

TWC6

TRUE WORLD BESTIARY II

MONSTERS A-H



TRUE WORLD BESTIARY II

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MAZTICA ALIVE!

The Maztica Alive Community was founded with the sole purpose of bringing this wonderfully vibrant Mesoamerican setting into modern gaming. We are constantly looking for new authors, artists, and even if you just have what you think is a good “idea,” we could certainly use you! The group is growing every day, with active members in the Piazza and Candlekeep communities. There is also a Yahoo Group and the discussions continue among all levels of immersion in the lore.

The Piazza – Maztica Forum

<http://thepiazza.org.uk/bb/viewforum.php?f=39&sid=a97b8dd14548d757c297ece6e02ed8b3>

Candlekeep – Maztica Alive Workshop

http://forum.candlekeep.com/topic.asp?TOPIC_ID=19368&whichpage=1

Maztica Alive! Yahoo Group

<https://groups.yahoo.com/neo/groups/MazticaAlive/info>

The following can be found on the *Dungeon Masters Guild*.

- 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**
- 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*
- TWA1 *The Ruins*
- TWA2 *The Curse of Zarzumotl*
- TWA3 *Blood Offering*

Each of these sourcebooks can be found at:

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

INTRODUCTION

TWC6? Where is TWC5?

Before the creation of *TWC6 The True World Bestiary II Monsters A-H*, a fifth edition bestiary of Maztica was written by author Leonaru and made available on the Dungeon Master’s Guild. Leonaru was contacted and agreed to update the *Bestiary of Maztica* to make it compatible with the Maztica Alive setting lore. The 2nd edition monsters for Maztica were officially updated and ready to use, and should be up shortly on DMs Guild as TWC5.

But can there ever be enough monsters? This sourcebook adds new creatures to challenge your players in the True World. Some of the creatures within these pages are updates from other sources (such as the corollax and ekolid), but the vast majority are brand new. There are creatures from Mesoamerican myth (like the chaneque and cipactli) and others are designed with True World lore specifically in mind. There are creatures here from Maztica, Lopango and even the continent’s vast Underdark.

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.

Spellcasting. A number of creatures within this book utilize spells that can be found in *TWM2 Fangs and Feathers – A Book of Spells for the True World*. If you do not have this supplement, replace these abilities with others of your choice.

AHUIZOTL

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

Stealthy Predator. Despite its size, the ahuizotl can hide in waters as low as 3 ft. deep. From this position, they ambush their prey, preferring sentient prey over normal animals, and attack with their tail hand. Grappled victims are then brought into the depths where the ahuizotl attempts to drown the victim. Ahuizotl tend to bide their time, and typically choose to remain hidden until the perfect opportunity to attack arises.

AHUIZOTL

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Int +4, Wis +3

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Aquan

Challenge 6 (2300 XP)

Amphibious. The ahuizotl can breathe air and water.

Mimicry. The ahuizotl can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Binding Strike. If the ahuizotl scores a critical hit with its claws, tail hand, or bite, the victim becomes blinded permanently.

ACTIONS

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

Tail Hand. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 14 (2d8+5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained.



ANADJIIN, LOPANGAN

Having traveled to Lopango from another world long ago, the Lopangan anadjiin are smaller and physically weaker than their progenitors, but no less fierce. They inhabit the northern wilds of Lopango and rogues occasionally venture into territories where they undoubtedly come into conflict with less alien races.

Eternal War. The Lopangan anadjiin are rumored to have come to Lopango in order to cull the population of degenerate illithid known

occupy. They avoid killing creatures that are rare or nearing extinction and have even done so at their own peril. There are rare Lopangan anadjiin that manifest as powerful druids.



as the yagrel. They war with these beings incessantly, but never quite hunt their enemies to extinction.

Maintain the Balance. Lopangan anadjiin are notoriously aware of the delicate balance of the ecosystem on whatever world and region they

ANADJIIN, LOPANGAN

Medium humanoid, lawful neutral

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills Nature +6, Perception +3, Stealth +6, Survival +3

Senses darkvision 60 ft. passive Perception 10

Languages Common, Anadjiin

Challenge 4 (1100 XP)

ACTIONS

Multiattack. The Lopangan anadjiin makes two claw attacks.

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

CAMAZOTZ, THE FIRST

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

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

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

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

the would be deity on the steps of his own temple, just as Camazotz consumed the blood of one who had turned to *his* worship.

The Maztican Vampire. Another player in the cosmic game and former lover of Zaltec known as Itzapaplotl greatly enjoyed the spectacle and betrayal that Camazotz represented. On a whim she attempted to return Camazotz to life, but even she underestimated his will. He did return, but his thirst for blood has grown tenfold. Now an immortal creature, Camazotz, once the first Man, had now become the First Vampire.

Husband to Many. Camazotz is not a Faerunian vampire and does not have spawn as they do. Instead, he has coopted some of the most sacred souls of the gods – women who die during childbirth that often come to him for succor. These desperate souls are known as the cihuateteo.

CAMAZOTZ'S LAIR

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

REGIONAL EFFECTS

Camazotz has kept his lair hidden for ages, but the region that surrounds it has attracted many of the cruelest werejaguars known. Animals within a mile of the city are also feral and violent.

CAMAZOTZ

Medium undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 441 (4208 + 252)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex +13, Int +2, Wis +11, Cha +14

Skills Intimidation +21, Perception +11, Persuasion +21, Stealth +13

Damage Immunities necrotic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 21

Languages Common, Abyssal, Infernal

Challenge 24 (62000 XP)

Shapechanger. Camazotz has three forms. He can use an action to polymorph into each as long as he is not in sunlight. Unlike normal vampires, Camazotz does not have the normal aversion to running water. Whatever form he polymorphs into, whatever he is wearing transforms with him.

