its vines, the ezcochitli has long, pronged thorns. Anyone who attempts to grab the vines with uncovered flesh takes 2 (1d4) piercing damage automatically.

Regeneration. If the sun shines on at least part of a ezcochitli, it regenerates 10 hit points at the start of its turn. If the ezochitli takes fire damage, the trait doesn't function at the start of its next turn. The ezcochitli dies only if it starts its turn with 0 hit points and doesn't regenerate.

Massive Area. The ezcochitli occupies up to a 5 foot

square for every hit point it has remaining, though it can choose to occupy up to one-half its maximum area. Much like a swarm, creatures may occupy this space as well. All creatures within the space are subject to two vines attacks. Creatures within 5 ft. of its area are also subject to a single attack.

Infection. If a humanoid suffers damage from an ezcochitli, they must make a DC 15 Constitution save or become infected with the ecochitli's spores. In two days, the victim will start to notice vines wriggling underneath their skin. After three days, they will become incapacitated. After five days, they will be paralyzed, and after seven days they will die at which time a young single hit die ezcochitli will burst forth from its body and slowly seek out the nearest jungle. The disease is cured with lessor restoration or stronger magic such as heal, but attempting to remove the crawling vines physically only causes 1d6 slashing damage to the victim without removing the infection.

ACTIONS

Multiattack. The ezcochitli can attack any creature that occupies its space twice, no matter how many creatures are in its space.

Vines. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d4+5) slashing damage.

Horrifying Mimicry. The ezcochitli can mimic babies crying, screaming, or other horrifying sounds. This forces all creatures occupying its space or within 30 ft. to run as fast as they can from the ezcochitli and behave as if frightened if they fail a DC 15 Wisdom save.

REACTIONS

Attack. For every 10 ft. a creature moves within an ezcochitli's space, it is subject to a single vines attack.



FIRIJI

Firijis are a chaotic humanoid similar in appearance to the kobold race, but they are native to the wilds of Maztica's underdark (particularly under the House of Tezca). They are generally fearful of mankind and avoid humans whenever possible, but are highly protective of their homes and have xenophobic tendencies. Firiji speak their own language which consists partially of hand gestures.

Live off the Land. Firiji are experts at survival. They do not have the breeding capacity of other small humanoids nor do they congregate in vast numbers, so they often rely solely on their own abilities to survive. They are not powerful combatants so they tend to find food where they can; be it carrion, cave moss, or small insects.

Stealthy Combatants. Due to their lack of physicality, the firiji have learned to use the shadows and silent movement in order to avoid confrontation. Often, a firiji or a small group of firijis can enter a camp, take what they want from an unsuspecting group of adventurers and disappear into the endless caverns before anyone knows that anything is amiss.

Expert Climbers. Firiji are built to make full use of the three dimensional nature of their underground homes. Their thin frames are composed of wiry muscle and both their hands and feet are capable of adhering to almost any surface much in the same way that a gecko might. They actually move faster while climbing than they do walking, and they are even known to sleep while hiding among stalactites.

FIRIJI

Small humanoid, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Skills Stealth +7, Survival +6, Perception +4

Senses passive Perception 14, darkvision 120 ft.

Languages Firiji

Challenge 1 (200 XP)

Ambusher. The firiji has advantage on attack rolls against any creature it has surprised.

Sunlight Sensitivity. While in sunlight, the firiji have disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage. Firiji poison their daggers, adding an additional 3 (1d6) poison damage.

Tēmātlatl. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d6) slashing damage.

GEONID, MAZTICAN

The Maztican geonid is a reclusive race of creatures that bear a stunning resemblance to outcroppings of obsidian while they remain unmoving. They often gather in large groups that can surprise and overwhelm far more capable combatants. Some believe the Maztican geonid to be related to the galeb duhr, but others believe there are geonids elsewhere in the world with different abilities and appearances of which they are an offshoot.

Rockfall Traps. The Maztican geonids do not like intruders into their communities and often design elaborate rockfall traps. The jagged and razor sharp shards of obsidian in these traps cause significant damage to their victims.

Hidden Menaces. There are no visual cues to distinguish an unmoving geonid from its surroundings when it is located in an outcropping of obsidian. The crafty and tactic minded creatures only attack when they are sure their targets are at a disadvantage, such as after the creature succumbs to one of their deadly traps.

God of Stone. Plutoq, the Maztican deity of mountain and stone is either the creator of this race of beings, or the one who brought them to this part of the world. Whichever is true, the geonids are devout in their worship of this stony god. They have been known to assist other beings who also claim Plutoq as their patron.



GEONID, MAZTICAN

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +2

Damage Vulnerabilities bludgeoning

Condition Immunities petrified

Senses tremorsense 60 ft passive Perception 10

Languages Terran

Challenge 1/8 (25 XP)

False Appearance. While the geonid remains motionless, it is indistinguishable from normal obsidian.

ACTIONS

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



GIANT MAZTICAN CAVE LOCUST

Giant Maztican cave locusts are flightless, enormous versions of a common insect found almost anywhere underground in the True World.

GIANT MAZTICAN CAVE LOCUST

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses darkvision 60 ft passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Jump. Giant cave locusts have lost their ability to fly, but they may jump vertically for their full move.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Kick. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.



GOLEM, MAZTICAN

The Maztican golem is a construct whose creation has long since been forgotten. They are terribly powerful creatures with immunities to many forms of damage.

Ancient Ruins. Maztican golems are one of the main reasons native Mazticans avoid ancient ruins altogether. They are tireless, near unstoppable, and guard many of the most ancient sites in the True World. Once roused, they can only be avoided by the complete evacuation of whatever site they are set to guard.

Oftentimes, they work in tandem with traps designed by their creators which prevent a hasty retreat.

Construction Weaving. The ruins of Olbi in the Sands of Itzcala are a mysterious series of caves that show a propensity for powerful magic and at least one Maztican golem is known to exist in its depths. There are rumors that the secret of the Maztican golem's creation in fact, lies somewhere within these ruins.

The rumors are true, and an item much like a *manual of golems* can be found within the caverns. This item is not a book per se, but rather a weaving of magical phrases and instructions made wholly of feathers. Many nations and their rulers would pay handsomely for such an item.

Constructed Nature. A Maztican golem doesn't require air, food, drink or sleep.

GOLEM, MAZTICAN

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 181 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, force, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 11 (7200 XP)

Ignore Force Effects. The Maztican golem can ignore all force effects, including spell damage, but also walls of force and similar effects. It can simply walk through such walls as if they did not exist.

Immutable Form. The Maztican golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Maztican golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Maztican golem's weapon attacks are magical.

ACTIONS

Multiattack. The Maztican golem makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 19 (3d8+6) bludgeoning damage.

Wall Of Force (Recharge 5-6). The Maztican golem can create a wall of force with a range of 120 ft. which does not require components or for it to maintain concentration. The wall lasts for 1 minute before disappearing, but otherwise works exactly as the spell of the same name.





HAKUNA

The hakuna is a Maztican relative of the Faerûnian beast known as the dragonne. They tend to lair in the jungle, particularly in well hidden caves with prominent lookouts. The hakuna has leathery wings, almost batlike in appearance.

Bringer of Omens. Hakuna are not exceptionally intelligent, but the gods still tend to choose them to bring about some of their most important omens when direct communication is not desired. Many hishnashapers and plumaweavers alike can spend days attempting to interpret such omens and just as often as not, they misinterpret their god's desires. One hakuna in particular, known as the "Smoking Mirror" is actually imbued with a mirror-like object on its chest, where the coming of Cordell was first prophesized.

Hakuna Riders. Rumors abound of great hakuna riders in the western nations of Kolan and possibly even Huacli. These rumors have not been substantiated and if either nation is developing war contingents consisting of such forces, they are being as secretive as possible about it.

Hishna Magic. Hakuna talons are widely collected by hishnashapers for their inherent hishna magic, and some of the greatest hishna talismans are made from such claws.

HAKUNA

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	7 (-2)	13 (+1)	10 (+0)

Saving Throws Dex +5, Con +6, Wis +4

Skills Perception +4

Senses passive Perception 14

Languages Draconic, Sphinx

Challenge 7 (2900 XP)

ACTIONS

Multiattack. The hakuna makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

Weakening Breath (Recharge 5-6). The hakuna exhales gas in a 30 foot cone. Each creature in that area must succeed on a DC 14 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

H'CALAN

Long ago, a menace known as H'Calos tore apart entire towns and stripped them of all living beings. The beast was put down, and the menace was thought put down forever. None realized that H'Calos had somehow spawned however, and now an entire brood plagues the underground ways of Maztica's underdark.

Eternally Hungry. H'Calos was known to consume quantities of meat that seemed nearly impossible, even for its great bulk. Its spawn are no different and they can consume up to their own substantial weight on any given day. There is no such event as discovering a h'calan which has been sated.

Metamorphosis. H'Calans are massive creatures, but their predecessor was gargantuan in size. It is unknown if the h'calans will ever naturally grow to become the devastating force that their father once was, or what exactly could trigger such a massive growth spurt. Should it ever occur, dozens of hungry beasts of that magnitude could spell doom for the True World. H'Calan's do not yet swallow whole during combat, but likely would if they grew only a bit more.



H'CALAN

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses tremorsense 120 ft, passive Perception 15

Languages -

Challenge 8 (3900 XP)

Magic Resistance. The h'calan has advantage on saving throws against spells and other magic effects.

Siege Monster. The worm deals double damage to objects and structures.

ACTIONS

Multiattack. The H'Calan makes 2 attacks: one with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 27 (4d10+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

ITZAMTI

Itzamti are huge lizards that can be found just about anywhere in Maztica, from the deserts to the jungles. They have a dull red hide with a small horn, ridges or spikes on its back, and orange eyes with black spots. They are known to be tasty and form a staple food source for many peoples, though their birth rate is not high and their numbers can be depleted easily.

The lizards can mesmerize creatures with its gaze making it easy for them to capture prey.

