

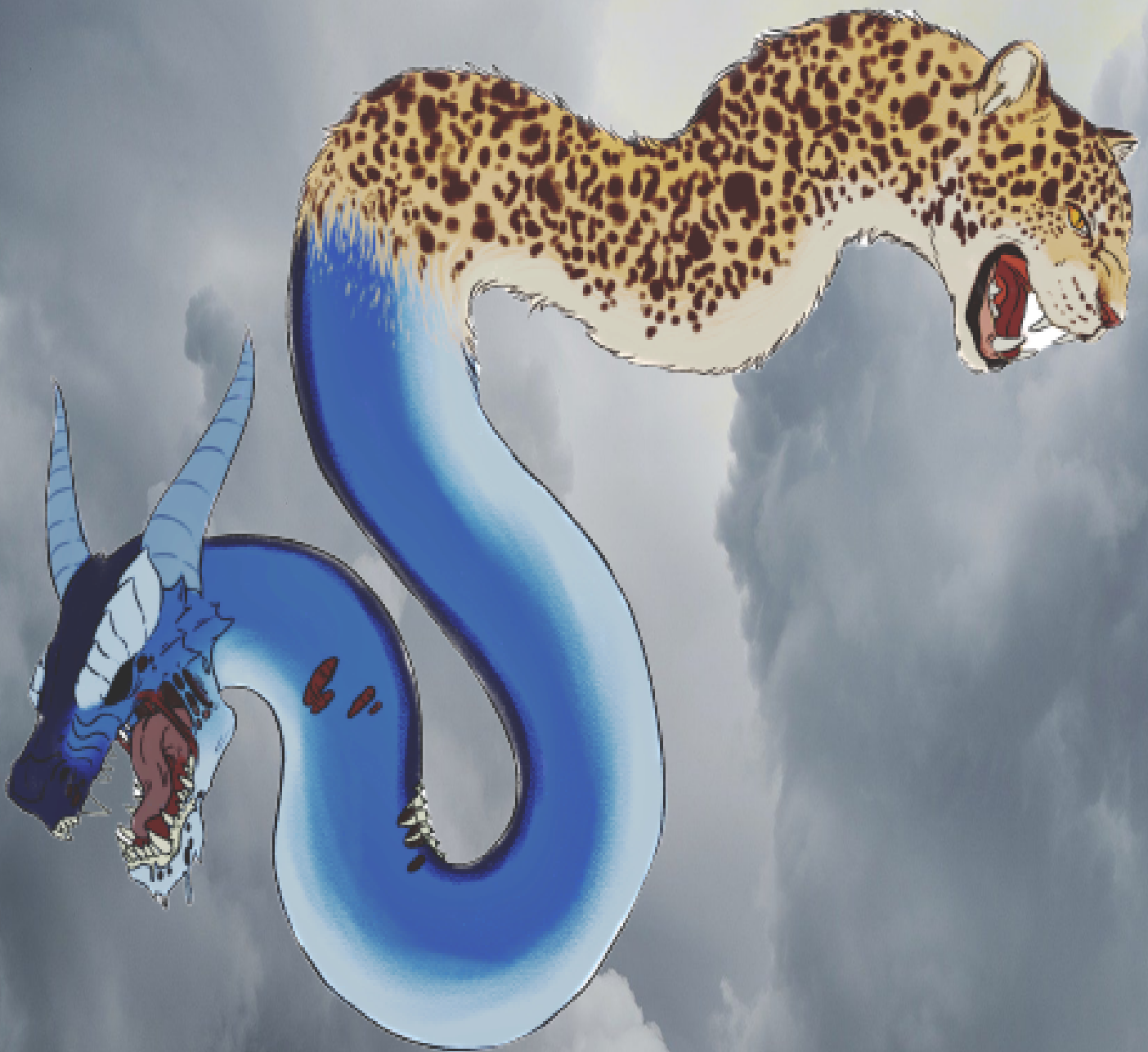
MZM2

ACALANAHUATZI



The Wyrms at War
by Jon Hild





ACALANAHUATZI



he imagination is committed to the justice of wholeness. It will not choose one side in an inner conflict and repress or banish the other; it will endeavor to initiate a profound conversation between them in order that something original can be born.

— John O'Donohue, *Anam Cara*

ABOUT

This book is written in the style of Ed Greenwood's *Dragon Magazine* articles which were collectively known as "Wyrms of the North." Whereas those articles were centered in the *Forgotten Realms* continent of Faerûn, Acalanahuatzi dwells in a mountain range in the southern reaches of Maztica, close to the unknown lands of Lopango.

