

TWC7

TRUE WORLD BESTIARY III



MONSTERS I-Z



TRUE WORLD BESTIARY III

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ABOUT THIS BOOK

This compendium of creatures is the third for “official” use with the “Maztica Alive!” campaign. Maztica Alive represents a representation of the fabled continent of Maztica that has grown organically from the events described in the Maztica Series of novels and the **Maztica Boxed Set** (1991).

In addition, there are creatures in these pages that hail from the far away land of Lopango (detailed in **TWC2**). The majority of the entries in this book are new and have never before been detailed in a D&D product. Some are variations on creatures found elsewhere, but most are taken from real world Mesoamerican myth or are simply creations from the mind of the author.

This book also hopes to clear up some confusion about earlier iterations of creatures from **The Maztica Bestiary**. Inconsistencies in lore from that book are repaired in the section labelled “TWC5 Errata.”

Finally, all Maztica Alive monsters from every DMsGuild product are put into order using both the creatures’ CRs and in an alphabetical listing. Their source is also stated making reference easy.

At the completion of this book, the following additional Maztica Alive products are available on DMsGuild.

- TWC1 *The Maztica Campaign Guide*
- TWC2 *Lopango – Land of the Sacred Sun*
- TWC3 *Claw and Sting – The Scorpionfolk of the Maztican Underdark*
- TWC4 *Esmeralda – Island of Revolution and Supernatural Threats*
- TWC5 *The Maztica Bestiary**
- TWC6 *True World Bestiary II – Monsters A-H*
- TWN1 *Azure Skies*
- TWM1 *Diamond Eyes – A True World Tale of Betrayal*
- TWM2 *Fangs and Feathers – A Book of Spells for the True World*

- TWM3 *The Grand History of the True World*
- TWM4 *The Penguinfolk*
- TWM5 *The Smoky Mirror**
- TWM6 *Children of Qotal**
- TWM7 *Wyrms of the True World - Acalanahuatzi*
- TWA1 *The Ruins*
- TWA2 *The Curse of Zarzumotl*
- TWA3 *Blood Offering*
- TWA4 *The Siege of Heroika*
- TWA5 *Resistance!*
- TWR1 *The Sea Demon’s Pearl*
- TWR2 *The Maztican Ball Game*

Each of these sourcebooks can be found at:

<http://www.dmsguild.com/product/171534/TWC1-The-Maztica-Campaign-Guide>

MONSTER DESCRIPTIONS

The monsters in this sourcebook follow the format of the Monster Manual. Additional notes unique to this sourcebook are given below.

Languages. The “common” tongue in Maztica actually refers to what was once known as Nexalan, but is now generally known among the inhabitants as “Maztican.” It is easy enough to replace this language with whatever local tongue is most common nearest to the given creature. Natican is also listed as a language in some cases, referring to the common tongue of Lopango.

TWC1 The Maztican Campaign Guide. A number of creatures within this book utilize weapons or spells from TWC1. There are also numerous lore references made to the material in TWC1.

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IMPERATONTI

Imperatonti, also known as the emperor scorpionfolk, are a barbaric and proud race of scorpionfolk that are physically far stronger than their tlincalli cousins. They are not unintelligent, but they are certainly not as ambitious as their smaller kin, and this tends to have them seen as gullible.

Children of Vulkoon. Long ago, the greatest of all imperatonti was a massive specimen named Vulkoon. Favored among the gods, Vulkoon assisted the demon lord Obox-ob in imprisoning a rival who had conspired to become the sole scorpionfolk deity. When the heroic Vulkoon found success, Obox-ob betrayed him and his kin, leading to the deaths of nearly his entire brood.

IMPERATONTI

Large monstrosity, lawful neutral

Armor Class 15

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	8 (-1)	12 (+1)	10 (+0)

Skills Intimidation +6, Perception +7, Survival +7

Senses darkvision 60 ft. passive Perception 11

Languages Natican, Tlincalli

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The imperatonti makes four attacks: one with its greataxe, two with its pincers, and one with its sting.

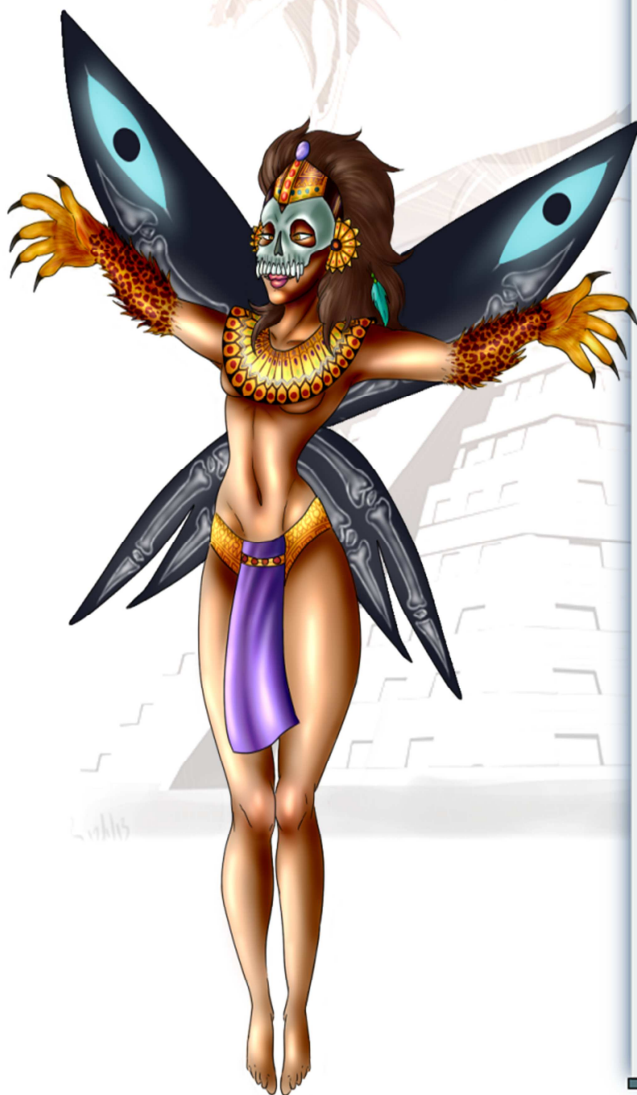
Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage. The target is grappled (escape DC 15). The imperatonti has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Vulkoon became the sworn enemy of the demon lord that day and along with many followers, he fled to the southern lands of Lopango. Soon after, Vulkoon was declared the first Scorpion King among his people and upon his death, he ascended to the mantle of divinity. To this day his kin, the imperatonti, worship Vulkoon with pure adoration.

Quick to Anger. Of all the scorpionfolk races, the imperatonti are by far the least sadistic and they are not intentionally cruel. However, imperatonti are prone to fits of anger and it takes these barbaric folk long to



ITZAPAPLOTL

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 27 (105000 XP)

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

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

At will: *Exhausting Wave*, *Eyes of the Jaguar Lord*

1/day each: *Hishna Curse*, *Power Word Blind*

3/day each: *Heart Ripper*, *Hypnosis*, *Pestilence*, *Swarm Form*

ACTIONS

Multiattack. Itzapaplotl can cast one of her spells or use her starfire, then she can attack twice 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 takes 90 (20d8) damage. Itzapaplotl can choose to make the damage fully cold, fully fire, or half damage dedicated to both.