When in the company of others, Camazotz remains in his original, human form. In this form he stands unclothed on the upper half of his body, though he tends to wear an elaborate headdress adorned with fetishes that are reminiscent of both pluma and hishna magic. He cannot fly in this form.

Camazotz's second form is that of a normal bat. In this form, he cannot speak, his walking speed is 5 ft., and his flying speed is reduced to 30 ft. His statistics are otherwise unchanged. Typically, camazotz only remains in this form to observe mankind without drawing attention to himself.

Camazotz's third and final form is a hybrid of man and bat. He is utterly vile in this form, and whether or not he has recently fed, blood tends to trickle from his mouth in place of saliva. Camazotz considers this his true form.

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

Regeneration. Camazotz regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight. If Camazotz takes radiant damage or damage from water blessed by a cleric of a Maztican deity, this trait doesn't function at the start of Camazotz's next turn.

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

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

At will: *Bestow Curse*, *Nondetection*. See *Invisibility*, *Tongues*

1/day each: *Finger of Death*, *Globe of Invulnerability*

3/day each: *Animate Objects*, *Passwall*, *Telekinesis*

ACTIONS

Multiaction (Hybrid Form Only). Camazotz can make two attacks, only one of which may be his bite attack.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 74 (15d8+7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 79 (16d8+7) piercing damage. Plus 36 (8d8) necrotic damage from blood drain.

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

LEGENDARY ACTIONS

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

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

Claw. Camazotz may make a claw attack.

Bite (Costs 2 Actions). Camazotz may make one bite attack.



CAYMA

The cayma are a race of small, jungle dwelling lizardfolk common in the southern continents of Lopango and Katashaka.

History of Servitude. Cayma were created and abandoned in the early days of the world by the Sarrukh. For nearly their entire existence, they have served on race or another, most recently a breed of cruel sorcerous orcs displaced from the northern reaches of Katashaka. Many cayma are breaking free from this ages old tradition now, due to their harsh treatment under the orcs.

Loyal Servants. Though many are breaking from tradition, loyalty has literally been bred into the cayma, and they derive both pleasure and certain advantages from loyally serving others. This extends to those whom they consider friends.

CAYMA

Small humanoid, true neutral

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Stealth +4

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Loyal To A Fault. Cayma who fight in defense of one who they consider their master gain advantage on saving throws against any fear inducing effect. If they see their master take damage, they gain advantage on all melee or ranged weapon attacks during their next turn. Free cayma similarly use this ability for one whom they consider their closest friend or ally.

ACTIONS

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

Ticalhuazcuahuitl (Blowgun). *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:*) thunder damage. 1 piercing damage plus 3 (1d6) poison damage.



CHANEQUE

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

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



CHANEQUE

Small fey, chaotic neutral

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 30 ft.

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

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1 (200 XP)

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

ACTIONS

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

Trap Soul. The chaneque targets one creature that it can see within 30 feet of it. The target must make a DC 13 Charisma saving throw. On a failed save, the target's tonalli (soul) is magically trapped inside a small gem. The target's body goes on living, but has no emotions or personality. The body will eat, drink and breathe, but does not recognize danger or protect itself from attacks. If the gem is destroyed, the soul returns to the body, at which point the victim acts as it did before its soul was trapped, with no memory of its imprisonment. A soulless body typically only lives a week if left to its own devices, or a few months if carefully monitored.

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

CHARINTI

The charinti are one of many races of scorpionfolk native to the Underdark of Maztica. Unlike most of their other brethren, they do not have tail stingers and neither use, nor are immune to poison. Instead, they have two to six whip-like feelers that appear in pairs along their abdomen. These feelers continually twitch and tend to flail about when the creatures are agitated.

Back from Extinction. The charinti were created long ago by the scorpionfolk god Ek-Chua as menial servants for the tlincalli race of scorpionfolk. Over time, they grew to resent their lot in life and fell under the sway of the obyrith demon lord Obox-ob. Unanimously, the gods ordered their genocide and for centuries, the effort seemed to be successful. It has recently been revealed that the obyrith lord himself sequestered many charinti on his Abyssal home plane of Zionyn, and the race has made a resurgence back in

Maztica.

Obyrith-Touched. Though their numbers are small, the vast majority of obyrith-touched scorpionfolk are of the charinti subrace. They are often seen in the company of the dreaded ekolid or worse creatures. Charinti,

CHARINTI

Medium monstrosity, unaligned

Armor Class 13
Hit Points 97 (15d8 + 30)
Speed 30 ft.

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

Skills Arcana +5, History +5, Investigation +5, Religion +5
Damage Resistances necrotic
Senses tremorsense 60 ft., passive Perception 12
Languages Common, Undercommon, telepathy 120 ft.
Challenge 3 (700 XP)

Eidetic Memory (3/Day). Charinti can recall any fact or detail that they see or hear. This allows them to mimic cantrips that they have seen used in the past. Due to the magic involved however, they can only use cantrips a limited number of times. Roll 1d6 and select the resulting number of cantrips that the charinti knows.