This book describes a very strange dragon who is not quite a full dracolich, though one portion of him most certainly would like to be.

In order to use this book, it is recommended that you also pick up the (free) books **MZC1 The Maztica Campaign Guide** and **MZS1 Monsters of Maztica** as well.

INTRODUCTION

When they say a man is "at war with himself" typically it refers to conflicting emotions and ambiguity in the determination of a course of action.

Yet when we speak of a dragon, and a two headed ancient tlalocoatl at that, being at war with yourself might literally mean being at war.

Such is the case with the Maztican rain dragon Acalanahuatzi. Once a powerful messenger of Azul and a favored being in the deity's hierarchy, Acalanahuatzi now spends its long years plotting a way to destroy its other half without also destroying itself.

Tlalocoatls are two-headed rain dragons who have two distinct personalities living within a single body. As servants of a divine master, these two separate souls typically act in perfect harmony. Not only does their philosophy typically fall in line, but their every thought and action are integrated and work in sync like a perfectly orchestrated musical masterpiece. If one were to combat a tlalocoatl and somehow survive, they would swear that only a single mind guided a rain dragon's every movement.

What exactly went wrong with Acalanahuatzi is mostly unknown, but over its centuries of life the powerful rain dragon has fought and destroyed many creatures of chaos. Perhaps at some point, the cumulative effect of so much exposure to madness caused the once regimented rain dragon to fracture. Over time, the two personalities grew distant from each other and neither were truly a servant of the god of the rains any longer.

SPLIT PERSONALITIES

The following section describes Acalan and Ahuatzi, the two disparate personalities that reside within the singular body of the Wyrms at War.

ACALAN

Acalan is the jaguar-like head of the tlalocoatl whose personality on the surface at least, seems the most in tune with other tlalocoatl. Acalan would have others believe that it still seeks to perform its divinely commanded duties and bring rain to the True World as it always has.

When he encounters humanoids he often attempts to prevent his sibling from immediately slaying and consuming the fragile beings. This is not out of a sense of compassion, but rather to make a plea for assistance in locating powerful magic. Acalan is obsessed with magic because he believes he might be able to find a way to once again separate himself from his serpentine sibling.

If a lesser creatures indicate that it cannot lead Acalan to magic or is unwilling to do so, it will unfortunately meet Acalan's true personality. He is a savage predator that delights in tearing meat from the bone. This is the one occasion that both halves will work together in tandem as the sheer enjoyment in tearing mortals apart is shared between Acalan and Ahuatzi.

Acalan also takes pleasure in drowning mortals who have done nothing more to offend him than being born. The floods that he has brought to both Maztica and Lopango have drawn the attention of a goddess known as Koni who seeks to make Acalan (and Acalan alone) her herald if ever the dragon were to split.

AHUATZI

Ahuatzi is an enigma among tlalocoatl considering he has turned from his love of the element of water and instead embraced death. Ahuatzi, once sleek and sibilant, is now a dried withering husk that still lives on with the power of unlife giving him strength. Yes, Ahuatzi, and only the half that is Ahuatzi, has become a dreaded dracolich.

While he lived, Ahuatzi had sought to find a way to extend its already ancient existence. At first he beseeched his lord Azul who would not respond to the rain dragon. This was correctly perceived to be an outright refusal. Desperate to continue his existence eternally, the serpent headed half of the tlalocoatl began to seek out assistance among powerful mortals.

Using random and long sending communication magic, Ahuatzi reached out into the foreign land of Faerûn where he made contact with an organization known as the Cult of the Dragon. All too willing to extend the breadth of their knowledge to the rain dragon, Ahuatzi was taught the rites necessary for his transformation; one that had never before been performed on a tlalocoatl.

A WYRM AT WAR

Acalan might have no longer been a servant of the god Azul, but entering a state of undeath willingly was far too much for the jaguar-headed dragon to accept. Relations had been strained between the two personalities for centuries now, but this goal of Ahuatzi could not be allowed.

Acalan refused the wishes of his sibling and countered every action the serpent would take towards this pursuit. Ahuatzi could not gain control long enough to complete its ambitious decision on his own.