FIRE LIZARD OF ZATAL

Itzamti that live upon the slopes of Mount Zatal have evolved over time to endure the great heat found in the region. They are immune to fire, but become sluggish in the cold. For a full minute after taking any cold damage, the fire lizards behave as if under the effects of a *slow* spell.

In addition, their gaze attack has evolved to cause creatures to spontaneously combust. Whether this evolution was natural or a product of the Darkfire's emanations from the mountain core is unknown. Fire lizards can no longer swallow their prey whole. They prefer prey cooked anyway.

ITZAMTI

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	11 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Languages -

Challenge 1 (200 XP)

Mesmerizing Gaze. If a creature starts its turn within 30 feet of the itzamti and the two of them can see each other, the itzamti can force the creature to make a DC 13 Wisdom saving throw if the itzamti isn't incapacitated. On a failed save, the creature is charmed for 1 minute. While charmed this way, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. A creature that isn't surprised can avert its eyes to avoid

the saving throw at the start of its turn. If it does so, it can't see the itzamti until the start of its next turn, when it can avert its eyes again. If it looks at the itzamti in the meantime, it must immediately make the save.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the itzamti can't bite another target.

Swallow. The itzamti makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the itzamti, and it takes 7 (2d6) acid damage at the start of each of the itzamti's turns. The itzamti can have only one target swallowed at a time. If the itzamti dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



FIRE LIZARD OF ZATAL

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	11 (+0)	5 (-3)

Skills Perception +2

Damage Immunities fire

Damage Vulnerabilities cold cold effects do normal damage to a fire lizard, but then it acts as if slowed for 1 minute

Senses passive Perception 12

Languages -

Challenge 1 (200 XP)

Combustion Gaze. If a fire lizard of Zatal starts its turn within 30 feet of a creature and it can see the creature, the fire lizard can force the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) fire damage and they take no damage on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

ITZAPAPLOTL

Also known as the Obsidian Butterfly, Itzapaplotl has been the scourge of the True World for ages, and she was particularly deadly during Maztica's time on Abeir. She first arrived on the same "cosmic ship" that brought the avatars of the gods to Toril in a time before recorded history, but she came as a stowaway and has existed only to destroy what the gods have created.

Eye of Kukul. In ages past, Itzapaplotl briefly became the lover of the foul deity Zaltec and he shared in her great cruelties. It is not known who betrayed whom, but the relationship ended in violence and Itzapaplotl was nearly killed by Zaltec and his brothers and sisters.

Instead of being slain outright, she was banished from the world and as she left, she tore out great swaths of land, expending most of her power. She cast this molten stone high into the sky above and flew to it as it cooled, forming her Void Kingdom of Tamoacha.

Itzapaplotl now inhabits this floating chunk of obsidian with hundreds, if not thousands of her tzitzimitl, and she cannot come to ground unless the Eye of Kukul (the Sun) is hidden from the world, as it is during a solar eclipse.

On Abeir, the sun did not have the same effect on the Obsidian Butterfly, and she had no need to follow the ancient edict on the primal world in its metallic sky.

Mother of the Tzitzimitl. Soon after her banishment and formation of Tamoacha, Itzapaplotl ventured into the Great Pyramid of the Underworld and kidnapped hundreds of the soul shepherds known as zizimime. She corrupted these beings in the fire and cold of the void and soon her "children" the tzitzimitl were born.

Itzapaplotl is rarely found without dozens of these cruel beings in attendance.

The Void Kingdom. Shortly after the gods decreed that Itzapaplotl would be banished from Toril, she ripped out swaths of land and through the molten morass into the sky above to form her Void Kingdom known as Tamoacha.

The kingdom is a massive asteroid that floats just outside of Toril's atmosphere which can be seen with only minimal assistance or superb vision from the planet's surface. It is formed fully of obsidian and is home only to Itzapaplotl and her star demons. Itzapaplotl does not need to breathe, and there is no air in her kingdom.



ITZAPAPLOTL'S LAIR

Itzapaplotl's lair is the Void Kingdom, also known as Tamoacha. It is approximately 10 miles in width, though it is elliptical and only 7 miles on one of its axes.

REGIONAL EFFECTS

- Tamoacha has no air or water with which to breathe.
- Fires can burn normally despite the lack of oxygen, though all fire takes a bluish tinge.
- Obsidian edges gain extra sharpness and all slashing damage caused by obsidian edges roll twice for damage, choosing the higher of the totals.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Itzapaplotl can take a lair action to cause one of the following magical effects. She may use these lair actions at will.

- Communicate a message with all tzitzimitl at once.
- Summon 1d10 tzitzimitl to her side.

ITZAPAPLOTL'S SPELLS

Itzapaplotl's spells can be found in **MZC1**. You may swap them out for spells of your choice, instead.

ITZAPAPLOTL, THE OBSIDIAN BUTTERFLY

Large fiend, chaotic evil

Armor Class 24 (natural armor)

Hit Points 445 (33d10 + 264)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	28 (+9)	26 (+8)	21 (+5)	23 (+6)	21 (+5)

Saving Throws Int +13, Wis +14, Cha +13

Skills Arcana +13, History +13, Intimidation +13, Perception +14, Religion +13

Damage Immunities cold, fire

Damage Resistances lightning, necrotic, poison, psychic

Senses blindsight 60 ft., truesight 30 ft. passive Perception 16

Languages all, telepathy 120 ft.

Challenge 28 (120000 XP)

Legendary Resistance (3/Day). If Itzapaplotl fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. The itzapaplotl, the obsidian butterfly's spellcasting ability is Wisdom (spell save DC 22). The itzapaplotl, the obsidian butterfly can innately cast the following spells, requiring no material components:

At will: *eyes of the jaguar lord*, *hypnosis*

3/day each: *exhausting wave*, *pestilence*, *swarm form*

1/day each: *heartripper*, *power word blind*, *hishna curse*

ACTIONS

Multiattack. Itzapaplotl can cast one of her spells or use her starfire, then she can attack with her claws.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 33 (8d6+5) slashing damage plus 27 (6d8) necrotic damage.

Starfire. Itzapaplotl emits a 60 ft. cone of bluish flames known as starfire that deal a mixture of cold and fire damage. Each creature in that area take 90 (20d8) damage. Itzapaplotl can choose to make the damage fully cold, fully fire, or half damage dedicated to both.

LEGENDARY ACTIONS

The itzapaplotl, the obsidian butterfly can take legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The itzapaplotl, the obsidian butterfly regains spent legendary actions at the start of its turn.

Attack. Itzapaplotl may use a single claw attack.

Move. Itzapaplotl moves up to half her speed.

Spell (Costs 2 Actions). Itzapaplotl can cast one of her spells if she has remaining uses.

Starfire (Costs 3 Actions). Itzapaplotl may use her starfire.

JAGRE

The jagre is the darkest corruption of the noble jaguar knight, spawned by Zaltec on the Night of Wailing when the energies of the Darkfire exploded from Mount Zatal and transformed the entire Cult of the Viperhand into a variety of beasts. Most jagre did not manifest or discover their special powers until long after the Night of Wailing itself.

Shapechangers. Jagre normally appear as particularly large ogres, but they wear the skin of a large Maztican displacer beast which gives them the ability to shapechange into one of the foul creatures. They are never found away from their armor and it is a part of them, much like a nereid's shawl belongs to the nereid. Without the skin, they cannot shapechange and become nothing more than particularly strong ogres.

If a jagre's armor is stolen, it cannot be used by others to transform, but it may have some special benefits in the creation of hishna talismans. A jagre who loses its armor is disgraced beyond even a normal jaguar knight and such creatures are often ganged up upon by their kind and sacrificed to Zaltec. Occurrences of lost armor are extremely rare and it decays as if it were part of the corpse once the jagre dies.

Beasts of the Viperhand. Viperhand creatures, including the orcs, trolls and ogres all look to the jagre as masters and follow their commands implicitly. Only Hoxitl and his retinue of Beast Leaders can command the jagre.

Jagres are all male, so they do not reproduce as a species. Instead, particularly fearsome viperhand ogres are transformed into jagres during a special hishna magic ceremony that includes the slaying of a displacer beast.



JAGRE

Large giant (shapechanger), neutral evil

Armor Class 15 (displacer beast armor or natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft. (40 ft. in monstrous form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +7, Con +8, Wis +5

Skills Stealth +7, Perception +5

Senses passive Perception 15, darkvision 60 ft.

Languages Maztican, Payit

Challenge 7 (2900 XP)

Shapechanger. The jagre can use its action to polymorph into a displacer beast, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too.

Avoidance (Monstrous Form Only). If the jagre is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement (Monstrous Form Only). The jagre projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the jagre is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The jagre makes two melee attacks.

Massive Mācuahuitl (Giant Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+5) slashing damage.

Tentacle (Monstrous Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage plus 5 (2d4) piercing damage.

JAGUAR LORD

Jaguar lords are the darker gods answer to Qotal's couatls and the creatures are bitter enemies of each other. A jaguar lord appears similar to a jaguar but it has some subtle humanoid traits, most notably an obvious look of intelligence. They are cruel creatures and certainly an apex predator of the jungle.

Savage Tabaxi Tribes. Jaguar lords frequently take over the jaguar folk tabaxi tribes deep in Maztican jungles. Such tribes usually become more savage and evil, typically offering sacrifices to the gods and the remaining flesh is given to the jaguar lord to consume.

Jaguar lords are all male and must mate with a tabaxi in order to propagate their species.

Devoted to the Dark Gods. The power of a jaguar lord is typically a gift of one of the darker gods, usually Zaltec or Azul. Some even worship Nula, but these jaguar lords are no less cruel. Halfling tribes have been known to worship jaguar lords as "gods" as well, but this worship often involves the containment of the god within a pit from which it cannot escape. The jaguar lords, unsurprisingly, are not fond of these circumstances and if they escape would stop at nothing to slay and consume the entire tribe.