ACTIONS

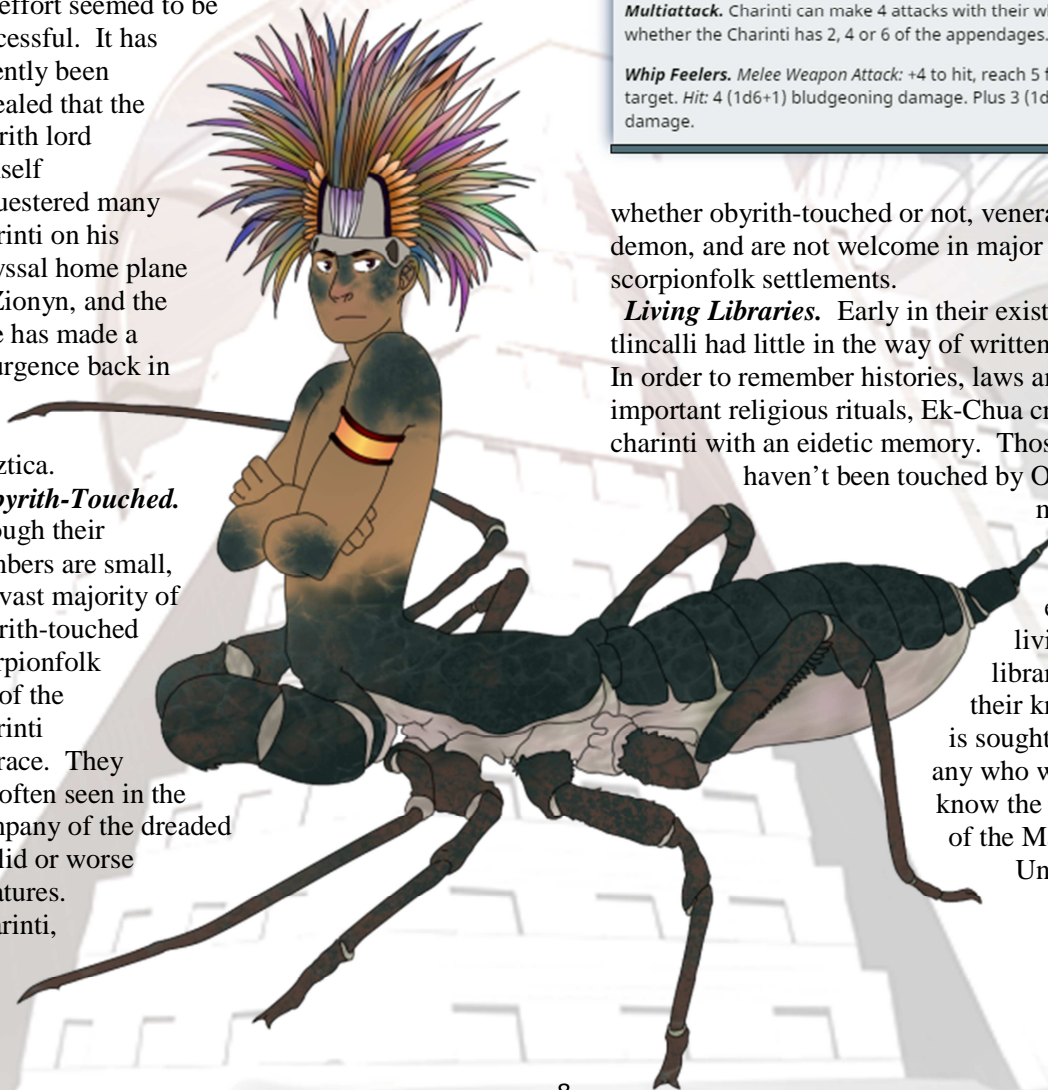
Multiattack. Charinti can make 4 attacks with their whip feelers whether the Charinti has 2, 4 or 6 of the appendages.

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

whether obyrith-touched or not, venerate the demon, and are not welcome in major scorpionfolk settlements.

Living Libraries. Early in their existence, the tlincalli had little in the way of written language. In order to remember histories, laws and vitally important religious rituals, Ek-Chua created the charinti with an eidetic memory. Those who haven't been touched by Obox-ob's madness are

essentially living libraries and their knowledge is sought out by any who wish to know the histories of the Maztican Underdark.



CHICKCHARNEE

Chickcharnee appear to be furred, tailed owls with long legs and reddish eyes, but they are in fact fey who inhabit tropical islands off the coast of the southern regions of Maztica. They are inherently kind creatures, but they insist on receiving respect when encountered and are quick to take offense to even minor transgressions. The head curse that they incur is quite debilitating and the chickcharnee will often insist the afflicted offender make amends for whatever real or perceived transgressions they



are responsible for.

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

CHICKCHARNEE

Tiny fey, neutral good

Armor Class 14

Hit Points 7 (3d4)

Speed 30 ft.

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

Skills Perception +5, Insight +5

Senses darkvision 120 ft. passive Perception 13

Languages -

Challenge 1/8 (25 XP)

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

ACTIONS

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

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

CIHUATETEO

Exclusively female, cihuateteo are tragic souls that have returned to unlife with a lust for blood similar to that of Faerunian vampires. They are cold to the touch, but never pale, and horrifyingly, they are just as often pregnant as not.

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

Unfortunately, the First Man has learned how to deny the women this reward. Perhaps through pacts with some dark powers, or even just through the force of his great will, Camazotz has learned to snatch these souls in route to the afterlife and force them into foul mockeries of



CIHUATETEO

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

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

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

Skills Perception +6, History +6

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

Senses darkvision 120 ft., passive Perception 16

Languages Common, Abyssal

Challenge 9 (5000 XP)

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

ACTIONS

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

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

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

what they once were. Camazotz refers to the cihuateteo as his "wives" and in his twisted mind, loves them.

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

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

CIPACTLI

This cipactli is a vicious ambush predator that lives in the swampier regions of Maztica, particularly near slow moving rivers, ponds and lakes.

In general appearance, cipactli are crocodilian, but also have some features reminiscent of frogs and fish. Their most striking feature, however, is the toothy mouths found at each joint, including their shoulders, elbows and knees. The cipactli is capable of attacking with each mouth.

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

CIPACTLI

Large monstrosity, unaligned

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 30 ft.