LEGENDARY ACTIONS

The itzapaplotl 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 itzapaplotl 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.

forgive slights even if the offender has been undoubtedly proven innocent. This flaw has caused long wars with a variety of other races.

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 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.

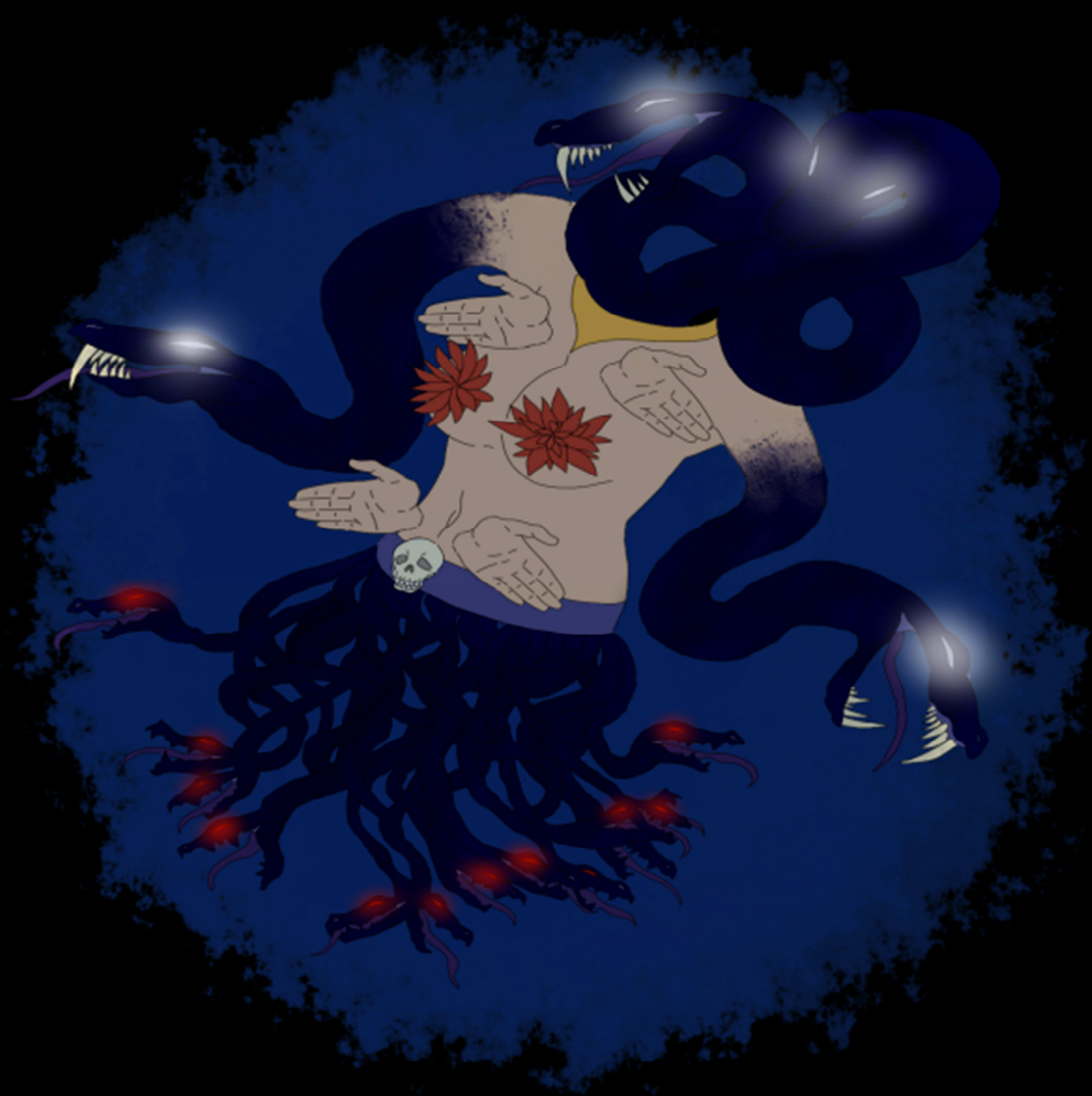
KOATLICAN

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. Coatlicue's corpse rots for all time, hidden in the deepest pit of the True World's underdark in a maze known as the Serpent Skirt. None who enter return, and even the fearsome tlincalli avoid the Serpent Skirt at all cost.

Bizarre Physiology. Koatlcan spawn from the corpse of the dead goddess, yet their shape does not resemble hers. Draped in a skirt of serpents, koatlcan 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.

Insanity and Death. If koatlcan have any connection to their mother goddess' portfolio of fertility, it does not make itself apparent in their abilities. Koatlcan radiate an aura of violent insanity and their gaze can cause rotting and eventual death. There is a reason so few return from the Serpent Skirt alive.

Ancient Tongue. Koatlcan 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.

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

Skills Perception +11

Damage Immunities necrotic, poison

Senses darkvision 60 ft., passive Perception 21

Languages Koatlican

Challenge 11 (7200 XP)

Aura Of Insanity. 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 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 either four attacks or six attacks. The four attacks are from the head/arm serpents and the six attacks are from the skirt serpents.

Head/Arm Serpents. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) piercing damage. The target must succeed on a saving throw or be poisoned for one minute. The poisoned target is nauseated and it can

repeat the saving throw at the end of each of its turns, ending the effect on a success.

Skirt Snakes. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4+4) piercing damage. The target must succeed on a DC 17 Constitution save or take an additional 4 (1d8) poison damage.

REACTIONS

Skirt Snake Attack. Any creature who attacks a koatlican is subject to three attacks by its skirt snakes.

LEGENDARY ACTIONS

The koatlican 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 koatlican regains spent legendary actions at the start of its turn.

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

Tail Swipe. The Koatlican makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the Koatlican takes 10 (3d6) psychic damage, and the Koatlican regains hit points equal to the damage the creature takes.

The koatlican 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 koatlican regains spent legendary actions at the start of its turn.

Attack. The Koatlican makes one claw attack or tail attack.

Move. The Koatlican moves up to half its speed.

Chomp (Costs 2 Actions). The Koatlican makes one bite attack or uses its Swallow.