JAGUAR LORD

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Con +6, Int +5, Cha +6

Skills Perception +5, Stealth +6

Senses truesight 60 ft., passive Perception 15

Languages Payit

Challenge 6 (2300 XP)

Keen Smell. The jaguar lord has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the jaguar lord moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the jaguar lord can make one bite attack against it as a bonus action.

Spellcasting. The jaguar lord is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The jaguar lord has the following cleric spells prepared:

Cantrips (at will): *mending*, *sacred flame*, *thaumaturgy*
 1st level (4 slots): *bane*, *charm person*, *detect magic*, *entangle*
 2nd level (3 slots): *blindness*, *pass without trace*, *spike growth*
 3rd level (3 slots): *bestow curse*, *dispel magic*

ACTIONS

Multiattack. The jaguar lord makes one attack with its bite and one with its claw.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
 Hit: 22 (4d8+4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
 Hit: 18 (4d6+4) slashing damage.



KAMATLAN

The kamatlan is a strange creature that appears like a jaguar with two snake tentacles on each shoulder and a rattle on its tail. It is the Maztican cousin of a creature from Chult similarly known as the Kamadan.

Sadistic Predator. Kamatlan were spawned much like many of the horrors of Maztica on the Night of Wailing, though noone is quite sure how. Unlike their Chultan cousins, they are a sadistic creature whose behaviors are more in line with displacer beasts than the actual kamadan. Kamatlan actually hunt for the pleasure and enjoy the fear caused by their rattle.

KAMATLAN

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages -

Challenge 4 (1100 XP)

Pounce. If the kamatlan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the kamatlan can make two attacks - one with its bite and one with its snakes - against it as a bonus action

Keen Smell. The kamatlan has advantage on Wisdom

(Perception) checks that rely on smell.

ACTIONS

Multiattack. The kamatlan makes two attacks: one with its bite or claws and one with its snakes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Snakes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the target makes a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Warning Rattle (Recharges After A Short Or Long Rest). The kamatlan rattles its tail. Each creature in a 30 foot radius must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature who successfully saves is immune to that particular kamatlans warning rattle for 24 hours.



KOATLICAN

In the prehistory of the gods there existed a goddess of fertility known as Coatlicue. Coatlicue does not appear in even the most ancient of legends and she was likely slain long before mankind even stepped from the caves and jungles from whence they came, but as of late some Mazticans claiming to worship the dead goddess have appeared.

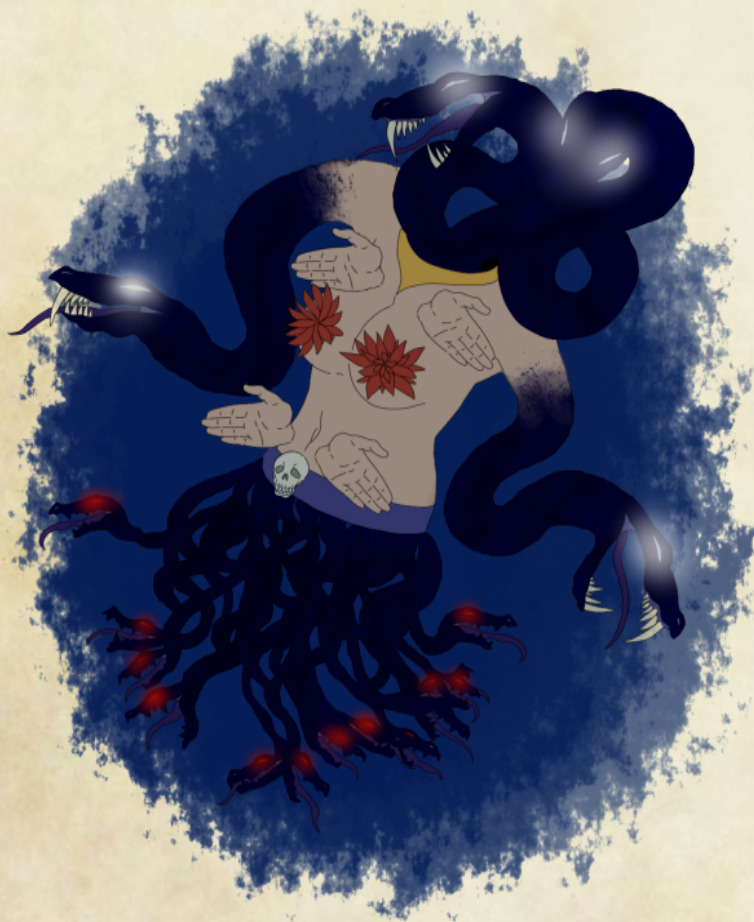
Coatlicue's corpse rots for all time, hidden in the deepest pit of the True World's underdark in a deadly maze where many koatlicans are thought to roam.

Bizarre Physiology. Koatlican spawn from the corpse of the dead goddess, yet their shape does not resemble hers. Draped in a skirt of serpents, koatlicans set their deadly gaze from a humanoid skull which protrudes from just below what might be a chest.

Larger, more deadly snakes protrude from where its head and arms might be, were it even remotely humanoid. Two sets of human hands frozen in an open and almost welcoming posture decorate its chest as well.

Insanity and Death. If koatlicans have any connection to their mother goddess' portfolio of fertility, it does not make itself apparent in their abilities. Koatlicans radiate an aura of violent insanity. There is a reason so few return from their underdark maze.

Ancient Tongue. Koatlicans speak an unknown language that only they can understand and do so continuously in a powerful booming voice, even while attacking. Magical attempts at comprehending the words only result in the same insanity that infects their aura.



KOATLICAN

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Wis +7, Cha +7

Skills Perception +11

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 21

Languages Koatlican

Challenge 12 (8400 XP)

Aura Of Insane Violence. Any creature within 60 feet of the koatlican at the end of its turn must make a successful DC 16 Wisdom save or attack the nearest creature, be they friend or foe. At the end of each turn, they make make this save once again, at which point the insanity ends. Affected creatures who shake off the effect are immune to the aura for the remainder of the encounter.

Magic Resistance. The koatlican has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The koatlican makes 3 attacks: one with its bite and two with its snake skirt.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8+4) piercing damage plus 7 (2d6) poison damage if the target is a creature.

Snake Skirt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (4d4+4) piercing damage plus 10 (4d4) poison damage.

REACTIONS

Snake Skirt Attack. Any creature who attacks a koatlican with a melee weapon without the Reach property is subject to one attack by its skirt snakes.

KOLAN COLOSSUS

Rounded enormous stone heads have always graced the lands surrounding the major cities of Kolan, particularly near Cabez. Throughout Kolan's history, even during their subjugation by the Empire of Nexal, the heads stood testament to some long forgotten culture, but never gave any indication that they were anything but sculptures.

Somnolent Guardians. Cordell's lieutenant Jalimar Trollslayer was not content with the lands given to him by the Golden Legion outside of Helmsport. He decided to mount an expedition nominally in search of "greater wonders" but in truth it was only an attempt to seek out additional stores of gold to steal from the natives.

Jalimar arrived many months later in Kolan and grew curious about the stone heads. He was certain that they were tied to hidden wealth and the Kolan did not otherwise appear to have any. He ordered the fifty or so Payit that he brought with him on his expedition to begin digging around the heads, and they found that the heads were in fact, attached to a much larger body. Apparently this disturbance was also enough to awaken these grand constructs and they proceeded to crush both Jalimar and all of his allies.

Once the deed was done, the colossus simply returned to its original position as the Kolan stood by and observed. Even today, the Grand Pochteca does not care to tempt fate, and the Kolan continues to ignore the colossal heads. It is not known exactly what circumstances might cause them to rise again.



KOLAN COLOSSUS

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't plumastone, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 20 (25000 XP)

Extricate. There are five kolan colossi known to exist and all are buried deep so that only their heads are exposed. If awakened, it will take the colossus a full turn to extricate itself, giving attackers a free turn of attacks before initiative is rolled.

Immutable Form. The kolan colossus is immune to any spell of effect that would alter its form.

Magic Resistance. The kolan colossus has advantage on saving throws against spells and other magical effects.

Magic Weapons. The kolan colossus' weapon attacks are magical.

ACTIONS

Multiattack. The kolan colossus makes two slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 52 (8d10+8) bludgeoning damage.

KOTHOGGO

Kothoggo are weapons of war among the Green Folk in the southern jungles of Maztica. They are insatiable creatures that can wipe out entire villages, but are doomed to die only shortly after their creation.

Chimeric Beast. A kothoggo retains some of the worst features of a giant reptile, an insect, and even some vaguely human or ape-like features. They do in fact contain parts of all these creatures, having been transformed at one time from a normal human.

Brain Eaters. Kothoggo must eat the brains of sentient creatures to survive. If they go a single day without doing so, they die of starvation, and because of this their lifespans tend to be limited. They have been known to wipe out an entire village, only to collapse upon the headless corpses a day later as their food supply runs out.

Transformation Magic. The lands of the Green Folk are known for the strange ruins of societies that none can remember. These ruins are universally considered taboo, but not every Green Folk has followed tradition. In one instance, a foolhardy and curious hunter entered a small pyramid and found nothing but hundreds of tiny red mushrooms inside. Taking some with him, he eventually consumed a small quantity and within a few days, he transformed into the first known kothoggo.

The hunter was slain before he could devour all of his kin, but the Green Folk figured out what had caused the change. They realized they had a very effective weapon that they could use against their rivals.

KOTHOGGO

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 161 (19d10 + 57)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages -

Challenge 7 (2900 XP)

Behead. If a kothoggo reduces a creature to 0 hit points in an attack where the bite caused damage, the creature is beheaded, killing it if it needs its head to live.

ACTIONS

Multiattack. The Kothoggo makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the Kothoggo can attack only the grappled creature and will attempt to behead the creature on its next attack.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage.