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

Skills Perception +3, Stealth +6

Senses darkvision 30 ft., passive Perception 13

Languages -

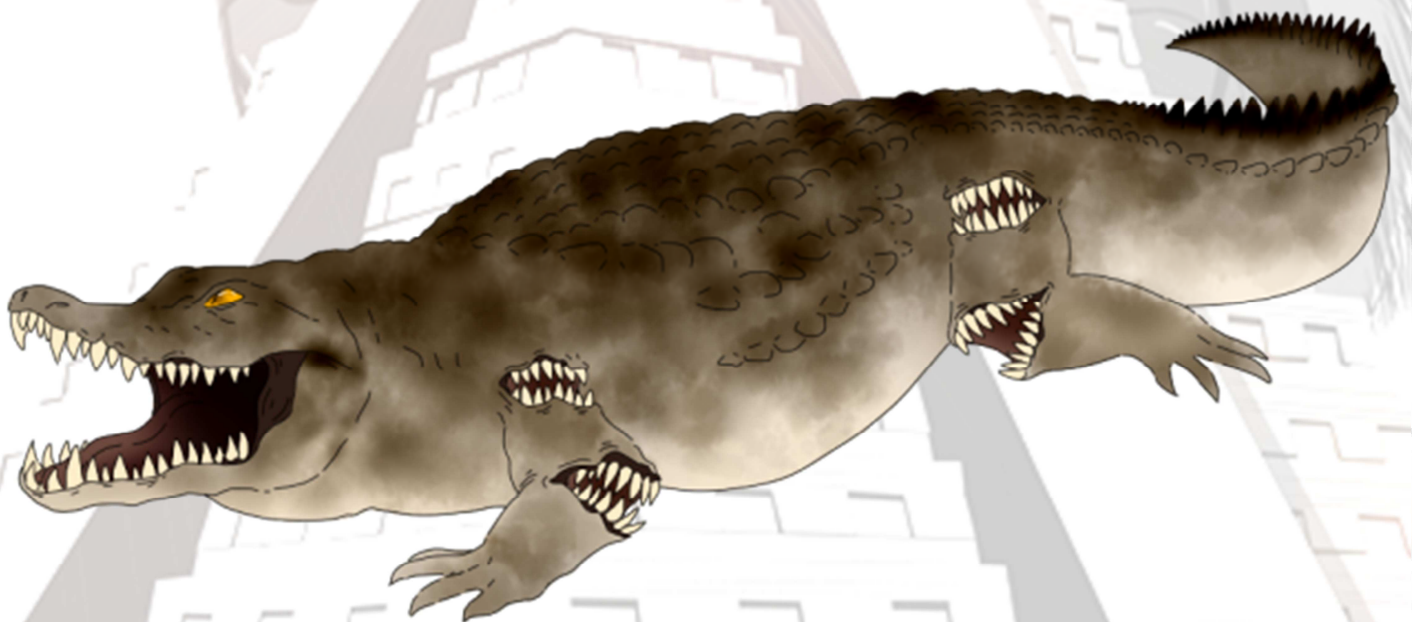
Challenge 4 (1100 XP)

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

ACTIONS

Multiattack. Cipactli make three bite attacks.

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



COROLLAX

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

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

Willing Familiars. If well treated and bribed with plentiful jungle fruits, a corollax can be convinced to become a familiar as long as the caster performs the *find familiar* ritual within the corollax's presence. A successful Wisdom (Animal Handling) check is required or else the ritual is a failure and that particular corollax can never be beseeched again by the caster attempting the binding.

COROLLAX

Tiny beast, unaligned

Armor Class 16

Hit Points 5 (2d4)

Speed 10 ft., fly 60 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 1/8 (25 XP)

ACTIONS

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

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



CRYSTAL SCORPION

offending thief would be mercilessly hunted down.

CRYSTAL SCORPION

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Skills Perception +8

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

Damage Vulnerabilities force

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

Senses darkvision 120 ft., truesight 60 ft., passive Perception 18

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

Challenge 11 (7200 XP)

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

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

Magic Weapons. The crystal scorpion's weapon attacks are magical.

ACTIONS

Multiattack. The crystal scorpion makes two stab attacks with its front claws.

Stab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 27 (4d10+5) piercing damage. If the crystal scorpion hits a target with both stab attacks, it does an additional 18 (4d8) points of lightning damage.

The crystal scorpion is a powerful guardian for the scorpionfolk cities of the True World Underdark. They are constructs, akin to golems, though they take the shape of enormous scorpions with powerful, glowing crystalline legs.

Faerzress Infused. Crystal scorpions are new creations inspired by the worker deity Corantllil. When the tlincalli founded Oaxaptupa, they discovered nodes of the Underdark radiation known as *faerzress*. The stone and crystal sources of the radiation were brought back to T'lincal and after experimentation by Corantllil's diviners, the crystal scorpions were forged. Now, T'lincal itself has at least one at near every major entrance, and many of the satellite cities do as well.

Closely Guarded Secret. Only Corantllil's diviners know the arcane processes to create such powerful constructs. Stolen knowledge would be worth a king's ransom to members of other races, though the





EKOLID

The ekolid is a terrible primeval demon servitor of the demon lord Obox-ob. They are of a breed of demons known as obyrith, and they revel in madness. Ekolid are said to represent the innate and primal fear that all beings have of crawling things and parasites.

An ekolid appears to be a two foot insect with the body of a winged ant. Its back contains a glowing, lime green sac that seethes and roils with the movements of its plentiful larva. Its face is a mass of skulls, brown and drooling, and its wings are delicate gossamer.

Inhabitants of Zionyn. Zionyn is the 663rd layer of the Abyss and the “homeland” of the ekolid. While independent ekolid are savage and feral, there is a semblance of civilization on this lair and it is riddled with elaborate hive cities. Thousands of victims are brought to

marketplaces in these cities where they are bought and sold, or more often used as living incubators for ekolid larva.

Tlincalli Allies. Obox-ob has taken a newfound interest in the scorpionfolk of Maztica, particularly the tlincalli. Ekolid are found in the company of tlincalli with increasing frequency and are typically accompanied by at least one of the obyrith-touched. Obox-ob’s true designs on the tlincalli and Faerun are unknown, but the diviners of the other gods are becoming suspicious.