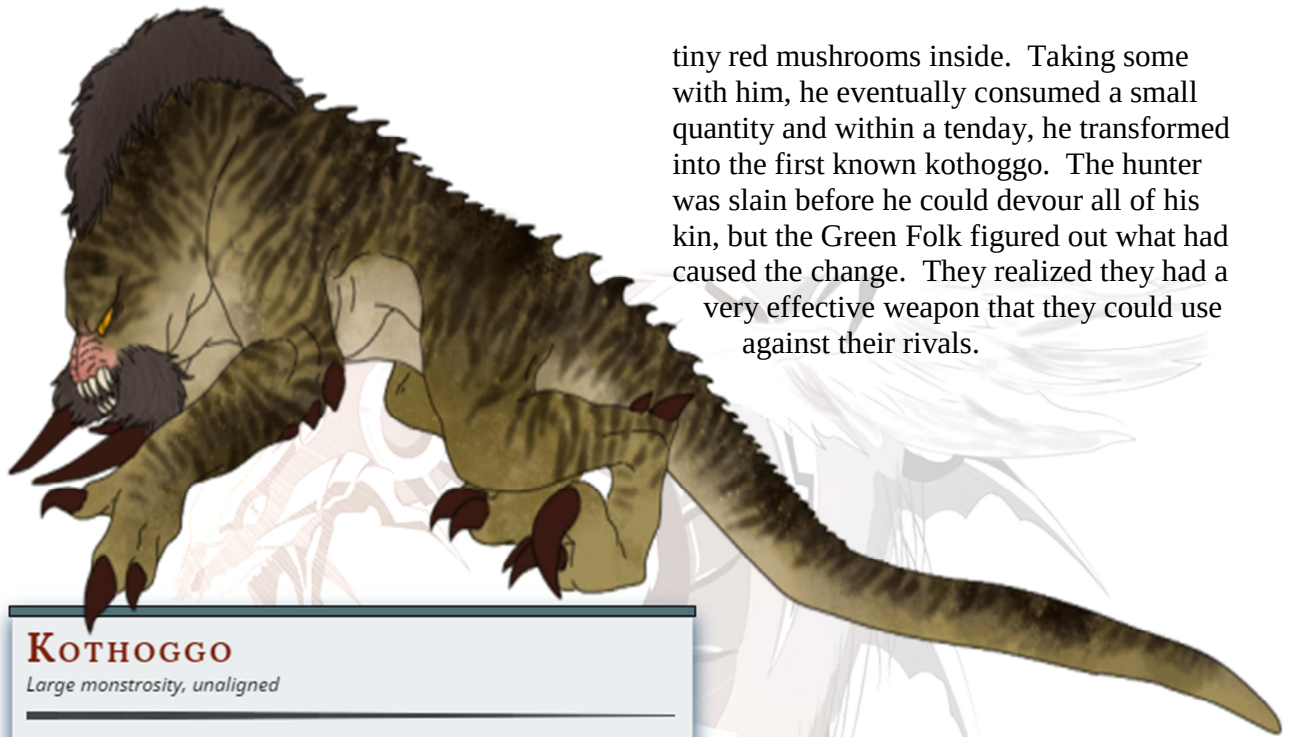
KOTHOGGO

Kothoggo are weapons of war among the Green Folk in the southern jungles. 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 quickly, 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 throughout time. In one instance, a foolhardy and curious hunter entered a small pyramid and found nothing but hundreds of



KOTHOGGO

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages -

Challenge 7 (2900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). 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:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Behead. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 64 (11d10+4) slashing damage. If this damage reduces the target to 0 hit points, the kothoggo kills the creature by beheading it. This attack may only be used on a creature that is grappled by the kothoggo or otherwise incapacitated.

tiny red mushrooms inside. Taking some with him, he eventually consumed a small quantity and within a tenday, 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.

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 COLOSSUS

Gargantuan construct, unaligned

Armor Class 18

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 17 (18000 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.

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.

LODESTONE OOZE

The lodestone ooze is perhaps one of the reasons true metallurgy never developed properly in the True World for the formation of weaponry. Since the invasion of Cordell and his heavily metal laden legions, the lodestone oozes have fed well.

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 Faerun 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.



LODESTONE OOZE

Large ooze, unaligned

Armor Class 11

Hit Points 5 (1d4 + 3)

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, slashing

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 lodestone ooze 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.

Corrosive Form. A creature that touches the lodestone ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick non-magical wood or metal in 1 round.

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

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.

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 Faerun 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 are certainly known to exist in True World waters, but Luskans are known to have battles with the creatures and they never occupy the same territory. Sahuagin are the only known predators that the luskan can exist alongside.

Blue Holes. Luskans have a preference for lairing inside massive

LUSKAN

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 15 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses passive Perception 13, blindsight 60 ft.

Languages -

Challenge 6 (2300 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.

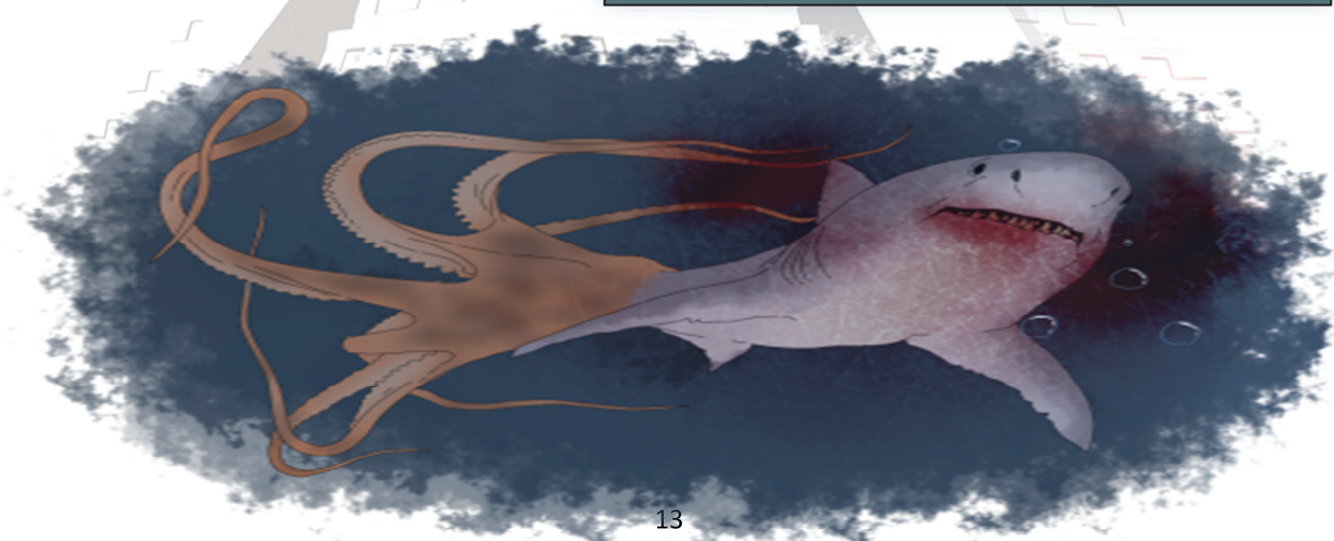
ACTIONS

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.



underwater sinkholes known as blue holes. Local fisherman know to avoid these areas.

Spawn of Luska. Rumors abound of a legendary creature that spawned the original luskans who herself is known as Luska. Apparently, this creature is known to have the head of a dragon, rather than that of a shark.

LYCANTHROPE

True World 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 two new additions - 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 aarakockra 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.

WEREEAGLE

Medium humanoid (human, shapechanger), neutral good

Armor Class 13

Hit Points 104 (16d8 + 32)

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 Wereeagle 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.

Nobility without Titles. 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, however.

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



WEREPIRANHA

Small humanoid (halfling, shapechanger), 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 1/4 (50 XP)

Shapechanger. 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.



disease and many have bred true for entire 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.

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 feed 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.

MANTICORE, MAZTICAN

The Maztican manticore is similar to the breed known in greater Faerun, but might in fact be a more primitive or magically altered form. It is unknown which breed is the original.