LODESTONE OOZE

The lodestone ooze is one of the reasons true metallurgy never developed properly in the True World. Since the invasion of Cordell and his heavily metal laden legions, the lodestone oozes have fed well. Lodestone oozes do not appear like many other oozes, having what appears to be a central hairy mass from which it can expose and extend pseudopods.

Iron Eaters. Lodestone oozes detect steel and other ferrous based metals from a distance and are single minded in their hunger to dissolve such materials. In nature, only the purest deposits of iron can feed such creatures, but the shields and weaponry of Faerûn are a favorite meal. Unfortunately, the lodestone ooze dissolves its meals with acid and this acid is just as effective on flesh.

Magnetic Aura. Lodestone oozes generate a field of magnetism in their immediate vicinity that makes it very difficult to hold onto items made of ferrous metals – much less to use them.



LUSKAN

The luskans are terrible beasts of the sea – great predators whose hunger knows no bounds. Some of the more primitive folk of the island realms closest to Maztica and Lopango worship them as gods of nature, and many a sacrifice has been offered to them in the past.

Sharktopus. The first luskan was encountered by men of Faerûn when two full ships of Waterdhavians were sunk by one of the creatures. The third ship that hobbled back to Waterdeep told great tales of the octopus-shark hybrid that decimated their ranks. Ignorant mainlanders thus have given the creature the name “sharktopus,” but inhabitants of the True World understand her true origins.

Dragon Turtle Foes. Dragon turtles certainly exist in seas which border the True World, but Luskans are known to despise them and they never occupy the same territory. Sahuagin are the only known predators that the luskan can exist alongside.

LODESTONE OOZE

Large ooze, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 20 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages -

Challenge 4 (1100 XP)

Amorphous. The lodestone ooze can move through a space as narrow as 1 inch wide without squeezing.

Aura Of Magnetism. The creature radiates a magnetic aura in a 10 foot radius. Any attack that is made using a ferrous metal object such as steel has disadvantage. Any hit made on the lodestone ooze forces the attacker to make a DC 14 Strength save or lose the weapon to the ooze.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Blue Holes. Luskans have a preference for lairing inside massive underwater sinkholes known as blue holes. Local fisherman know to avoid these areas despite the fact that they are bountiful with fish.

Spawn of Luska. Rumors abound of a legendary creature that spawned the original luskans who herself is known as Luska. Apparently, this creature has the head of a dragon rather than that of a shark and is many times more dangerous than her spawn.

LUSKAN

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	3 (-4)	10 (+0)	5 (-3)

Skills Perception +3

Senses passive Perception 13, blindsight 60 ft

Languages -

Challenge 7 (2900 XP)

Blood Frenzy. The luskan has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hold Breath. While out of water, the luskan can hold its breath for 1 hour.

Water Breathing. The luskan can breathe only underwater.

ACTIONS

Multiattack. The luskan makes three attacks, once with its bite and twice with its tentacles.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 22 (3d10+6) piercing damage.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Ink Cloud (Recharges After A Short Or Long Rest). A 30 foot radius cloud of ink extends all around the luskan if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the luskan can use the Dash action as a bonus action.

LYCANTHROPE, MAZTICAN

Maztican lycanthropes come in many different forms. The werejaguar is well known and there are rumors of weresharks, wereoctopi and even the jagre are considered by some (incorrectly) to be a form of lycanthropy.

Below are three new additions, one of which is the aforementioned werejaguar. There is also the noble wereagle and the hunger driven Short Folk whose curse changes them into the dreaded werepiranha.

Each lycanthrope has three forms, a humanoid form, animal form and a hybrid. The hybrid form of the wereagle looks remarkably similar to the aarakocra and can often be confused for the bird-folk. In animal form, they appear much like giant eagles, but are closer to their humanoid form in size.

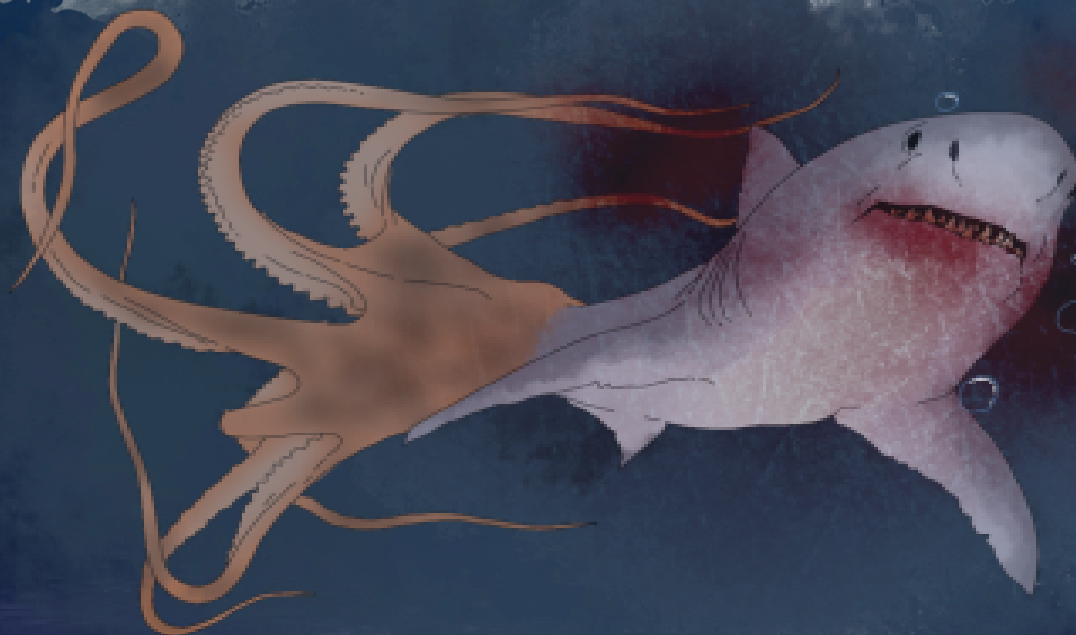
The werepiranha hybrid form looks like a feral humanoid (almost always halflings) but have incredibly sharp serrated teeth. Their hybrid form has the normal appearance of a piranha, but is relatively speaking, much larger in size.

WEREEAGLE

Wereeagles are a noble creature who remove themselves from civilization and keep to their own homes, built where giant eagles, the quetzaldaun and aarakocra reside. They are a rare species and refuse to pass their "curse" on to others intentionally. Wereagles are the only known humans said to be welcome among the reclusive quetzaldaun.

Hakuna Hunters. Perhaps one of the most significant reasons wereeagles are welcome amongst both the aarakocra and the quetzaldaun is due to their penchant for hunting and slaying hakuna. Hakuna have decimated nests of both avian humanoids in the past and wereeagles keep their populations low.

Noble Beings. Wereeagles are naturally noble and polite beings that behave in many ways like the powerful giant eagles. In human form, they are often mistaken for some form of royalty due to the way they present themselves. Their personalities are not haughty, only regal.



WEREJAGUAR

Werejaguar are vicious lycanthropes whose savagery compares to the werewolves of Faerûn. They are often devout in their worship of Zaltec and many seek to obtain hishna talismans to augment their powers.

Scourge of Far Payit. Werejaguars are found in most any jungle in Maztica but their numbers are particularly frightening deep within Far Payit. Because of their presence, hunters disappear all too often and the elders of Tulom-Itzi are always willing to hire adventurers to cull their numbers.

Blessing, Not a Curse. Werejaguars do not intentionally pass on their curse to random individuals and consider their condition a true blessing from Zaltec. Occasionally a human worshiper of the Eater of Hearts will impress them and they will offer this blessing in place of death. Some temples of Zaltec actively employ werejaguars as guardians, but these are most commonly remote and hidden temples deep in the jungle. Despite their totem animal, only the vilest of jaguar knights is willing to tolerate such creatures.

WEREPIRANHA

Werepiranha are one of the few forms of lycanthropes that are almost universally found among nonhumans. Entire tribes of jungle halflings have succumbed to the disease and many have bred true for many generations.

Though they are called “werepiranhas” their animal forms are actually a prehistoric piranha-like fish known as serrasalmidae that is much larger in size, but very similar in appearance.



WEREEAGLE

Medium humanoid (human, shapechanger), neutral good

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 40 ft. (in eagle form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Skills Perception +6

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 16

Languages Auran, Giant Eagle, Maztican

Challenge 3 (700 XP)

Shapechanger. The wereagle can use its action to polymorph into a eagle-humanoid hybrid or into a medium sized eagle. Its statistics remain the same in each form. Any equipment the wereagle is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Sight. The wereagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack (Humanoid Or Hybrid Form Only). The wereagle makes two attacks: one with its beak and one with its talons or tepoztopilli.

Beak (Eagle Or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Talons (Eagle Or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Tepoztopilli (Humanoid Or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Pack Eaters. The more savage clans of halflings are known to willfully choose to become infected with lycanthropy. When the change occurs, dissenters are often the first consumed. The halflings will usually fully abandon their villages and move directly into nearby rivers and streams, only occasionally returning to their old homes. The pack then swims together, hunts together, and certainly feeds together.

An individual werepiranha is not typically much of a threat, but a dozen or so could pick apart any “big folk” that enter their waters. Should they find themselves hunting on land in halfling form (a rare occurrence), werepiranha also have not forgotten the uses of kurari poison.

WEREPIRANHA

Small humanoid (halfling, shapchanger), chaotic evil

Armor Class 13

Hit Points 16 (3d6 + 6)

Speed 30 ft., swim 30 ft. (40 in piranha form)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	10 (+0)	8 (-1)	6 (-2)

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 9

Languages Little Folk, Maztican (if in close proximity to other settlements)

Challenge 1/2 (100 XP)

Shapchanger. The werepiranha can use its action to polymorph into a piranha-humanoid hybrid, a small sized piranha, or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment the werepiranha is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The werepiranha can breathe air and water.