Then came the Blue Breath of Change, known on Toril as the Spellplague. The very world was torn asunder and the entire continent of Maztica itself was dragged to the twin world of Abeir. Much like the True World itself, Acalan was whisked away to Abeir, but somehow Ahuatzi remained behind. What years of research and magic could not bring, chance had availed and gave the dragons their greatest wish.

Through the unbound magic of the Blue Breath, both Acalan and Ahuatzi spontaneously grew fully formed bodies of their own. The jaguar headed Acalan easily adjusted to his new surroundings on Abeir and grew to command a veritable army of chac that had lost their connection to Azul in this godless world.

Ahuatzi was finally free to pursue lichdom and completed the dread rites taught to him. As a dracolich, the disjointed tlalocouatl gained the worship of a band of cruel gnomes from Lopango known as the Supay gnomes. These death loving diminutive humanoids determined that the dracolich was a manifestation of their god Supai.

When all seemed to be falling in order and both dragons fell into contentment, the world changed for a second time only a century afterwards. With the Sundering, what was once torn had been brought back together and the tlalocoatl was once again made whole.

Now half living and half unliving, Acalanahuatzi became the unique creature that it remains to this day. It is an outcast and abomination in both the natural and unnatural world.

Having tasted freedom from their siblings, both dragons desire to split once again and destroy the other.

FATE OF ACALANAHUATZI

Having tasted freedom, the Wyrms at War is a dragon obsessed. There is a hardly a moment which it doesn't seek a way to split from (or outright destroy) its sibling.

This obsession has made the dragon desperate and violent – a combination that can easily lead to its early demise. Acalan currently believes that an artifact known as the *staff of Intiri* might be the key to its salvation. The life giving properties of that powerful staff might be able to slay his hated brother while remaining alive himself.

In an effort to keep this plan secret from his sibling, he is currently formulating plans with his chac servants to steal the staff.

Ahuatzi seeks to increase his ties to the powers of Faerûn which were responsible for his transformation. This has mostly led to a dead end and his past contacts have disappeared, so Ahuatzi now seeks out random Faerûnians whom he entices with visions of his horde.

The Supay gnomes which he commands seek out similar magics in Lopango, but have as of yet remained unsuccessful.

ACALANAHUATZI'S LAIR

Acalanahuatzi's lair accurately mirrors the dual nature of the Wyrms at War. High in the mountains of southern Maztica, the dragon's lair has an entrance at the bottom of a defiled mountain lake.

The dead bodies of former heroes float in the lake ready to animate and defend against intruders. The only creatures who may freely pass are the gnomes or chac who serve the dragon.

The entrance continues underground beyond the lake and slopes upward until it reaches inside air filled chambers in the mountain. Two paths keep the chac and gnomes separated as the two races are just as close to warring with each other as the dragon is with itself.

The tlalocouatl's cavern is massive and has its own entrance which is sealed with a massive carved circular stone. The walls are wet, slimy and rife with disease. There is a magical/mechanical mechanism which can open the portal using a command word known only to the dragon.

Acalanahuatzi's does not have any lair actions, but the region surrounding his lair (1 mile) only rains foul, polluted water. Vegetation is sparse and when it does take root, it is full of briars and brambles.

THE DRAGON'S MAGIC

Acalanahuatzi knows a number of unique rituals it has picked up over the ages. The details of each ritual are carved on the walls of its cavern, though the finer details are covered with the diseased slime.

One spell harkens back to the days the dragon would bind creatures of chaos and the second is a powerful ritual that allows the dragon to mentally contact random beings in the world at large.

ACALANAHUATZI'S AXIOMATIC PRISON

8th-level enchantment

Casting Time: 1 hour

Range: 120 feet

Components: V, M (rare inks and chalks worth 500 gp per Hit Die of the target)

Duration: Permanent (see below)

You create a permanent magical zone within range that can hold a creature of chaos indefinitely and force it to answer all of the caster's questions truthfully.

The creature must have a chaotic alignment, must be smaller than the radius of the sphere, and must be restrained for the spell to work.

The zone created is a sphere with a 15 foot radius that is outlined by rare inks and chalks (indicated in the price for materials). No other creature but the target is affected by the zone.

Creatures with normal vision easily notice the ink outline unless it is intentionally hidden. The bound creature may act normally in every way, except it may not leave the zone's radius (even to another plane), tell a lie to the caster only, or attempt to affect the spell's magic. If the target is no longer restrained, it may move within the zone.