Scorpionfolk Guards. Maztican manticores are frequently the favored pets and guardians for the tlincalli and as such, tend to live underground, rather in the skies above. They do not have wings and are incapable of flight. Even those that do not serve a master tend to stay hidden in caves and caverns. An entire pride of free

manticores are known to stalk the canyons of the desert dwarves in the House of Tezca when the sun goes down.

Aversion to the Sun. Like their Faerunian cousins, Maztican manticores are fierce predators, but have a distinct aversion to strong sunlight. This does not translate into any particular weakness, but it is safe to travel in the light of day in regions known to be inhabited by these fierce and cruel predators.

MANTICORE, MAZTICAN

Large monstrosity, lawful evil

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Tlincalli
Challenge 3 (700 XP)

Tail Stinger Regrowth. A Maztican manticore that loses its tail stinger will regrow after a long rest.

ACTIONS

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

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

Multiattack. The Maztican manticore makes three attacks: one with its tail sting or bite and two with its claws.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10+3) piercing damage. , and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

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 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

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

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. 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 13 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.

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

MICTLANECA

In the mountains of Huacli lies the city of Mictlatepec, also known as the City of the

lives and often behave in a very similar manner. Depending on their standing in life, they take on the traits of zombies, ghouls, ghaunts 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 created 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 ghaunts, 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.

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

Resistances. Necrotic

Immunities. Charmed, exhaustion, poison, poisoned

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
CR 0-1/2	<i>Undead Fortitude</i> (as Zombie)
CR 1-2	<i>Bite</i> (as Ghoul)
CR 3+	<i>Bite</i> and <i>Stench</i> (as Ghast)
*CR 3+	<i>Life Drain</i> (as Wight)

*Only if created with *Talisman of Perpetual Life*

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 zombie 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.

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, but most believe this to be false.

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.

OBYRITH-TOUCHED

The primal demon Obox-ob has always sought to make inroads into the scorpionfolk of Toril and particularly into the True World. He has suffered many setbacks – most notably to the barbarian god of the imperatonti known as Vulkoon. Even more recently, it led an incursion into mainland Faerun in the underdark city of Oaxaptupa. The obyrith-touched are his minions alongside the dreaded ekolid – and they are a horror to behold.

Transformed Scorpionfolk. Every obyrith touched was once scorpionfolk – charinti, tlincalli, imperatonti, opistacanthi and even some rumored palophonti. Whether through misfortune or devotion each scorpionfolk

became twisted and remolded into a vile version of its former self – one surrounded by only madness and a desire to please their verminous lord.

Maddening Aura. Obox-ob is of an ancient brand of demons known as the obyrith who are known for their essential wrongness and innate powers to induce madness. The obyrith-touched claim a similar aura, but one that induces a specific form of arachnophobia which can easily debilitate a victim.

OBYRITH-TOUCHED TEMPLATE

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 normal animal 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 and Charisma, 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 and speeds.

A nagual's equipment and clothing transforms with the nagual becoming temporarily part of his or her body.

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.

OBYRITH-TOUCHED TLINCALLI

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +4, Stealth +4, Survival +4

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Tlincalli

Challenge 6 (2300 XP)

Aura Of Madness. Any creature that is not immune to mind affecting magic or is not scorpionfolk itself that starts its turn within 30 feet of an obyrith-touched tlincalli must make a Wisdom saving throw with a DC of 13. If they fail the save, they are paralyzed with a fear of scorpions and have the paralyzed condition as long as the obyrith-touched tlincalli (or any other scorpion-like being) remains in sight. The save can be repeated at the beginning of each turn to end the effect.

ACTIONS

Multiattack. The Obyrith-Touched Tlincalli makes two attacks: one with its macuahuitl or spiked chain, and one with its sting.

Macuahuitl. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Obyrith-touched statistics remain the same as the base creature except as listed below.

Alignment. The obyrith-touched becomes chaotic evil.

Senses. The obyrith touched gains blindsight to a range of 10 feet and darkvision to a range of 60 feet. Sometimes, the eyes of the obyrith touched disappear from their face, but this does not hamper their ability to see.

Resistances. The obyrith-touched gains resistance to cold, fire, lightning, bludgeoning, piercing and slashing from nonmagical weapons.

Immunities. The obyrith touched is immune to poison and the poisoned condition.

Aura of Madness. Any creature that is not immune to mind affecting magic or is not scorpionfolk itself that starts its turn within 30 feet of an obyrith-touched tlincalli must make a Wisdom saving throw with a DC of 13. If they fail the save, they are paralyzed with a fear of scorpions and have the paralyzed condition as long as the obyrith-touched (or any other scorpion-like being) remains in sight. The save can be repeated at the beginning of each turn to end the effect.

Any creature that the DM determines to be scorpionfolk can gain the obyrith-touched template. Currently, this includes tlincalli (from *Volo's Guide to Monsters* page 193), charinti (from *TWC6*), the imperatonti, opistacanthi and palophonti from this book.



OCELOTL

Ocelotls are a slightly smaller offshoot of the tabaxi that inhabit only the most hidden places deep within the jungles. Local humans have endless legends about their strange powers and avoid them at all costs. Even other tabaxi tend to give them a wide berth.

Masters of the Mind. Ocelotl command a power that is otherwise unknown in the True World. They are masters of psionics and use their powers to mislead those who would seek them out. They are not a violent or cruel race, but they are known to be quite xenophobic, and are desperate to remain hidden from the rest of the world.

OCELOTL MYSTIC

Medium, chaotic good

Armor Class 15

Hit Points 40 (9d8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	16 (+3)	12 (+1)	15 (+2)

Skills Arcana +7, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Maztican

Challenge 1/4 (50 XP)

Telepathy. The ocelotl can communicate telepathically with any creature it can see within 100 feet. It doesn't need to share a language with the creature for it to understand the telepathic utterances, and the target creature understands the ocelotl even if it lacks a language. The ocelotl can allow a creature to respond telepathically, but it must understand at least one language in order to communicate this way.

ACTIONS

Mind Thrust. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 4 (1d8) psychic damage. Target uses Intelligence score in place of AC to defend against this attack.

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

REACTIONS

Intellect Fortress. The ocelotl imposes disadvantage on a ranged attack or a melee attack made against it if it can see the attacker. If the attack hits the ocelotl, the attacker takes 1 point of psychic damage.

OPISTACANTHI

The opistacanthi are a race of scorpionfolk that tend to be much smaller than their tlincalli brethren. They are also the only subrace where almost as many can be found aboveground as there are belowground.

Envenomed Bows. The opistacanthi use a Maztican war bow known as the tlalhuītōlli to great effect. Unlike most scorpionfolk, the poison from their tail stingers remains potent for many hours after exposure to air, and more than enough drips from the tip for them to envenom their arrows.

Monstrous Guardians. The opistacanthi are physically the weakest of the scorpionfolk and they are aware of this shortcoming. Therefore, many opistacanthi communities contain guardians that they raised from birth. The scorilla, whether created by the opistacanthi or some mad hishnashaper in the past, is the most common of these guardians.

PALOPHONTI

In the depths of the deepest oceans, a gigantic race of aquatic scorpionfolk roams. They are cruel and uncaring, but prefer more than anything not to be disturbed. Their connection to other scorpionfolk is tenuous at best and they claim to have existed long before even the tlincalli zodiac of deities.