Blood Frenzy. The werepiranha has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Tematlatl (Humanoid Or Hybrid Form Only). Ranged Weapon Attack: +5 to hit, range 30/120 ft., one creature. Hit: 5 (1d4+3) slashing damage plus kurari poison (Constitution save or paralyzed for 1 minute)

Bite (Hybrid Or Piranha Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) slashing damage.

WEREJAGUAR

Medium humanoid (human, shapchanger), lawful evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft. (40 ft. in jaguar form), climb 30 ft. (in hybrid or jaguar form only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Stealth +4

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. passive Perception 12

Languages Maztican

Challenge 3 (700 XP)

Shapchanger. The werejaguar can use its action to polymorph into a jaguar-humanoid hybrid or into a jaguar, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing And Smell. The werejaguar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Jaguar Or Hybrid Form Only). If the werejaguar moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the werejaguar can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The werejaguar makes two melee weapon attacks, of which no more than one can be a bite attack.

Bite (Jaguar Or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werejaguar lycanthropy.

Claw (Jaguar Or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Tepoztōpilli. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 7 (1d8+3) piercing damage.



MATLAZIHUA

Many a lone hunter, farmer or wanderers in the jungles of the True World have come upon a beautiful woman dressed in white flowers and plumage. Those in the know run as fast as they can, but the temptation these creatures offer is too often overwhelming. The men who succumb are never seen again.

Shapechanging Beasts. Amnians who have heard the rumors of the fabled matlazihua tend to assume the stories are of some form of vampire. The fact that many of the sightings have occurred in the light of day have squashed these rumors.

The matlazihua is actually a cruel and opportunistic predator that has learned to shapechange into the form of a physically beautiful human dressed in all white – the fabled “White Woman” of a dozen myths.

Its true form is a horror to behold – an enormous maw filled with a row of shark-like teeth and only a single leg which it uses to hop at a speedy pace.

Hidden Demesnes. The White Women are notoriously difficult to root out once discovered. They never outright attack, particularly against greater numbers, and their homes are nearly impossible to find.

A matlazihua will usually wait until they find a lone individual and only after that being has been charmed will it reveal its true self (often, when the victim's defenses are compromised).



MATLAZIHUA

Medium humanoid (shapechanger), chaotic evil

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	10 (+0)	16 (+3)

Skills Deception +7, Perception +2, Persuasion +7, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Maztican, Payit

Challenge 1 (200 XP)

Shapechanger. The matlazihua can use an action to polymorph into a specific Medium human or back into its true form. Any equipment it is carrying or wearing isn't transformed. It reverts to its true form if it dies.

Camouflage (Creature Form Only). The matlazihua has advantage on Dexterity (Stealth) checks.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 16 (4d6+2) piercing damage.

Charm. The matlazihua targets one humanoid it can see within 30 feet of it. If the target can see the matlazihua, the target must make a DC 14 Wisdom saving throw against her magic or be charmed by the matlazihua. The charmed target regards the matlazihua as a lover to be heeded and protected. Although the target isn't under the matlazihua's control, it takes the matlazihua's requests or actions in the most favorable way it can, and is a willing target for the matlazihua's bite attack. Each time the matlazihua does something harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the matlazihua is destroyed, is on another plane of existence than the target, or takes a bonus action to end the effect.

MICTLANECA

In the mountains of Huacli lies the city of Mictlatepec, also known as the City of the Dead. The city goes about its daily business as it has for centuries, but there is one major difference from a normal city that can be difficult to determine until it is too late – the whole city is full of the undead men and women known as the mictlaneca.

Unfortunately, the plague of death has not stayed in place as of late, and the mictlaneca have spread to other parts of the True World.

Living Undead. The mictlaneca are humanoids who become undead, but maintain many of the traits of their former lives and often behave in a very similar manner. Depending on their standing in life, they take on the traits of zombies, ghouls, ghosts or wights.

Talisman of Perpetual Life. Only one of these items is known to exist currently but another might easily be created as knowledge of the rite spreads throughout the True World. This talisman of hishna was created by the first mictlaneca, the ancient ruler of Mictlatepec named Alban. Only by wearing this talisman upon the moment of death can a mictlaneca gain the powers of a wight.

Knife of Perpetual Service. In order to bring his followers with him for eternity, Alban used a knife of perpetual service to create the other mictlaneca – those with the powers of ghosts, ghouls or zombies. Sacrificing an individual humanoid with such a device causes that being to rise the following evening as one of the living dead.

More knives have since been created and many exist outside of Mictlatepec.

MICTLANECA TEMPLATE

A humanoid can become a mictlaneca. When a creature becomes a mictlaneca, it retains all of its statistics except as noted below. New abilities are based on the base creature's CR.

Type. The creature's type becomes undead and it gains undead traits.

Alignment. The good-evil axis of the creature's alignment becomes evil.

MICTLANECA TRIBAL WARRIOR

Medium undead, neutral evil

Armor Class 13 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the mictlaneca tribal warrior to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the mictlaneca drops to 1 hit point instead.

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

Sunlight Hypersensitivity. The mictlaneca takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Resistances. Gains resistance to necrotic damage unless it is already immune.

Immunities. Gains immunity to the charmed, exhaustion, and poisoned conditions and poison damage.

Sunlight Hypersensitivity. The mictlaneca takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

New Abilities/Actions. The creature gains the following abilities and actions based on its original CR. Each ability uses the proficiency and stat bonuses of the base creature.

CR Range	New Ability/Action
0-1/2	Undead Fortitude (as Zombie)
1-2	Bite (as Ghoul)
3+	Bite and Stench (as Ghost)
*CR 3+	Life Drain (as Wight)

*Only if created with the *talisman of perpetual life*.

NAGUAL

The nagual is a shapeshifter that can take the form of an array of animals each with its own set of abilities. Some believe that Gultec, the legendary jaguar knight of old was in fact a nagual.

Talented Shapechangers. Nagual can shapechange into normal animals with nary a thought. They are incredibly adept at this change and are known to do so continually during an actual battle. Their natural form is that of a traditionally dressed tribal human shaman. Most nagual are known to walk the wilds of Pezelac.

Helpful or Harmful Spirits. Nagual are fey spirits given form and as such, they have very strong feelings towards the mortals that occupy the material world. These feeling manifest themselves as a strong desire to either help or harm. A nagual might frighten off predators from a lost traveler or become the predator itself.

Oracles. Occasionally, a nagual will be blessed with great oracular powers and these nagual can sometimes be beseeched to use their abilities. This variant nagual can cast *commune* one time each day, though they speak to the spirits of nature rather than a deity.

ONCA AUGUSTA

The Onca Augusta is considered by many to be simply "the giant jaguar," and for the most part, its appearance would confirm those suspicions.

However, the creature is in fact an early form of the jaguar and "giant jaguar" is actually a misnomer.

Prized Guardians. As powerful as they are, onca augusta are prized temple guardians, particularly among the clergy of Tezca, Azul, Plutoq and particularly Zalteq. A jaguar knight with an onca augusta ally is a tough duo to overcome.

NAGUAL

Medium fey (shapechanger), neutral good or neutral evil

Armor Class 12 (in humanoid form)

Hit Points 78 (12d8 + 24)

Speed 30 ft. in humanoid form

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Perception +7, Survival +7

Senses passive Perception 17

Languages Maztican

Challenge 1 (200 XP)

Expert Shapechanger. A nagual can polymorph into any type of beast with a CR of 1/2 or less as a bonus action at the start of each of its turns. They keep their Constitution, Intelligence, Wisdom, Charisma, hit die and hit points, but their Strength and Dexterity changes to that of the form they assume. They also gain any other special abilities of the creature they polymorph into including attacks, speed, natural armor and senses. A nagual's equipment and clothing transforms with the nagual becoming temporarily part of his or her body, and magical items continue their effects. If a nagual can cast spells, it can only do so in humanoid form.

ACTIONS

Tepoztopilli. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



ONCA AUGUSTA

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	4 (-3)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 2 (450 XP)

Keen Smell. The onca augusta has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the onca augusta moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the onca augusta can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The onca augusta makes one attack 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.

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

PLUMAZOTL

Plumazotl can alternately appear in a bird-like form or that of a humanoid, but in both forms, they are made entirely of feathers. Plumazotl grow as they obtain magic until they finally reproduce and at some point, they become a greater form of being whether they are humanoid or bird in shape.

Life from Pluma. The plumazotl are creatures formed of pluma magic and made by one of the most powerful plumaweavers in history. This man, whose name was Itzamna Manik, gave life to his creatures who eventually figured out a way to reproduce. The plumazotl spread beyond Itzamna's control and now appear all over Maztica.

Hubris and Punishment. Itzamna's act was considered terribly hubristic by the gods and they were united in their anger over his behavior. Despite Qotal's and his sisters' generally benevolent natures, they turned a blind eye when Tezca sent the terrible xihucouatl to slay Itzamna and his wife Cualli.

PLUMAZOTL, LESSER

Small aberration, neutral good
Benevolent Creatures. Though generally reclusive, the plumazotl are not frightened by mankind and other humanoids and are willing to interact and trade for items of pluma magic. The plumazotl actually reproduce by incorporating such magic into their being and when enough has been gathered, they pluck from each others body to form a new plumazotl. In trade for such items, plumazotl often share knowledge of hidden secrets and pluma magic. Plumazotl also kindly creatures willing to help without recompense in extreme circumstances.

Skills Insight +4, Perception +4

Damage Vulnerabilities fire

Senses passive Perception 14

Languages Payit (ancient dialect)

Challenge 2 (450 XP)

Spellcasting. The plumazotl, lesser is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The plumazotl, lesser has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, friends, gust*

1st level (4 slots): *charm person, color spray, grease*

2nd level (3 slots): *hold person, invisibility*

3rd level (2 slots): *dispel magic, wind wall*

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

PLUMAZOTL, GREATER

Medium aberration, neutral good

Armor Class 16 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

Skills Arcana +5, History +5, Insight +5, Perception +5

Damage Vulnerabilities fire

Senses passive Perception 15

Languages Payit (ancient dialect)

Challenge 5 (1800 XP)

Spellcasting. The plumazotl, greater is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The plumazotl, greater has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, gust, minor illusion, prestidigitation*

1st level (4 slots): *charm person, color spray, thunderwave*

2nd level (3 slots): *blur, lesser restoration, warding wind*

3rd level (3 slots): *call lightning, dispel magic*

4th level (2 slots): *greater invisibility, watery sphere*

ACTIONS

Multiattack. The plumazotl makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.