EKOLID

Small fiend (demon), chaotic evil

Armor Class 14

Hit Points 58 (9d6 + 27)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	13 (+1)

Skills Acrobatics +6, Stealth +6

Damage Immunities poison, psychic

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

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1100 XP)

Madness Aura. Any creature that observes an ekolid must make a Charisma saving throw with a DC14 or suffer from a form of madness. The victim hallucinates about dozens of insects crawling on and under their skin causing them to suffer disadvantage on all attack rolls, saving throws and skill checks. The victim also cannot maintain or use Concentration for any spell. This spell is permanent until they receive a remove curse or similar magic. A successful save makes the creature immune to that particular ekolid’s madness aura for 1 hour.

ACTIONS

Multiattack. An ekolid makes one bite and one stinger attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. On a successful hit, the victim must make a DC14 Constitution saving throw. On a fail, the ekolid implants one of its many larvae. At the start of its next turn, the larvae matures and bursts forth from the victims skin causing 14 (4d6) necrotic damage. The new ekolid is tiny and takes a week to mature before it is gains its madness aura or attacks of its own.

EZCOCHITLI

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

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

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

EZCOCHITLI

Gargantuan plant, neutral evil

Armor Class 8

Hit Points 202 (15d20 + 45)

Speed 10 ft., climb 10 ft.

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

Skills Perception +4

Condition Immunities charmed, blinded, deafened

Senses blindsight 30 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 6 (2300 XP)

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

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

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

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

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

Massive Area. The ezcochitli occupies 2 feet for every hit point it has remaining. Much like a swarm, creatures may occupy this space as well. All creatures within the space are subject to two vines attacks. Creatures within 5 ft. of its area are also subject to a single attack.

Infection. Whether it is from a vines attack or simply through the thorns of the ezcochitli, if a creature with blood suffers damage from it, they must make a DC 15 Constitution save or become infected with the ezcochitli's spores. In two days, the victim will start to notice vines wriggling underneath their skin. After three days, they will become incapacitated. After five days, they will be paralyzed, and after seven days they will die at which time a young single hit die ezcochitli will burst forth from its body and slowly seek out the nearest jungle. The disease is easily cured with magic, but attempting to remove the crawling vines any other way only injures the victim.

ACTIONS

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

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

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

REACTIONS

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

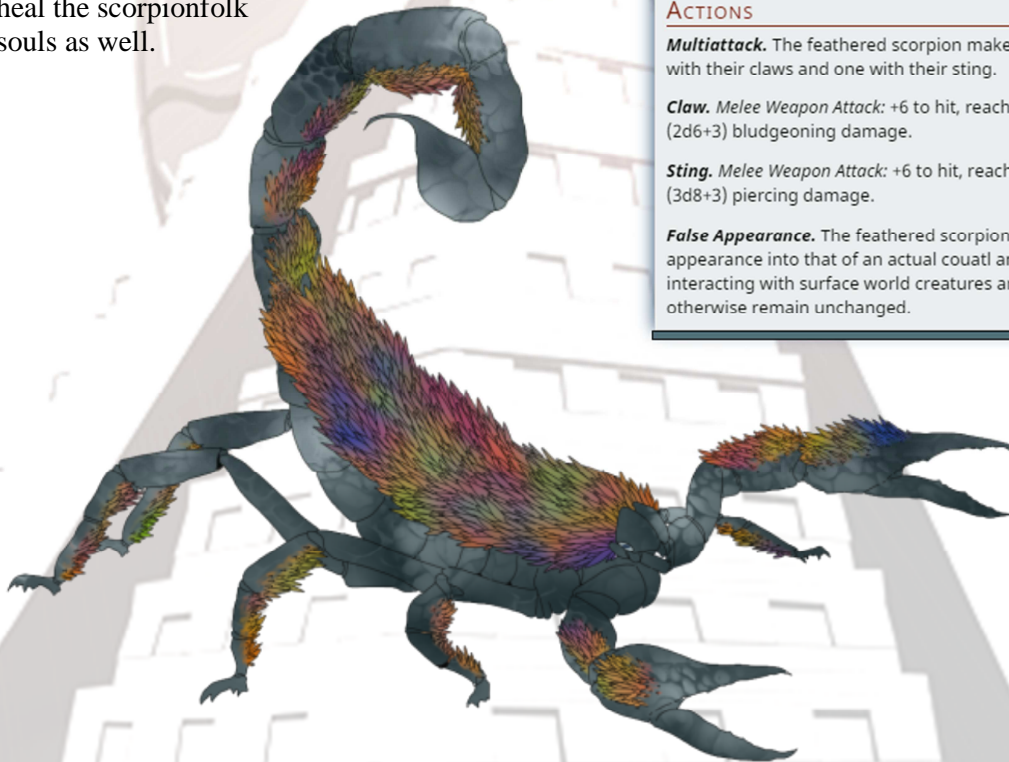


FEATHERED SCORPION

In a world of brutal efficiency and cruel callousness there is little room for gentleness and mercy. Yet somehow, in True World Underdark, the rainbow plumed feathered scorpions have thrived.

Pachutalixi's Chosen. The good scorpionfolk God Pachutalixi long ago forged a friendship with the human deity Qotal. So impressed was he with Qotal's couatls that the benevolent scorpion god decided to give life to a race of his own and he sacrificed a significant portion of his divinity to do so. In reaction to this great honor, Qotal favored the scorpion god with his own pluma magic to assist in their creation and once the feat was done, he never felt a need to take it back.

Healing Touch. The feathered scorpions coexist alongside some of the most evil scorpionfolk. They are mostly tolerated due to their ability to heal the wounded, and with the daily bloodletting that occurs in scorpionfolk society, their services are always needed. On a deeper, spiritual level, the feathered scorpions believe their selflessness will help heal the scorpionfolk souls as well.