Prehistoric Race. The palophonti have existed in the oceans of Toril since the Days of Thunder. Like other scorpionfolk, their bodies are an amalgamation of a humanoid torso and the body of a scorpion. The palophonti, however, are enormous creatures, and their scorpion halves are that of an extinct species of sea scorpion that no longer exists in Toril's oceans (as far as anyone knows). These scorpions had not yet fully developed their stingers, and the

OPISTACANTHI

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +5, Survival +5, Survival +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Maztican, Tlincalli

Challenge 2 (450 XP)

ACTIONS

Multiattack. The opistacanthi makes 2 attacks. Either two with its tlalhuitolli (bow) or one with its cuahuitl and one with its sting.

Tlalhuitolli. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 3 (1d6) poison damage.

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage plus 10 (3d6) poison damage.

palophonti has their whip-like tail that can spread a disease known as the *slimy doom*.

Historians of the Sea. The palophonti know secrets of the sea that are far beyond the knowledge of most others. If they were not so cruel, they might be known as great oracles of the oceans. It is nearly impossible to get these creatures to give up their vast knowledge of ancient times, but exceptions have been known. The reasons to approach a palophonti for hidden knowledge would need to be dire indeed.

PALOPHONTI

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	17 (+3)	17 (+3)	14 (+2)

Saving Throws Str +12, Con +10, Wis +8, Cha +6

Skills Arcana +8, History +13, Perception +8

Damage Immunities poison

Damage Resistances cold

Condition Immunities poisoned

Senses passive Perception 18

Languages Giant, Maztican, Tlincalli

Challenge 13 (10000 XP)

Amphibious. The Palophonti can breathe air and water.

Innate Spellcasting. The palophonti's spellcasting ability is

Charisma (spell save DC 15). The palophonti can innately cast the following spells, requiring no material components:

At will: *detect magic*, *major image*

3/day each: *charm person*, *mirror image*, *scrying*, *suggestion*

1/day each: *geas*

ACTIONS

Multiattack. The Palophonti makes three attacks: two with its pincers and one tail whip attack.

Pincer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

Tail Whip. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (5d6+7) slashing damage. The target must succeed on a DC 18 Constitution saving throw or contract slimy doom. A creature with slimy doom begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn. A creature can repeat its saving throw at the end of each of its turns to end the slimy doom.



PENGUINFOLK

The penguinfolk are a transplant from another world to which survival and necessity have changed dramatically. They are anthropomorphic penguins that were once known as the dohwar, but have long since abandoned that name.

Servants of the Skulls. When the penguinfolk arrived in Maztica in 1361 DR they were immediately beset upon by predators and enemies from all sides. They would surely have not survived had they not discovered an ancient sentient artifact of the

Creator Race known as the batrachi and this artifact taught the penguinfolk how to defend themselves. This transformation, however, came at a price and the future of the penguinfolk is now in question.

Adamantine weapons. The penguinfolk have access to vast stores of the remarkable metal known as adamantine and have been given the knowledge on its use and alter some of its properties for advancing weaponry. This is a secret that goes far beyond the metallurgical knowledge of almost anywhere else in the True World and they guard the secret with their lives. Even some of the penguinfolks' natural weapons have made use of this remarkable metal.

PENGUINFOLK ADAMANTINE CLAW

Medium humanoid (penguinfolk), chaotic neutral

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 30 ft., swim 30 ft.

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

Saving Throws Str +2, Dex +4, Int +3, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Dohwar

Challenge 3 (700 XP)

Phantom Striker. An adamantine claw can attack with its claw attacks up to a range of 30 feet.

Psychic Defense. While the penguinfolk adamantine claw is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Penguinfolk Adamantine Claw makes two claw attacks.

Adamantine Claws. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30 ft., one target. *Hit:* 5 (1d6+2) slashing damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

PLAINSJAN, LOPANGAN

Plainsjan are vicious little imp-like creatures from another world that arrived in Toril (and Lopango in particular) around the same time as the Lopangan anadjiin. They attack in packs that consist of an even number of creatures.

Twin Born. Plainsjan are always born as twins and are inseparable from birth. A plainsjan that loses its twin becomes listless and lazy, and does not often survive for much longer. Occasionally one will find an adopted master, but the master must be as cruel and sadistic as the plainsjan itself.

Pack Predator. A plainsjan on its own is not a terribly powerful opponent, but the bleeding attacks of their claws and poison in their bites can quickly take down creatures much larger than themselves.

PLAINSJAN, LOPANGAN

Small fey, neutral evil

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 30 ft.

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

Skills Survival +3, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses 50 ft. passive Perception 11

Languages Plainsjan

Challenge 1/8 (25 XP)

ACTIONS

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

Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) slashing damage. Any creature struck by the plainsjan will continue to bleed, taking an additional 1 point of necrotic damage at the end of their turn.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage. A creature that is struck must make a DC 13 Constitution save or become mildly delirious, suffering disadvantage on their next attack role.

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 the True World, 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.

Plumed behemoths behave much like the unicorns of Faerun 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.

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.

Intelligence. Plumed behemoths are far more intelligent than their prehistoric brethren. Increase their intelligence score to 10.

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.

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.

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 magically turn invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the Plumed Behemoth wears or carries is invisible with it.

QARQACHA

Though they sometimes attempt to pass themselves off as harmless (if filthy) hermits in the mountains of Lopango, qarqachas are in fact terrible fiends from the steep slopes of Gehenna. **Unnatural Appearance.** Qarqacha are shapechangers who can easily polymorph from the appearance of an old unkempt human male hermit to that of its natural form – a bestial llama with heads at both ends of its body. In its natural (unnatural?) form, the qarqacha is horrifying to look at and can cause those who meet its gaze to freeze in place. Though the fiend's appearance would not normally appear to be so mobile, its quick charge attack has been known to flatten even the heartiest of Natican heroes.

Mountain Hermit. Qarqacha, like the llama they somewhat resemble, are inhabitants of the mountains of Lopango. They are the bane of villages and hamlets that are established in such places. A qarqacha's presence causes livestock to sicken, plants to wither and domesticated animals to violently misbehave. The baying of a qarqacha travels for many miles in the clear mountain air creating a sense of dread that can only be shaken upon the creature's destruction or banishment.

Qarqacha almost always appear to these communities in the form of a harmless hermit long before they realize the evil that

QARQACHA

Medium fiend (demon, shapeshanger), chaotic evil

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	15 (+2)	17 (+3)	8 (-1)

Saving Throws Str +3, Cha +1

Damage Immunities poison

Damage Resistances cold, fire, lightning, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Natican

Challenge 4 (1100 XP)

Shapechanger. The qarqacha can use its action to polymorph into a human male with an elderly and unkempt appearance or back to its natural form, which is that of a llama with a head at each end of its body. Its statistics are the same in each form, but its equipment does not change with it. A qarqacha reverts to its natural form if it dies.

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

Trampling Charge (Llama Form Only). If the qarqacha moves at least 20 feet straight toward a target and then hits with one of its slam attacks on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the qarqacha can make one attack with its hooves against it as a bonus action.

ACTIONS

Multiattack. The Qarqacha makes 2 slam attacks.