PLUMED BEHEMOTH

When Maztica was sent to Abeir for just over a century, the new world was not just foreign, it was also a terribly hostile place. The gods had not foreseen the upheaval, nor had they prepared for their century of sleep. Some, however, managed to extend just a small amount of their power into Abeir before it was too late.

Spark of Divine Power. Qotal's divine soul reached into the new world and sought out as many of the beasts known to some as dinosaurs and to others as behemoths. He forever changed these creatures, and at least in the southern jungles, the newly formed plumed behemoths defended the True World in subtle ways that most of its inhabitants will never actually know or understand.

Plumed behemoths tend to stay neutral in regard to creatures native to Maztica, but have an inherent hatred for anything Abeiran – including the dragonborn who have settled peacefully.

Feathered Dinosaurs. Plumed behemoths look the same as the base dinosaur except they tend to have far more feathers in different parts of their bodies that display every color of the rainbow. The skin or scales of aquatic behemoths become multihued instead. Cosmetic changes aren't the only differences, however.

Plumed behemoths behave much like the woodland fey of Faerûn and desire to be left alone when they are not actively protecting its inhabitants.

PLUMED BEHEMOTH TEMPLATE

Any dinosaur may be given the plumed behemoth template. When a dinosaur becomes a plumed behemoth, it retains all of its statistics except as noted below.

Intelligence. Plumed behemoths are far more intelligent than their prehistoric brethren. Increase their intelligence score to 10 if it is already lower.

Immunity. A plumed dinosaur gains immunity to the one form of damage type most associated with the attack modes of the creatures it was designed to defend against. A plumed behemoth that lived in the vicinity of a blue dragon, for example, would be immune to lightning. Over time this immunity can change as new threats arrive – but the plumed dinosaur never has more than one type of immunity unless the base creature has an immunity.

Alignment. Plumed behemoths know that they were designated protectors of the True World from the horrors of Abeir during the continent's exile. As such, they are either lawful neutral or (less often) even lawful good. Unfortunately, they frequently attack even good creatures if such creatures originated on the twin planet.

Languages. Plumed behemoths can understand one language of people who live in closest proximity, but they cannot speak.

New Action: Invisibility. Once each day as an action, the plumed behemoth can cast *invisibility* as an innate ability. This spell lasts until it attacks or until it wills the effect to end.

PLUMED BEHEMOTH PTERANODON

The plumed behemoth pteranodon is a type of plumed behemoth whose story is best told in the story of the *Battle of One-Hundred Wings*.

BATTLE OF ONE-HUNDRED WINGS

While the plumed behemoths choose most often to remain unknown and unseen, none could miss the fabled Battle of Hundred Wings. Four dozen rainbow plumed pteranodons and quetzalcoatlus (from **Tomb of Annihilation**), each immune to his fiery blasts – killed a powerful red dragon over the city of Tulom-Itzi.

Many thought this a sign that Qotal had returned, and in a way, it was a representation that their god had not fully abandoned them.

The pteranodons still live somewhere in the hills of Far Payit.

PLUMED BEHEMOTH PTERANODON

Medium beast, lawful good

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	10 (+0)	9 (-1)	5 (-3)

Skills Perception +1

Damage Immunities fire

Senses passive Perception 11

Languages Maztican (understand only)

Challenge 1/4 (50 XP)

Flyby. The plumed behemoth pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

Invisibility. Once each day, the plumed behemoth pteranodon magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the plumed behemoth pteranodon wears or carries is invisible with it.





SAND ELDER

None know exactly where the sand elders came from, but they are known to be an ancient race of which very few still survive. Only the dwarves of the Sands of Itzcala and the Dog People have had any interactions with these passive behemoths, but both groups give them a wide berth.

These massive beings spend the majority of their time dreaming away the ages, and appear to be nothing more than massive sandstone formations when they are not active.

Ancient Historians. It is said that the sand elders know more about the history of the True World than any other being and that their knowledge predates even that of the gods.

They are sought out by many, but are nearly impossible to find when they don't want to be. They are said to be uncaring beings but they are not cruel or wantonly destructive.

A Dying Race. It is believed that there are only perhaps a dozen sand elders left in existence, though one has not been destroyed in thousands of years. Should one of the remaining sand elders be slain, those remaining would wail with a sound that would be heard across the continent. Most live in the Sands of Itzcala, but there is at least one in the House of Tezca.

SAND ELDER

Gargantuan elemental, true neutral

Armor Class 19 (natural armor)

Hit Points 312 (16d20 + 144)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	28 (+9)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Dex +7

Skills Arcana +12, History +12, Nature +12, Religion +12

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, petrified, poisoned, unconscious

Senses tremorsense 120 ft passive Perception 15

Languages Common, Sand Elder, Terran

Challenge 19 (22000 XP)

False Appearance. While the sand elder remains

motionless in desert or other dry terrain, it is indistinguishable from its surroundings.

ACTIONS

Multiattack. The sand elder makes two slam attacks.

Sandstone Gaze. When a creature that can see the sand elder's eyes starts its turn within 60 feet of the sand elder, the sand elder can force it to make a DC 19 Constitution saving throw if the sand elder isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified and transformed into sandstone. Otherwise, the creature that fails a save resists the transformation but is restrained until the end of its next turn as its body fights off the transformation. A petrified creature remains so until the sand elder decides to release it or it is freed by a greater restoration or other magic.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 60 (8d12+8) bludgeoning damage.

STONE GUARDIAN

Religion is an important aspect of life for the peoples of the Maztican continent. Temples in fact, are often the cultural and social centers of each city. Eagle and Jaguar Knights protect them fervently but in addition to these living defenses, ever-vigilant guardians made of stone sleep until they detect a threat of some sorts. These are the stone guardians, constructs that come in a variety of forms.

Three of the most common are detailed here.

Constructed Nature. A stone guardian doesn't require air, food, drink or sleep.

EAGLE

Eagle stone guardians are rarely found in temples outside of the faith of Qotal but it is not unheard of (particularly among the sister deities).

They have the power to emit a sonic scream and do so almost with an inherent cunning when working in tandem with other eagle stone guardians. They like to target obvious spellcasters, particularly any who wield hishna magic.

JAGUAR

Jaguar stone guardians are capable combatants that can pass through the stone walls of a temple to pounce from a position of surprise. Jaguar stone guardians are a favorite of Zaltecs' temples and are also used frequently by those of Tezca, Azul and Plutoq.

They always attack those who wield pluma magic first.

Serpent

Serpent stone guardians are deadly poisonous in addition to having the ability to constrict. They are the favorite of Nula and Watil's temples, are never used by Kiltzi's and can be found with others occasionally.

Older, abandoned temples of Qotal typically have serpent stone guardians that still function.

STONE GUARDIAN, EAGLE

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6
Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons that aren't plumastone, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 16
Languages understands the language of its creator but can't speak
Challenge 5 (1800 XP)

Keen Sight. The stone guardian has advantage on Wisdom (Perception) checks that rely on sight.

Immutable Form. The stone guardian is immune to any spell or spell affect that would alter its form.

Magic Resistance. The stone guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The stone guardian's weapon attacks are magical.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 19 (5d6+2) slashing damage.

Sonic Screech (Recharge 6). The stone guardian screeches in a 30 foot cone. each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a target takes 35 (10d6) Thunder damage and is deafened for 1 minute. A successful save causes half damage and the target is not deafened.

STONE GUARDIAN, EAGLE

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6
Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons that aren't plumastone, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 16
Languages understands the language of its creator but can't speak
Challenge 5 (1800 XP)

Keen Sight. The stone guardian has advantage on Wisdom (Perception) checks that rely on sight.

Immutable Form. The stone guardian is immune to any spell or spell affect that would alter its form.

Magic Resistance. The stone guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The stone guardian's weapon attacks are magical.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 19 (5d6+2) slashing damage.

Sonic Screech (Recharge 6). The stone guardian screeches in a 30 foot cone. each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a target takes 35 (10d6) Thunder damage and is deafened for 1 minute. A successful save causes half damage and the target is not deafened.



STONE GUARDIAN, SERPENT

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons that aren't plumastone, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 16

Languages understands the language of its creator but can't speak

Challenge 5 (1800 XP)

Immutable Form. The stone guardian is immune to any spell or spell affect that would alter its form.

Magic Resistance. The stone guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The stone guardian's weapon attacks are magical.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) piercing damage plus 7 (2d6) poison damage

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 19 (5d6+2) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the stone guardian can't constrict another target

TLALOCOATL (MAZTICAN RAIN DRAGON)

Tlalocoatl are the powerful, draconic servants of the rain god Azul. As such, they are also known as "Maztican rain dragons," or even simply "rain serpents."

Two-Headed Terrors. The rain dragons have no tails, but rather have one head at each end of their body. One head is that of a draconic serpent and the other an intelligent and yellow-eyed jaguar. There are two distinct personalities within each tlalocoatl, but they work seamlessly in tandem for controlling their body. When the tlalocoatl speaks, one head can finish the other's sentences and the whole process can be confusing to listeners.

Servants of the Rain God. Tlalocoatl are divine messengers and servants of Azul. As such they have control over local precipitation, though this control does not translate to an attack form. They frequently work alongside chac, though ones that serve a tlalocoatl are typically more cruel than their normal kin.

Tlalocoatl otherwise behave very much like other dragons, though they are not as greedy or rapacious as chromatic dragons. They are just as haughty as some metallics, but they certainly do not have a metallic's kindly nature.