FEATHERED SCORPION

Medium celestial, neutral good

Armor Class 18 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	18 (+4)	22 (+6)	18 (+4)

Damage Resistances psychic, radiant, bludgeoning, piercing and slashing damage from nonmagical weapons

Senses passive Perception 16

Languages -

Challenge 6 (2300 XP)

Magic Weapons. The feathered scorpion's weapon attacks are magical.

Calming Aura. The feathered scorpion radiates an aura of calmness in a 20 foot radius sphere. Any creature in this range must make a DC 15 Charisma saving throw or become indifferent to any creature it was recently hostile towards, including the feathered scorpion. If the creature is attacked or witnesses allies being attacked, the calmness effect breaks. If the save is made or if the effect breaks, a creature is immune to that particular feathered scorpion's aura for a full day.

Spellcasting. The feathered scorpion's spellcasting ability is Wisdom (spell save DC 17). The feathered scorpion can innately cast the following spells, requiring no material components:

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

1/day each: *greater restoration*, *mayz of the plumed father*

3/day each: *bless*, *breathsense*, *cool*, *lesser restoration*, *sanctuary*, *shield*, *warmth*

ACTIONS

Multiattack. The feathered scorpion makes three attacks: two with their claws and one with their sting.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) piercing damage.

False Appearance. The feathered scorpion can change its appearance into that of an actual couatl and tends to do so when interacting with surface world creatures and races. Its statistics otherwise remain unchanged.

FIRE LIZARD OF ZATAL

FIRE LIZARD OF ZATAL

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

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

Skills Perception +2

Damage Immunities fire

Damage Vulnerabilities cold effects do normal damage to a fire lizard, but it acts as if slowed.

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Combustion Gaze. If a fire lizard of Zatal starts its turn within 30 feet of a creature and it can see the creature, the fire lizard can force the creature to make a DC 12 Constitution saving throw if the fire lizard isn't incapacitated. On a failed save, the creature takes 14 (4d6) fire damage.

ACTIONS

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

The fire lizard is an offshoot of the itzamti lizards of the Maztican deserts that resides exclusively on the slopes of Mount Zatal, and can often be seen wading in pools of lava. They are of a much deeper shade of red than the itzamti and their eyes are also fiery red rather than spotted orange. Some say the fire lizard was created by hishna magic which somehow combined the itzamti with a pyrolisk.

The fire lizards tend to ignore creatures that don't harass them, but they are fully capable of defending themselves when startled. Fire lizards do not swallow their prey whole, instead using their combustion gaze to cook a meal before eating. In lean times, which are unfortunately frequent on the desolate slopes of Mount Zatal, they have been known to attack humans.



FIRENEWT, ZATAL

Fire newts are flame loving relatives of lizardfolk found only in oppressively hot environments such as deserts or volcanos. In the bowels of Mount Zatal, there is said to be multiple tribes. Their incessant war among themselves has largely been responsible for preventing their spread throughout the True World. The firenewts of Zatal have long been separated from their Faerunian counterparts, and numerous differences have become apparent over time.

Flame Zealots. In Faerun, firenewts are fanatical in their worship of the fire lord Kossuth. In Maztica, however, this zealotry has transferred to another deity known as Tezca – and they sacrifice countless orcs, men and even each other to his boundless appetite.

Variants and Steeds. The typical firenewt is lorded over by clerical firenewts favored by Tezca. Sometimes referred to as Flame Servants, they are in turn lorded over by tyrannical overlords, who are essentially the

royalty and war chief of their respective tribes. When an overlord suspects his death is growing near (usually due to a growing weakness, and the resultant fear of its underlings), an overlord might choose undeath. Tezca offers these creatures a fate similar to death knights, and they become known as deathflames.

As in the rest of the realms, the firenewts of Mount Zatal bond early with a giant strider, whom they use as a steed and ally.

GIANT STRIDER

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	3 (-4)	10 (+0)	8 (-1)

Skills Perception +2
Damage Immunities fire
Damage Vulnerabilities cold
Senses passive Perception 12
Languages -
Challenge 1/2 (100 XP)

Fire Healing. Any time a giant strider would take damage from a fire attack, it instead heals that amount, up to 8 hp per attack. The giant strider cannot have more than its maximum amount of hp.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Fireball (Recharge 6). The giant strider can release a fireball from tiny ducts near their eyes which can strike any point within 60 feet of the giant strider and explodes in a sphere with a 10 foot radius. Any creature caught in the blast must make a DC 13 Dexterity saving throw or suffer 7 (2d6) fire damage. A successful save results in half damage.

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

FIRENEWT, ZATAL

Medium humanoid, neutral evil

Armor Class 16 (ichcahuipilli armor, chimalli shield)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

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

Damage Immunities fire
Senses passive Perception 10
Languages Draconic
Challenge 1 (200 XP)

ACTIONS

Multiattack. A firenewt can attack twice with its itztöpilli.

Breath Weapon (Recharge 5-6). The firenewt exhales fire with a 5 foot range that can target one creature. The creature must make a DC 13 Dexterity saving throw. On a failed save the target takes 14 (4d6) fire damage or half damage on a successful save.

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

FIRENEWT, OVERLORD

Medium humanoid, neutral evil

Armor Class 17 (ichcahuipilli armor, chimalli shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

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

Saving Throws Int +3, Wis +3, Cha +3

Skills Intimidation +6
Damage Immunities fire
Senses passive Perception 13
Languages Draconic, Common
Challenge 4 (1100 XP)

ACTIONS

Multiattack. The overlord can attack three times with its itztöpilli.

Breath Weapon (Recharge 5-6). The firenewt exhales fire with a 5 foot range that can target one creature. The creature must make a DC 14 Dexterity saving throw. On a failed save the target takes 21 (6d6) fire damage or half damage on a successful save.