Fearful Glare. The qarqacha targets one creature it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the qarqacha deals damage to it, or until the end of the qarqacha's next turn. When the paralysis ends, the target is frightened of the qarqacha for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the qarqacha, ending the frightened condition on itself on a success.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (3d8+1) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4+1) bludgeoning damage.

they are in fact dealing with. Qarqacha delight in human suffering.

QUETZALDAUN

The quetzaldaun are a brightly plumed subspecies of the aarakocra blessed with gifts the deity Qotal in return for a pledge of eternal service.

Dragon Foes. Other than the tlaloatl (and perhaps some hitherto unknown species), dragons are incredibly rare in the True World. This has not always been the case, and long ago the dragons almost hunted the aeree progenitor race to extinction. The aeree beseeched the gods for help and Qotal appeared to a particularly brave tribe offering his aid. These aeree were given immunities to the terrible breath weapons of the dragons and while the battles were still costly, the tribe managed to route

most of their ancient foes. The quetzaldaun have never recovered in their old numbers but still remain to battle should their enemies return. Though few know of their bravery, it was the quetzaldaun, sometimes allied with plumed behemoths, which kept the worst of the dragon attacks from Abeir in the last century.

Changing Immunities and Attacks. A quetzaldaun's supernatural powers are based solely on defeating the dragon's that might have otherwise hunted them into extinction. Because of this, their energy immunity and attacks change dependent on the closest dragon. If a red dragon were to attack, for example, all nearby quetzaldaun would be immune to fire and likely add cold damage to their weapon attacks.

QUETZALDAUN

Medium humanoid (quetzaldaun), lawful good

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5

Damage Immunities see below

Senses passive Perception 15

Languages Auran, Maztican

Challenge 1/2 (100 XP)

Energy Immunity. Quetzaldaun are immune to one form of energy attack. Choose from acid, cold, fire or lightning.

Energy Attack. When a quetzaldaun makes a melee attack, add 7 (2d6) damage using either acid, cold, fire or lightning damage. This damage type is never the same as the energy immunity the quetzaldaun has.

Dive Attack. If the quetzaldaun is flying and dives at least 30 feet straight towards a target and then hits with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

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 20 (25000 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 23 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.

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.



SCORILLA

The dreaded Scorilla, as its name implies, is a terrible amalgam of gorilla and giant scorpion that has adopted the worst traits of both species.

Slaves of the Opistacanthi. The tree-dwelling opistacanthi know they are physically the weakest of the scorpionfolk races and the Scorilla provides them with a sense of “muscle” to both protect their villages and attack others when needed. There is no deadlier a sight than charging scorillas followed by the deadly arrows of the scorpionfolk.

SCORILLA

Large monstrosity, unaligned

Armor Class 17

Hit Points 85 (10d10 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 4 (1100 XP)

Aggressive. As a bonus action; the scorilla can move up to its speed toward a hostile creature it can see.

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

ACTIONS

Multiattack. The scorilla makes 2 attacks; one slam and one sting.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and if the target is a Medium or smaller creature it is grappled (escape DC 16). Until the grapple ends the creature is restrained, and the scorilla cannot attack another target with its arms. Every turn in which a creature is grappled it continues to take slam damage and is subject to attacks from the scorilla's stinger.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10+4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one.

Scorilla Origins. Like the owlbear, scholars debate the origins of the scorilla. The opistacanthi claim to have created the creature in a long past age, but others speculate older origins.

STONE GUARDIAN

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., climb 30 ft. (jaguar and serpent), fly 60 ft. (eagle)

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

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't plumastone

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 4 (1100 XP)

False Appearance. While the stone guardian remains motionless, it is indistinguishable from an inanimate

statue.

Stone Glide (Jaguar). The jaguar stone guardian can burrow through the nonmagical stone walls of the temples that they guard. The jaguar stone guardian does not disturb the material that it passes through.

ACTIONS

Multiattack. The stone guardian makes two attacks, one claw and sonic scream (eagle), two claws (jaguar) or one bite and one constriction (serpent).

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+1) slashing damage.

Sonic Scream. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) thunder damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 14 (3d8+1) bludgeoning damage and the target is grappled (escape DC 14). Until the grapple ends, the creature is restrained, and the stone guardian cannot constrict another target.

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.

EAGLE

Eagle stone guardians are rarely found in temples that don't belong to 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.

TZAKANDI, LOPANGAN

Ceremorphosis is the process in which illithid implant tadpoles into humanoids, starting the process of transformation that “births” new mind flayers. The degenerate race of illithid known as the yagrel have experimented with ceremorphosis on many other races and as of yet, the tzakandi is their most successful.

Lizardfolk of the Tzakan Marsh. The tzakandi were once a great tribe of lizardfolk of the Tzakan marsh in the northern reaches of Lopango. They fought a desperate war with the yagrel and despite some major losses, managed to utilize their knowledge of the swamp to keep safe and protected. That all changed when the yagrel started to perform ceremorphosis on captured members of the tribe. Once the tzakandi warriors were sent back into their swamp, the rest of the tribe quickly fell. Now the swamp is almost exclusively the domain of these terrible creatures, and only pockets of resistance still remain.

A Shared Idea. Few true illithids know of the yagrel in Lopango, but those who do are disgusted by the abominations. However, somehow the process of changing lizardfolk into tzakandi has spread beyond the boundaries of the True World. Tzakandi can now be found in Faerun’s mainland as well, but in their utilization of non-yagrel tadpoles – the resultant tzakandi are different from those in Lopango. Tzakandi are particularly well known in the illithid city of Oryndoll whose illithids use lizardfolk captured from Surkh.

TZAKANDI, LOPANGAN

Medium aberration, lawful evil

Armor Class 13 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 11

Languages Deep Speech, Draconic, telepathy 120 ft.

Challenge 2 (450 XP)

Hold Breath. The Tzakandi, Lopangan can hold its breath for 15 minutes.

ACTIONS

Multiattack. The Lopangan tzakandi makes three attacks; two with a weapon and one with its acid globules.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning 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.

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

Acid Globules. The Lopangan tzakandi can spit acid globules from its face tentacles at a target within 30 ft that is in sight. The target must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much on a successful one.

Extract Brain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated humanoid. *Hit:* 26 (7d6+2) piercing damage. If this damage reduces the target to 0 hit points, the Lopangan tzakandi kills the target by extracting and devouring its brain.

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 in the True World 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 126 (23d8 + 23)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	17 (+3)	19 (+4)	19 (+4)

Saving Throws Int +6, Wis +7, Cha +7

Skills Arcana +6, Deception +7, Perception +7, Religion +6

Damage Immunities fire, poison

Damage Resistances piercing

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 17

Languages Abyssal, Infernal, Maztican

Challenge 5 (1800 XP)

Starfire Aura. A tzitzimitl is perpetually surrounded by an aura of super hot starfire. This fire emits heat like normal fire, but is tinged blue and can even affect creatures normally immune to fire (half damage). It cannot be extinguished, even if the tzitzimitl is submerged in a liquid such as water. The tzitzimitl can suppress this ability, as can Itzapaplotl if she so chooses. It is also temporarily suppressed when the tzitzimitl unleashes a starfire blast. Any creature or object that stands within 5 ft. of a tzitzimitl when its starfire ability is activated automatically takes 11 (2d10) fire damage.

ACTIONS

Multiattack. The tzitzimitl makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (3d8+1) slashing damage.