TLALOCOATL WYRMLING

Medium dragon, lawful evil

Armor Class 17

Hit Points 38 (7d8 + 7)

Speed 0 ft., fly 30 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Dex +3, Con +3, Int +2

Skills Perception +3

Damage Immunities cold, lightning

Condition Immunities prone

Senses blindsight 10 ft., passive Perception 13, darkvision 30 ft.

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The tlalocoatl can breathe air and water.

ACTIONS

Multiattack. The tlalocoatl makes one attack with its jaguar bite and one with its serpent bite.

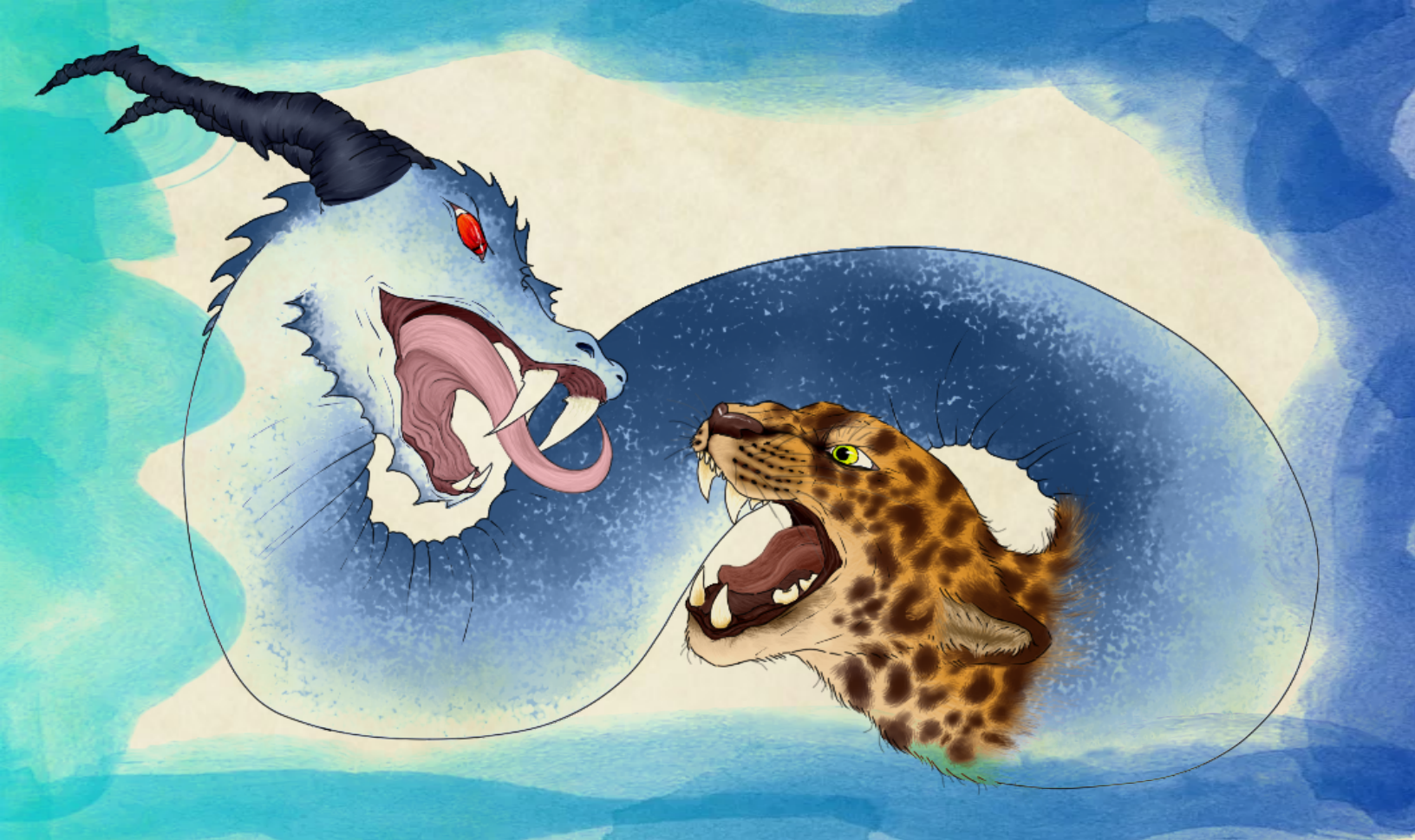
Jaguar Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Serpent Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage and the target must make a DC 13 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or no damage on a successful one.

Dragon Breath (Recharge 5-6). The tlalocoatl can use one of the following breath weapons:

Steam Breath. The tlalocoatl exhales scaling hot steam in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 18(4d8) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage. The area is obscured by heavy fog until the end of the dragon's next turn or until the fog is dispersed by strong wind. The dragon's vision is not obscured by the fog.

Ice Breath. The tlalocoatl exhales ice shards in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 9 (2d8) cold damage plus 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one.



YOUNG TLALOCOATL

Large dragon, lawful evil

Armor Class 18

Hit Points 119 (14d10 + 42)

Speed 0 ft., fly 40 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	13 (+1)

Saving Throws Dex +5, Con +6, Int +2

Skills Perception +4

Damage Immunities cold, lightning

Condition Immunities prone

Senses blindsight 30 ft., darkvision 60 ft., passive

Perception 14

Languages Draconic, Payit

Challenge 7 (2900 XP)

Amphibious. The tlalocoatl can breathe air and water.

ACTIONS

Multiattack. The tlalocoatl makes one attack with its jaguar bite and one with its serpent bite.

Jaguar Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft.,

one target. *Hit:* 13 (2d8+4) piercing damage.

Serpent Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or no damage on a successful one.

Dragon Breath (Recharge 5-6). The tlalocoatl can use one of the following breath weapons:

Steam Breath. The tlalocoatl exhales scaling hot steam in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage. The area is obscured by heavy fog until the end of the dragon's next turn or until the fog is dispersed by strong wind. The dragon's vision is not obscured by the fog.

Ice Breath. The tlalocoatl exhales ice shards in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) cold damage plus 19 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

ADULT TLALOCOATL

Huge dragon, lawful evil

Armor Class 19

Hit Points 184 (16d12 + 80)

Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +8, Con +10, Int +5

Skills Intimidation +7, Perception +7

Damage Immunities cold, lightning

Condition Immunities prone

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Draconic, Payit

Challenge 14 (11500 XP)

Amphibious. The tlalocoatl can breathe air and water.

Legendary Resistance (3/Day). If the tlalocoatl fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The tlalocoatl makes one attack with its jaguar bite and one with its serpent bite.

Jaguar Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Serpent Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 9 (1d6+6) piercing damage and the target must make a DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or no damage on a successful one.

Dragon Breath (Recharge 5-6). The tlalocoatl can use its Frightful Presence. It then makes three bite attacks, using no head more than twice.

Steam Breath. The tlalocoatl exhales scaling hot steam in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 49 (11d8) fire damage on a failed save, or half as much damage on a

successful one. Being underwater doesn't grant resistance against this damage. The area is obscured by heavy fog until the end of the dragon's next turn or until the fog is dispersed by strong wind. The dragon's vision is not obscured by the fog.

Ice Breath. The tlalocoatl exhales ice shards in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 27 (6d8) cold damage plus 27 (6d8) slashing damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6+6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The adult tlalocoatl can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The adult tlalocoatl regains spent legendary actions at the start of its turn.

Detect. The tlalocoatl makes a Wisdom (Perception) check.

Constrict. The dragon uses its constrict attack.

Water Breath (Costs 2 Actions). The tlalocoatl's heads spit out a large volume of water in a 30-foot cone. Each creature in the area must succeed on a DC 18 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone.

ANCIENT TLALOATL

Gargantuan dragon, lawful evil

Armor Class 19

Hit Points 350 (20d20 + 140)

Speed 0 ft., fly 80 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	24 (+7)	11 (+0)	16 (+3)	16 (+3)

Saving Throws Dex +11, Con +14, Int +7

Skills Intimidation +10, Perception +10

Damage Immunities cold, lightning

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 20

Languages Draconic, Payit

Challenge 21 (33000 XP)

Amphibious. The tlaloatl can breathe air and water.

Legendary Resistance (3/Day). If the tlaloatl fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The tlaloatl makes one attack with its jaguar bite and one with its serpent bite.

Serpent Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 12 (1d8+8) piercing damage and the target must make a DC 19 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or no damage on a successful one.

Jaguar Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) piercing damage.

Dragon Breath (Recharge 5-6). The tlaloatl can use its Frightful Presence. It then makes three bite attacks, using no head more than twice.

Steam Breath. The tlaloatl exhales scaling hot steam in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a

successful one. Being underwater doesn't grant resistance against this damage. The area is obscured by heavy fog until the end of the dragon's next turn or until the fog is dispersed by strong wind. The tlaloatl's vision is not obscured by the fog.

Ice Breath. The tlaloatl exhales ice shards in a 90-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (7d8) cold damage plus 31 (7d8) slashing damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 17 (2d8+8) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The ancient tlaloatl can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ancient tlaloatl regains spent legendary actions at the start of its turn.

Detect. The tlaloatl makes a Wisdom (Perception) check.

Constrict. The dragon uses its constrict attack.

Water Breath (Costs 2 Actions). The tlaloatl's heads spit out a large volume of water in a 60-foot cone. Each creature in the area must succeed on a DC 20 Dexterity saving throw or take 17 (2d8+8) bludgeoning damage and be knocked prone.



TZITZIMITL

The tzitzimitl are the vile star demons universally feared by all races and peoples of Maztica. Their cruelty is legendary, though they are luckily bound by the same ancient edict as their creator, Itzapaplotl. They may stalk the world only in the event of a solar eclipse.

Children of the Obsidian Butterfly. Upon her construction of the Void Kingdom of Tamoacha, Itzapaplotl's first move was to travel to the Great Pyramid of the Maztican afterlife.