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

FIRENEWT, FLAME SERVANT

Medium humanoid, neutral evil

Armor Class 16 (ichcahuipilli armor, chīmalli shield)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Damage Immunities fire

Senses passive Perception 12

Languages Draconic

Challenge 3 (700 XP)

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

Cantrips (at will): *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *create or destroy water* (destroy only), *inflict wounds*

2nd level (3 slots): *continual flame*, *silence*

ACTIONS

Multiattack. The flame servant can attack two times with its itztöpilli.

Breath Weapon (Recharge 5-6). The firenewt exhales fire with a 5 foot range that can target one creature. The creature must make a DC 13 Dexterity saving throw. On a failed save the target takes 21 (6d6) fire damage or half damage on a successful save.

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

FIRENEWT, DEATHFLAME

Medium undead, neutral evil

Armor Class 18 (ichcahuipilli armor, chīmalli shield)

Hit Points 123 (13d8 + 65)

Speed 30 ft.

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

Saving Throws Int +3, Wis +3, Cha +3

Skills Intimidation +6, Perception +6

Damage Immunities fire, necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Abyssal, Common

Challenge 9 (5000 XP)

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

ACTIONS

Multiattack. The deathflame can make three itztöpilli attacks.

Breath Weapon (Recharge 5-6). The firenewt exhales a cloud of dark flames with a 5 foot range that can target one creature. The creature must make a DC 13 Dexterity saving throw. On a failed save the target takes 36 (11d6) necrotic damage or half damage on a successful save.

Itztöpilli (Axe). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage, plus 9 (2d8) necrotic damage

Hellfire Orb (1/Day). The deathflame hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 16 Dexterity saving throw. The sphere spreads around corners. A creature takes 28 (8d6) fire and 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.



GOLD-CLAD GIANT KING

The gold-clad giant kings are a sad race of greedy giants distantly related to stone giants. They harbor a great shame for transgressions long passed by, and it has eternally damaged their psyche.

Mark of Shame. Ages ago in Faerun, the giant children of Annam fought the dragons and their



GOLD-CLAD GIANT KING

Huge giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	17 (+3)	8 (-1)	14 (+2)

Saving Throws Dex +5, Con +8, Int +4

Skills Intimidation +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant

Challenge 7 (2900 XP)

ACTIONS

Multiattack. The giant king may attack twice with its greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 27 (6d6+6) slashing damage.

All That Glitters (3/Day). A gold-clad giant king may decide to use this ability when attacking with its greatsword or simply by touching an opponent (+9 melee attack, 15 foot reach, one target, no damage). If the attack is successful, the target must make a DC 15 Constitution saving throw or be turned into fool's gold permanently, or until turned back by greater restoration or other magic.

deities. The Gold-Clad Giants Kings were a large clan of stone giants (of a forgotten name) who were initially instrumental in key battles. When the dragon deity Garyx personally entered the fray, however, the entire clan fled the field of battle, leaving their allied storm giant brethren behind to perish. The clan of stone giants realized their cowardice would forever mark them as outcasts and they fled for new lands.

New Beginnings. The stone giants searched long and far, but eventually settled in the mountains of the fiery land known as Lopango. The patriarchal deity of these lands Virachoa, who was known elsewhere as Kukul, accepted the shamed giants with open arms.

Gold Hoarders. The giants worshiped Virachoa properly for many decades, but soon after, their shame manifested in dark ways. They began to show love not for their god – but rather of material things, particularly gold. Virachoa initially turned a blind eye to their actions but once the giants began to enslave humankind to dig their mines, he could take no more. Virachoa cursed the giants and visited a Great Flood upon them. Eventually, Virachoa relented, but the damage had been done and the Giant-Kings grew even more resentful.

GOLEM, MAZTICAN

Large construct, unaligned

Armor Class 12 (natural armor)

Hit Points 181 (18d10 + 90)

Speed 30 ft.

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

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

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

Senses darkvision 120 ft. passive Perception 10

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

Challenge 11 (7200 XP)

Ignore Force Effects. The Maztican golem can ignore all

force effects, including spell damage, but also walls of force and similar effects. It can simply walk through such walls as if they did not exist.

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

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

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

ACTIONS

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

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

GOLEM, MAZTICAN

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

Ancient Ruins.

Maztican golems are one of the main reasons native Mazticans avoid ancient ruins altogether. They are tireless, near unstoppable, and guard many of the most ancient sites in the True World. Once roused, they can only be avoided by the complete evacuation of whatever site they are set to guard. Oftentimes, they work in tandem with traps designed by their creators which

prevent a hasty retreat.

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

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



H'CALAN

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

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

H'CALAN

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., burrow 30 ft.

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

Skills Perception +4

Senses tremorsense 120 ft., passive Perception 14, truesight 60 ft.

Languages -

Challenge 4 (1100 XP)

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

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

ACTIONS

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

discovering a h'calan which has been sated.

Metamorphosis. H'calans are massive creatures, but their predecessor was gargantuan in size. It is unknown if the h'calans will ever naturally grow to become the devastating force that their father once was, or what exactly could trigger such a massive growth spurt, but should it ever occur, dozens of hungry beasts of that magnitude could spell doom for much of the True World.



HUACA

Huaca are the wispy ancestral spirits of mankind found in the wild places of Lopango.

Guardian Spirits. The insubstantial spirits known as huaca, if properly respected and placated, are a major boon for the Lopangan race of humans known as the Natican. They are known to protect travelers or the lost from beings that might wish them harm. An angry huaca who has not been brought small pieces of turquoise, bud of coral, or decorative shells will simply ignore those who seek their aid. Huaca are generally bound to a region, often a single mountain or wooded region which they may not travel beyond.