Starfire Blast (Recharge 5-6). The tzitzimitl releases its starfire in a 30 ft cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save and half damage on a successful one. Creatures normally immune to fire take half damage on a failed save and no damage with success. The tzitzimitl loses its starfire aura until this ability recharges.



XIUHCOUATL

Xiuhcouatl are fiery counterparts to the celestial couatl. Where couatl are good celestials, dedicated to eradicating evil in the True World, 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

XIUHCOUATL

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

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

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, psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances necrotic

Senses passive Perception 15, truesight 120 ft.

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: *bless*, *create food and water*, *cure wounds*, *lesser*

restoration, *protection from poison*, *sanctuary*, *shield*

1/day each: *dream*, *greater restoration*, *scrying*

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., *Hit:* 8 (1d6+5) piercing damage and the target must make succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target feels extreme pain as if its blood is boiling, and is incapacitated.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6+3) bludgeoning damage plus 7 (2d6) 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 weapon with the flame tongue 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 its statistics and the ability to speak, but is immobile. It can remain in this shape indefinitely and can be wielded by any creature that can wield a weapon of its type.

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 macuahuitl. Tezca is known to wield a massive xiuhcouatl maca himself, and will occasionally task one to serve a powerful mortal during important missions.

YAGREL

The yagrel is a degenerate illithid that has lost most, but not all of its once formidable powers of the mind. What they have lost in mental capacity has been made up in sheer strength and brute force.

Devolved from Illithids. None know

YAGREL

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 105 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Int +7, Wis +6, Cha +6

Skills Athletics +5, Stealth +6

Senses darkvision 120 ft., passive Perception 12

Languages Common, Undercommon

Challenge 5 (1800 XP)

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

ACTIONS

Multiattack. The Yagrel makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) bludgeoning damage.

Extract Brain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one incapacitated humanoid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the yagrel kills the target by extracting and devouring its brain.

YAGREL, ELDER BRAIN

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 264 (23d10 + 138)

Speed 0 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Int +10, Wis +9, Cha +12

Skills Intimidation +9, Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Common, Undercommon, telepathy 5 miles

Challenge 13 (10000 XP)

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

Yagrel Telepathic Hub. The elder brain is aware of all yagrel within 5 miles of its location and can issue commands to them telepathically within this range. Despite its relatively lower intelligence to standard illithid elder brains, the yagrel elder brain's cunning is an advantage to normal yagrel. The yagrel may also communicate with up to ten intelligent creatures of other races in this range and allow them to freely communicate with each other, but such creatures are under no compulsion to follow the elder brain's commands.

Regionally Bound. The yagrel elder brain may not travel more than 500 feet from its brine pool or it takes 27 (6d8) damage at the start of each of its turns. With sustained effort, the elder brain can lift and carry its pool with it at a speed of 5 ft., but it cannot use its tentacle attacks while it is doing so.

Legendary Resistance (3/Day). If the yagrel elder brain fails a saving throw, it can choose to succeed instead. The elder brain always uses this ability if attackers attempt to teleport it far from its brine pool.

ACTIONS

Multiattack. The Yagrel, Elder Brain makes 3 attacks, one with its mind blast, and two with its tentacle attacks.

Mind Blast (Recharge 5-6). The yagrel elder brain magically emits psychic energy. Creatures of the elder brain's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 32 (5d10 +5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 27 (5d8+5) bludgeoning damage. If the target is a huge or smaller creature, it is grappled (escape DC 15). A grappled target has disadvantage when saving against the elder brain's mind blast attack while it remains grappled.

where the yagrel came from originally, but it is well known that they were once true illithid. Centuries of war with a race known as the anadjiin has forced them to develop strengths where they were once weak, while losing abilities that were mostly ineffectual against their enemy. The yagrel inhabit vast stretches of jungle that separate the continent of Maztica from that of Lopango. They make it incredibly difficult for folk of one continent to make it to the other alive. It is rumored that similar illithid transformations have occurred on other worlds.

Elder Brain. Yagrel elder brains are even less recognizable than the yagrel themselves. Vicious creatures to the extreme, they still retain a potential for powerful psionics, but now resort to more physical means when forced from their foul smelling pools of brine.

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.

The 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 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 (lizardfolk), 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)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Survival +5, Stealth +4

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 one or two attacks. It can attack with its javelin and a bite, two javelin attacks, or a single net attack.

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) damage and the target must make a DC 13 Constitution saving throw or become poisoned for 1 minute. The poisoned target falls unconscious for the same duration or until it takes damage or until another creature takes an action to awaken it.

Net. *Ranged Weapon Attack:* +0 to hit, range 5 ft., one creature. *Hit:*) damage. A Large or smaller creature is restrained until it is freed. The 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 the yahui uses a net, it only receives one attack.

ZIZIMIME

Zizimime are the skeletal shepherds of the dead who guide a soul to their final destination in the afterlife of the True World's inhabitants. Some have evolved to prefer one plane over all others and slowly change in appearance, attitude and sometimes abilities.

Soul Shepherds. When a mortal dies, its tonalli (soul) reaches the top of a great pyramid, where it is greeted by a skeletal humanoid known as a zizimime. The zizimime does not judge or confront the soul no matter what life the being led. Instead it answers any questions the soul might have (if they are confused) and soon after guides them off to another platform in a direction associated with their alignment. Souls are incapable of disobeying a zizimime's direction, even if they know they are headed for an eternity of torment.

Mutable Forms. Zizimime take their jobs seriously and know they are responsible for the order of the afterlife. However, many do begin to find an affinity for one particular plane. Over time, the zizimime might shirk its duties and spend more and more of its time on its plane of choice. Its form will eventually come to more closely resemble an inhabitant of its particular plane. New abilities and features invariably pop up, but they always at the very least retain their skeletal features. Itzapaplotl took advantage of this trait by kidnapping thousands of zizimime and transforming them into her dreaded star demons.

ZIZIMIME

Medium celestial, unaligned

Armor Class 14 (natural armor)

Hit Points 126 (23d8 + 23)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	17 (+3)	19 (+4)	19 (+4)

Saving Throws Int +6, Wis +7, Cha +7

Skills Arcana +6, Deception +7, Perception +7, Religion +6

Damage Immunities poison

Damage Resistances piercing

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 17

Languages Abyssal, Infernal, Maztican, Celestial

Challenge 3 (700 XP)

ACTIONS

Multiattack. The tzitzimitl makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (3d8+1) slashing damage.

MAZTICA BESTIARY ERRATA

The Maztica Bestiary, written by author Leonaru, can be found on DMsGuild and for the “Maztica Alive” campaign, it has been designated as “*TWC5*.” However, there are differences in lore and in some cases, statistics that are not compatible with the campaign. This portion of the book is designed to rectify or explain such inconsistencies.

In addition, many of the creatures found in *TWC5* have been omitted from the alphabetical listing on the following pages. In many cases, the omissions are of creatures that have been updated from earlier editions and were not necessarily tied to a Maztican campaign. It is up to you if you would like to include them in your “Maztica Campaign.”

The Maztica Alive campaign does not use the versions of the jaguar or plumazotl found in *TWC5* and both can instead be found in *TWC1*.

In some cases, only minor changes needed to be made. These changes are listed for each monster as shown below.