To the chagrin of the entire pantheon, she gathered thousands of the soul shepherds known as zizimime and corrupted them into these foul demons. The tzitzimitl follow Itzapaplotl's orders without question.

The Eye of Kukul. Tzitzimitl are held to the same ancient edict that prevents their mother Itzapaplotl from terrorizing the True World. They may only come to ground on Toril during a solar eclipse. Planewalking Mazticans, while rare, have also encountered the star demons in the afterworld.

TZITZIMITL

Medium fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	17 (+3)	15 (+2)	14 (+2)

Saving Throws Con +4, Int +6, Wis +5

Skills Arcana +6, Deception +5, History +6, Religion +6

Damage Immunities fire, poison

Damage Resistances piercing

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Infernal, Maztican, Payit

Challenge 5 (1800 XP)

Starfire Aura. A tzitzimitl is perpetually surrounded by an aura of energy known as starfire. Starfire emits heat like normal fire, but is tinged blue and can affect creatures normally immune to fire who are instead resistant to the damage caused by starfire. Creatures who are resistant to fire take full damage from starfire. Starfire cannot be extinguished, even if the tzitzimitl is submerged in a liquid such as water. The tzitzimitl however, can suppress or reignite its starfire as a bonus

action at the start of one of its turns. This suppression also occurs involuntarily after the tzitzimitl uses a starfire blast. Starfire that is ignited gives blue-tinged bright light in a 30 foot radius and dim light for an additional 30 feet. Any creature or flammable object that starts its turn within 5 feet of a tzitzimitl with activated starfire takes 11 (2d10) fire damage from the starfire aura with the adjustments made to immunity and resistance described above.

ACTIONS

Multiattack. The tzitzimitl makes 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Starfire Blast (Recharge 5-6). If the tzitzimitl's starfire aura is not suppressed, it may release its starfire in a 30 foot cone. Each creature in the area of the cone must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed saving throw and half damage on a successful one. Creatures that are immune or resistant to fire damage are affected as described in the Starfire Aura ability. The tzitzimitl loses its starfire aura until this ability recharges and it uses a bonus action to reignite the aura.

VIPERHAND

On the Night of Wailing well over a century past now, Mount Zatal erupted with the transformative and evil energy of the Darkfire, changing members of the cult of the Viperhand into a variety of terrible beasts. While orcs, trolls, ogres, yahui and the shapechanging creatures known as the jagre were the most well known, others are known to have been brought into existence.

These creatures, particularly the orcs ogres and trolls, have slight differences from their Faerûnian counterparts which are mostly cosmetic, but not completely.

VIPERHAND TEMPLATE

An orc, ogre or troll with the Viperhand template retains all of its statistics except as noted below.

Cosmetic Changes. Viperhand creatures are born with a brand on their chest in the shape of a viper. They also tend to wear garments in styles similar to how Nexalan humans once did, though pure Nexalan humans are now practically nonexistent. Skin tones for viperhand creatures are generally darker than typical members of their species, sometimes reaching the dark and glossy black of pure obsidian.

If a viperhand creature wields a weapon, it is almost always a Maztican weapon, typically the mācuahuitl.

Beasts of Hishna Magic. Viperhand creatures gain resistance to all spells that have the *hishna* tag, and are vulnerable to spells with the *pluma* tag. Once per day, if they have the ability to cast a *hishna* magic spell, a target creature has disadvantage on the save. They must declare that they are using this ability before casting the spell.

XIUHCOTL

Xiuhcouatl are fiery counterparts to the celestial couatl. Where couatl are good celestials, dedicated to eradicating evil in Maztica, the xiuhcouatl are fiends that want to watch it all burn.

Tezca's Children. The xiuhcouatl are beholden to Tezca much in the same way couatl regard their lord Qotal. Tezca is said to sit in a lake of molten lava surrounded by these creatures who are ready to obey his every whim. Knowing their penchant for destruction, he sends them to punish mortals who truly anger him. Stories of entire towns put to flame by the dreaded xiuhcouatl are commonplace in Maztican legend.

Flame Tongue. Where the couatl can polymorph into the form of a humanoid, a xiuhcouatl can transform itself into an intelligent flame tongue weapon. The weapon of choice is typically the mācuahuitl. Tezca is known to wield a massive xiuhcouatl mācuahuitl himself, and will occasionally task one to serve a powerful mortal during important missions.

XIUHCOTL

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 50 ft. (in lava only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +5, Wis +7, Cha +6

Damage Immunities fire, bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons

Damage Resistances necrotic

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1100 XP)

Magic Weapons. The xiuhcouatl's weapon attacks are magical.

Shielded Mind. The xiuhcouatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Innate Spellcasting. The xiuhcouatl's spellcasting ability is Charisma (spell save DC 14). The xiuhcouatl can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *detect magic*, *detect thoughts*

3/day each: *blindness/deafness*, *command*, *enlarge/reduce*, *invisibility*,

scorching ray, *protection from poison*, *sanctuary*

1/day each: *hold monster*, *dream*, *scrying*

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 6 (1d6+3) bludgeoning damage plus 4 (1d8) fire damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the xiuhcouatl can't constrict another target.

Change Shape. The xiuhcouatl magically polymorphs into a magical weapon with the flame tongue magical property (DMG pg 170), or back into its own form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed into its new form. In weapon form, it retains all of the its statistics and the ability to speak, but it is immobile. It can remain in this shape indefinitely and can be wielded by any creature that can wield a weapon of its type. In this shape, the xiuhcouatl cannot take actions.



YAHUI

The yahui is a savage race of lizardfolk that delight in sacrifice and cruelty. In many swamps, they have been hunted to extinction by normal lizardfolk who are frequently their primary targets. Yahui retain the appearance of most other lizardfolk, but have developed the hard shell of a turtle that offers them far greater protection from attack.

he Night of Wailing. Well over a century ago, the Night of Wailing transformed men into orcs, trolls and worse – creatures seen for the first time in the True World. The magic unleashed at that moment however, had effects that spread beyond the borders of Nexal and into some of the most dismal swamps.

Entire villages of normal lizardfolk were transformed into the dreaded yahui, but their distance from human civilizations kept this information relatively unknown. Now the yahui hunt mankind mercilessly and though humans may not know their origin, they are certainly aware of their existence.

Sacrifice as a Way of Life. The yahui rarely kill during their hunts, but rather try to incapacitate their targets, using nets and javelins dripping with a sleep poison. The yahui have come to worship Zaltec as their creator and constantly wish to feed their hungry deity.

YAHUI

Medium humanoid, chaotic evil

Armor Class 18 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +2, Survival +3

Senses passive Perception 13

Languages Draconic, Maztican

Challenge 1 (200 XP)

Hold Breath. The yahui can hold its breath for 15 minutes.

ACTIONS

Multiattack. The yahui makes 2 attacks: one with its bite and one with its javelin, two with its javelins or one with a javelin and one with a net.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage and if the target is a creature, it must make a DC 13 Constitution save or be poisoned for 1 minute.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one creature. *Hit:* A Large or smaller creature hit by a net is Restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, Bonus Action, or Reaction to Attack with a net, you can make only one Attack regardless of the number of attacks you can normally make.





YALLAGOG

Cruel and vicious cave dwellers, the yallagogs are often too cowardly to pose a significant threat unless they have a distinct advantage in battle. Yallagogs are driven by greed and steal anything that is of perceived worth to another.

Relentless and Greedy. A yallagog's greed is unmatched by almost all other races and they have been known to make a dwarf seem charitable with their gold. They are excellent at blending in with their surroundings and almost never tire. Long sleeps which they take at most once every tenday allow them to otherwise avoid the effects of exhaustion. Yallagogs do not only steal precious materials such as gold. Rather, they like to take whatever is of value to another being. They would choose a cheap family heirloom over a bag full of coins given the opportunity.

Devolved Humanity. The few who know of the yallagogs claim that they were once a race of men who fled into the depths of the earth. They will also claim that the yallagogs were fleeing the repercussions from some unknown transgression. Whether it was a vengeful deity or simply an adaptation to their environment, stony, calloused skin began to grow over the whole of their bodies until they gained the appearance they have today. They are not elementals, nor are their skins truly made of stone, but it protects them from damage just as well.

YALLAGOG

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	12 (+1)	9 (-1)	6 (-2)

Skills Stealth +3

Damage Resistances poison

Senses darkvision 60 ft passive Perception 9

Languages Common, Terran

Challenge 1/4 (50 XP)

Stone Camouflage. The yallagog has advantage on all Dexterity (Stealth) checks made to hide in rocky terrain.

Innate Spellcasting. The yallagog's spellcasting ability is Intelligence (spell save DC 11). The yallagog can innately cast the following spells, requiring no material components:

At will: *nondetection*

1/day each: *bane*, *slow*

ACTIONS

Mācuahuitl. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

MONSTERS OF THE TRUE WORLD...

Far to the west of Faerûn across the sea of Swords lies the mysterious land of Maztica. It was discovered, pillaged and then lost again to exile on the even stranger world of Abeir. Back once again, Maztica and its mysteries are ripe once again for discovery.

While there may be treasure aplenty to find, there are also horrors that are seen nowhere else on Toril. In this book, you will find close to 50 new ones for your PCs to tackle!

Cover Art: *"Queen of the Jungle"*

Silent Ravyn

<https://www.deviantart.com/silentravyn>

A NEEDED UPDATE

A number of bestiaries have been created for the Maztica Campaign Setting. This book has consolidated, updated and added to the growing list of creatures that have been created through a variety of products.

On the flip side, a number of creatures have not been included in this update, for the express reason that they will appear again in future products. Creatures from the extensive underdark of Maztica (particularly the varied subraces of scorpionfolk) and creatures from Lopango have all been left for products specific to those regions.

A SOURCE OF ADVENTURE

The **MZA** series of adventures will make frequent use of this product, ergo the book's status as a PWYW product. Like the 5e **Monster Manual**, the creatures in this book will be addressed in bold lettering in all future adventures produced for the Maztican Campaign.

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.