The spell can be broken if the chalk and ink outline is ruined or if the caster willingly breaks the spell. The spell could also be dispelled, but is easy to break without needing a *dispel magic* spell. Otherwise it is permanent in nature.

ACALANAHUATZI'S LONGSENDING

8th-level evocation (ritual)

Casting Time: 1 action

Range: Unlimited (same world and plane)

Components: V

Duration: 24 hours

This spell functions much in the same way as telepathy, but the target can be random and the range unlimited. A general description should be outlined by the caster. For example “a barbarian of the frozen North” or “an arcane spellcaster of great skill.” Specific beings, such as “Elminster,” cannot be targeted.

The recipient does not get a saving throw against the first minute of words, images and sounds from the caster, but the target can then choose to end the link permanently. The caster has no control over the subject of the spell and cannot compel them to perform any other actions without additional magic.

For all other details see the spell telepathy on page 281 of the Player's Handbook.

THE WYRM AT WAR'S MINIONS

The tlaloatl's minions consist of two groups that will only work together under the direst of circumstances and in fact typically work against each other.

The Supay gnomes only follow the direct orders of Ahuatzi, but guard their own pathway to the dragon's lair. As it stands, they are the more powerful half of the minions because their leader is a vampire with two vampire spawn of his own.

There are also a number of lesser undead under the command of the gnomes including the two dozen or so zombies that float in the mountain lake outside the lair.

The chac follow Acalan because they still believe him to be in favor of the deity Azul. These chac are far more savage than the typical specimens of their kind, and only their innate savagery has kept them from being wiped out by the gnomes and undead.

CHAC

The chac resembles a slender jaguar. It usually travels on all fours, but can assume an upward stance, making it look like a werejaguar.

Chacs are spirits that help to control the rain in Maztica. As such, they are associated with Azul, Giver of Rain and Taker of Breath. Not all chacs are bound of Azul, but those who are tend to be of evil disposition.

Chacs are typically nonviolent unless provoked but the chacs of Acalanahuatzi's lair are more aggressive than usual. A group of chacs has the power to manipulate the weather, and individual chacs wield magic associated with water and weather.

The chac of Acalanahuatzi's lair are less concerned with regulating weather, than they are with assisting the Wyrms at War.

SUPAY GNOMES

Supay gnomes are descended from a line of svirfneblin that traveled the same pathways underground which brought the desert dwarves and drow from mainland Faerûn to Maztica. Through a long and harrowing journey which took years and left the svirfneblin bitter and broken, they eventually ended up in the southern land of Lopango where they emerged amid a string of active volcanoes.

The gnomes were approached by a manifestation of a hitherto unknown deity named Supai. Supai offered them salvation for their servitude and as a god that represents the fear and horror of death, Supai's new flock embraced a love of nihilism and the undead.

The Supay gnomes have remained somewhat self contained in Lopango, but those who believe Ahuatzi to be Supai's divine herald call the half-dracolich master and have followed him north. Dozens have come to serve Acalanahuatzi directly to his lair, and they have yet to disappoint the dragon.



ACALANAHUATZI

Gargantuan dragon, lawful evil

Armor Class 19

Hit Points 350 (20d20 + 140)

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

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

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

Skills Intimidation +10, Perception +10

Damage Immunities cold, lightning

Damage Resistances necrotic, poison

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 20

Languages Draconic, Payit

Challenge 22 (41000 XP)

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

Half-Undead. Acalanahuatzi's serpentine head is undead while the jaguar head is alive. The dragon needs to eat, sleep and breathe, but it is also affected by spells and abilities which specifically target undead.

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

Amphibious. Acalanahuatzi can breathe air and water.

ACTIONS

Multiattack. Acalanahuatzi makes one attack with its jaguar bite and one with its serpent bite.

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

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

Dragon Breath (Recharge 5-6). Acalanahuatzi can use its

Frightful Presence. It then makes three bite attacks, using no head more than twice.

Steam Breath. The tlaloatl exhales scaling hot steam in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage. The area is obscured by heavy fog until the end of the dragon's next turn or until the fog is dispersed by strong wind. The tlaloatl's vision is not obscured by the fog.

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

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

LEGENDARY ACTIONS

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

Detect. Acalanahuatzi makes a Wisdom (Perception) check.

Constrict. Acalanahuatzi uses its constrict attack.

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

CREDITS

So much of this book is the result of great concepts and ideas from past authors and ideas from earlier editions. There are many here to thank.

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