From TWC5 The Maztican Bestiary

Ahuizotl – There are technically two creatures called the ahuizotl that exist in Maztica. The one in *TWC5* is the rarer of the two, known only in the True World. It will therefore be referred to as the “Maztican Ahuizotl” from this point forward. The *TWC6* version is known in greater Faerun, possibly as a transplant from the True World.

Bacar – The bacar of the modern age have the statistics provided in *TWC5*, but the following is a more accurate description.

The bacar once guarded the sacred site of Ixtzul; an ancient ruin where the great star-worm H’Calos once slumbered. The bacar temporarily were under the control of Mirandos of Helm soon before she freed the star-worm and brought vast destruction upon the True World. Now the bacar roam free finding their own way with motivations not yet understood.

Pluma and Hishna Forged. The bacar were created when Revered Counselor Greyst Seven Cloud of the valley of Ixtzul realized that the star-worm H’Calos would need guardians to keep it in eternal slumber. He looked at the ever vigilant ants that lay under his feet and realized he had found the perfect candidate. He used both pluma and hishna magic to create the bacar.

Hive-Minded. The bacar become increasingly intelligent as they share information about their surroundings telepathically. One bacar in each colony, however, becomes queen and is responsible for both procreation and expansion. The queen does not need others in her proximity to maintain her full intelligence but she is also virtually helpless when she is in the process of laying eggs.

Eternal Guardians. A staff could be forged that can be used to control the queen, who in turn controls her colony. Mirandos of Helm once used a *staff of control*, but it has been lost and the secrets of its forging may only be found hidden somewhere in the decimated ruin of Ixtzul.

Mudman – Considering these mudmen may have different statistics from a future Faerunian version, from this point forward, they will also be referred to as “Maztican Mudmen.”

Add the following to their description.

Kukul's Forgotten Children. In legends, it is said that the great god Kukul failed in his first three attempts at creating mankind. The mudman is said to be his first attempt, men originally made of clay who washed away in the rains of Kukul's son Azul.

Star Worm – The original star worm H'Calos has been destroyed and is no longer a threat to the True World. However, it has had previously unknown offspring that are currently much smaller in size. It is unknown how long it might take one of these creatures to reach maturity, but if they do – dozens of full sized star worms would spell doom for the majority of the True World.

General Monster Changes

Language - Any creature from TWC5 that has a human tongue such as "Payit" listed as one of its languages should have this changed to "Maztican." Maztican is a general term which refers to any human tongue that the creature will be able to understand and speak based on its closest human neighbors.

Actions – Some creatures have a "maca" or "macahuatl" listed as a weapon attack. Replace this with a mācuahuatl," which can be found in TWC1 *The Maztica Campaign Guide*. Likewise, anywhere a "spear" is indicated, replace the attack with a tepoztōpīlli.

MAZTICA ALIVE MONSTER ALPHABETICAL LISTING

Name	CR	Source
Acalanahuatzi	22	TWM7
Ahuizotl	6	TWC6

Ahuizotl, Maztican	8	TWC5
Anadjiin, Lopangan	4	TWC6
Bacar	1/2	TWC5
Bacar, Queen	3	TWC5
Camazotz, The First	24	TWC6
Capybara	0	TWC5
Capybara, Giant	1/2	TWC5
Cayma	1/4	TWC6
Chac	3	TWC5
Chac, Acalanhuatzi	3	TWM7
Chaneque	1	TWC6
Charinti	3	TWC6
Chickcharnee	1/8	TWC6
Chimera, Maztican	4	TWC5
Cihuateteo	9	TWC6
Cipactli	4	TWC6
Corollax	1/8	TWC6
Coyote	1/8	TWC5
Coyote Lord	1	TWC5
Crystal Scorpion	11	TWC6
Displacer Beast, Maztican	4	TWC5
Dragon, Rain Adult	9	TWC5
Dragon, Rain Ancient	20	TWC5
Dragon, Rain Wyrmling	2	TWC5
Dragon, Rain Young	7	TWC5
Ekolid	4	TWC6
Ezcochitli	6	TWC6
Feathered Scorpion	6	TWC6
Fire Ant, Giant Male	1/2	TWC1
Fire Ant, Giant Queen	1	TWC1
Fire Ant, Giant Worker	1/4	TWC1
Fire Lizard of Zatal	2	TWC6
Firenewt, Zatal	1	TWC6
Firenewt, Zatal Deathflame	9	TWC6
Firenewt, Zatal Flame Servant	3	TWC6
Firenewt, Zatal Overlord	4	TWC6
Firiji	1/4	TWA2
Geonid, Maztican	1/8	TWA2
Giant Cave Locust	1/8	TWA2
Giant Strider, Zatal	1/2	TWC6
Gold-Clad Giant King	7	TWC6
Golem, Maztican	11	TWC6
Hakuna	7	TWC5
H'Calan	4	TWC6
Huaca	1/2	TWC7
Hurachnid	8	TWC7
Imperatonti	6	TWC7
Itzamti	1	TWC5

Itzamti, Fire Lizard	1/2	TWA2
Ixixachitl, Maztican	9	TWR1
Iztapaplotl, The Obsidian Butterfly	27	TWC7
Jagre	7	TWC5
Jaguar	1/4	TWC1
Jaguar Lord	6	TWC5
Jaguar, Giant	2	TWC5
Kamatlan, Kamadan	3	TWC5
Koatlcan	11	TWC7
Kolan Colossus	17	TWC7
Kothoggo	7	TWC7
Lodestone Ooze	4	TWC7
Luskan	6	TWC7
Lycanthrope, Wereagle	3	TWC7
Lycanthrope, Werejaguar	3	TWC5
Lycanthrope, Werejaguar Servitor	1	TWC5
Lycanthrope, Werepiranha	1/4	TWC7
Manticore, Maztican	3	TWC7
Matlazihua	1	TWC7
Mictlaneca	*	TWC7
Mudman, Maztican	1/2	TWC5
Nagual	1	TWC7
Obyrith-Touched	*	TWC7
Ocelotl Mystic	1/4	TWC7
Opistacanthi	2	TWC7
Palophonti	13	TWC7
Pasocada Ghost	3	TWC5
Penguinfolk Adamantine Claw	3	TWC7
Plainsjan, Lopangan	1/8	TWC7
Plumazotl, Bird	1/4	TWC1
Plumazotl, Humanoid	2	TWC1
Plumed Behemoth	*	TWC7
Porcupine	0	TWC5
Porcupine, Giant	1/4	TWC5
Qarqacha	4	TWC7
Quetzaldaun	1/2	TWC7
Sand Elder	20	TWC7
Sand Shark	1	TWR1
Scorilla	4	TWC7
Star Worm	18	TWC5
Stone Guardian, Eagle	4	TWC7
Stone Guardian, Jaguar	4	TWC7
Stone Guardian, Serpent	4	TWC7
Tapir	1/8	TWC1
Tapir, Giant	1/2	TWC5
Tzakandi, Lopangan	2	TWC7

Tzitzimitl	5	TWC7
Xiuhcouatl	4	TWC7
Yagrel	4	TWC7
Yagrel, Elder Brain	15	TWC7
Yahui	1/2	TWC7
Yallagog	1/4	TWA2
Zarzumotl	10	TWA2
Zizimime	5	TWC7

**Template*