Huaca Totems. In their spirit form, huaca cannot affect the world around them, and only appear as ghostly mist with barely distinguishable human faces. Long ago, however, the Natican learned to craft stone

totems that a huaca could possess to obtain a physical body. The huaca animate the various forms carved into these totems at which point they are capable of combat.

Immortality. Huaca are a benign form of undead and are essentially immortal. If their stone forms are destroyed, a Natican craftsman will have to reconstruct a properly consecrated totem (of which there can be only one at a time in a region), but the spirits can then instantly possess their new form.

HUACA

Small undead, lawful neutral

Armor Class 15 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 30 ft.

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

Skills Perception +5

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Rebirth. Huacas can never be truly slain, but if their stony forms are destroyed and their totems still have available etchings to possess, they may do so on what would be their next turn. This is effectively an additional huaca for purposes of determining the encounter's challenge. Typically, a huaca's stone totem will have 1d6-1 (4) available etchings remaining when encountered. If there are multiple huacas to begin with, they will all share the same totem and maximum number of etchings.

ACTIONS

Bite, Claws Or Weapon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d6+1) slashing damage.



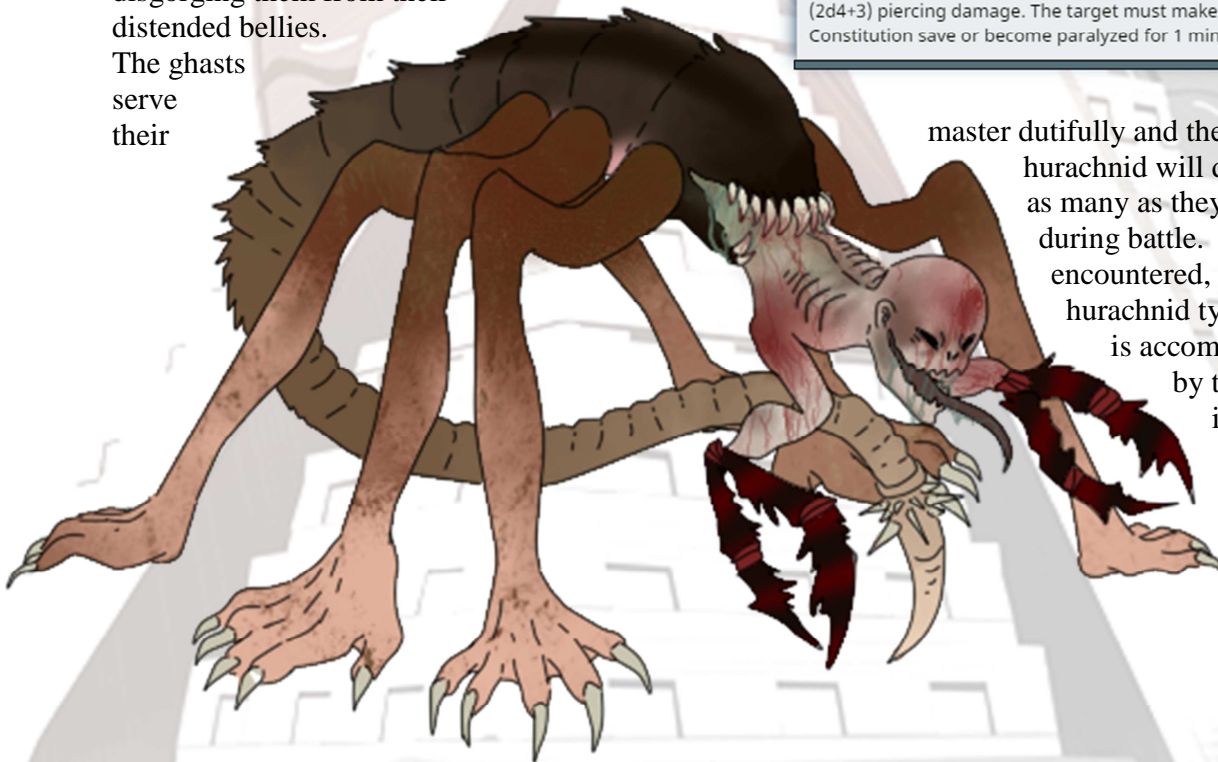
HURACHNID

The hurachnid has a truly vile appearance. What may at first seem to be a giant scorpion consuming the rotting corpse of a long-dead human, the two bodies combined are in fact one creature.

Life Balanced with Unlife. When the scorpionfolk god Huoxopica and his wife Ixtilli first created the scorpionfolk, the hurachnid was “birthed” by the will of unknown powers to counter and balance their powerful act of creation. The hurachnid feeds on corpses, but thoroughly enjoys creating them itself. They seek to always snuff out the energy of life and consume the shells that are left behind.

Ghast Masters. The belly of a hurachnid is said to be infinitely large on the inside and those who have seen one disgorge ghast upon ghast certainly agree. The hurachnid itself is a strong fighter and its deadly stinger paralyzes even the heartiest of opponents, but hurachnids can create a near endless supply of ghastrs by disgorging them from their distended bellies.

The ghastrs serve their



HURACHNID

Large undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Wis +3, Cha +3

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., tremorsense 90 ft., passive Perception 10

Languages Abyssal, Common, Undercommon

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The hurachnid attacks with both of its pincers and its sting or disgorge.

Disgorge (Recharge 5-6). A hurachnid can forgo attacking by disgorging a corpse that it once consumed from which the front half of its body is now comprised of. Once disgorged, the crab-like pincers fall off the corpse and the body animates as a ghast under the hurachnid's control. It is intantaneously replaced with a new body. The hurachnid's belly is larger on the inside than on the outside, and it effectively holds an unlimited number of corpses.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 21 (4d8+3) bludgeoning damage.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage. The target must make a DC 16 Constitution save or become paralyzed for 1 minute.

master dutifully and the hurachnid will disgorge as many as they can during battle. When encountered, a hurachnid typically is accompanied by two of its ghastrs.