



# TEHUATL

**SWARDS & WIZARDRY BESTIARY**



FROG GOD  
GAMES



# TEHUATIL

## SWORDS & WIZARDRY BESTIARY

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# TEHUATL S&W BESTIARY

## ALUX

The aluxes are made up of several races of proto-humans whom the earliest gods created during the prehistoric ages long before the rise of Tlatoani and the hero-gods. Each of a different era, the aluxes were formed from the remains of the creations that came before them after their worlds were laid waste by cataclysm, war, and other apocalypses that befell the world before the age of man. They span thousands of years of creation and are the precursors to what the world recognizes as human. They walk upright, possess the ability to reason, and are human in appearance, though each age has identifiable traits that are distinctly non-human — some subtle, some hideous, or deformed. The earliest aluxes are more bestial than manlike. They are crude, barbaric, and barely able to speak. Aluxes hold a wide range of dispositions, though most have a chaotic bent. Some are kind and helpful. Others resent humanity, believing they stole the world from them and seek to reclaim it for themselves.

Few aluxes exist today. Those that escaped extinction remain hidden from the world, though they sometimes settle with their own kind. To exist in the realms of the living and the dead, the gods gave the aluxes souls. However, they can remove them when they pass into the land of the dead. For this reason, all aluxes are semi-immortal in that they do not age. Nonetheless, they can be killed by physical violence.

### ALUX OF THE FIRST SUN

**Hit Dice:** 10

**Armor Class:** 7[12]

**Attacks:** bash (2d6)

**Saving Throw:** 5

**Special:** camouflage, darkvision (60ft), immune to fear, trigger rockslide, vulnerable to obsidian

**Move:** 15

**Alignment:** Any

**Number Encountered:** 1d4

**Challenge Level:** 10/1,400

Aluxes of the First Sun are great, nine-foot-tall giants with hideous proportions and dull wit. This large, muscular humanoid with mottled skin covered in mousy black hair has a protruding belly and bestial facial features. Its skull has a humanoid shape with a pronounced underbite, broad forehead, and jagged teeth, while its ears, nose, and mouth are slightly wider and longer than the typical humanoid. It wears little clothing and carries no weapons in its oversized, powerful hands.

Aluxes of the First Sun originally had a pleasant nature, as hurt and pain were unknown to them, yet as time passed, their outlook toward their



world and their own kind evolved. Violence and aggression crept into their race, causing them to revel in bloodshed and carnage. The ancient gods who wagered on their brutal contests grew bored of their wanton bloodshed and terrible cruelty. They ultimately nearly ripped them into shreds, ending the age of the First Sun and the further development of the aluxes from this period.

An alux of the First Sun can hide in the hills and mountains (80% chance), and if discovered, is likely to trigger a rockslide to bury or at least hinder its foes. To do so, it slaps the ground repeatedly until the rocks begin to rush downhill from it in a 10-foot-wide slide that does 3d6 points of damage (save for half). It can trigger the rockslide three times per day.

Aluxes of the First Sun are vulnerable to weapons made of obsidian, and take double damage from such blades.

**Alux of the First Sun:** HD 10; AC 7[12]; Atk bash (2d6); Move 15; Save 5; AL Any; CL/XP 10/1400; **Special:** camouflage (80% chance to hide in hilly or mountainous terrain), darkvision (60ft), immune to fear, trigger rockslide (3/day, create 10ft wide rockslide, 3d6 damage, save for half), vulnerable to obsidian (200% damage).

### ALUX OF THE SECOND SUN

**Hit Dice:** 6

**Armor Class:** 7[12]

**Attacks:** bite (1d6), slam (2d4)

**Saving Throw:** 11

**Special:** camouflage, darkvision, vulnerable to obsidian

**Move:** 12

**Alignment:** Any

**Number Encountered:** 1, 1d3

**Challenge Level:** 6/400

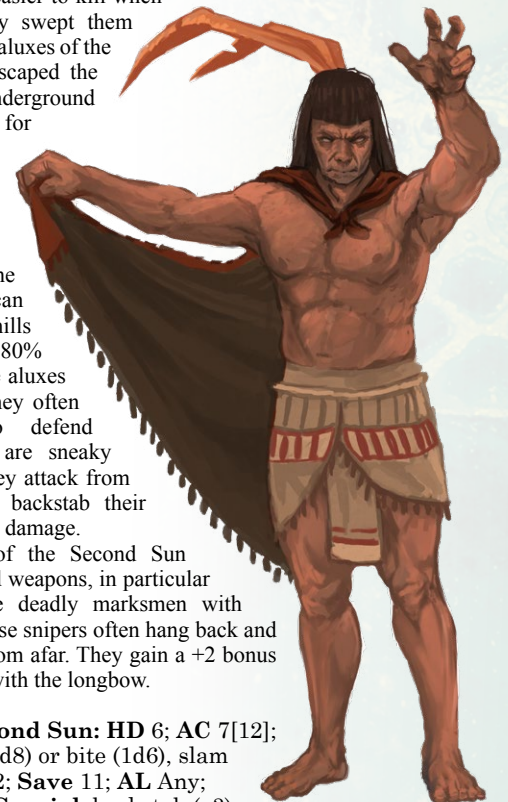
Aluxes born during the second age of humanity were far smaller than the giants that walked before them. Light black hair covers the torso, arms, and legs of the bronze-skinned humanoid with an athletic build. The face appears distinctly human, with long black hair covering the scalp and falling past the shoulders. They were a gentle people who lived simple lives as gatherers of nuts and berries. They lacked the size and strength of their predecessors, which made them easier to kill when

the gods ultimately swept them from the earth. The aluxes of the Second Sun that escaped the onslaught fled underground where they endured for centuries and had occasional contact with their Aztli successors in the Coyoynqui.

An alux of the Second Sun can hide in the hills and mountains (80% chance), and unlike aluxes of the First Sun, they often use weapons to defend themselves. They are sneaky creatures, and if they attack from surprise, they can backstab their opponents for triple damage.

A few aluxes of the Second Sun specialize in ranged weapons, in particular longbows, and are deadly marksmen with these weapons. These snipers often hang back and pick off enemies from afar. They gain a +2 bonus to hit and damage with the longbow.

**Alux of the Second Sun:** HD 6; AC 7[12]; Atk weapon (1d8) or bite (1d6), slam (2d4); Move 12; Save 11; AL Any; CL/XP 6/400; **Special:** backstab (x3),





camouflage (80% chance to hide in hilly or mountainous terrain), darkvision (60ft), vulnerable to obsidian (200% damage).

**Alux of the Second Sun Sniper:** HD 6; AC 7[12]; Atk longbow x2 (1d6+2) or bite (1d6), slam (2d4); **Move** 12; **Save** 11; **AL** Any; **CL/XP** 6/400; **Special:** +2 bonus to hit and damage with missile weapons, backstab (x3), camouflage (80% chance to hide in hilly or mountainous terrain), darkvision (60ft), vulnerable to obsidian (200% damage).

## ALUX OF THE THIRD SUN

**Hit Dice:** 7

**Armor Class:** 7[12]

**Attacks:** Weapon (1d8) or 2 claws (1d4+1)

**Saving Throw:** 9

**Special:** darkvision (60ft), summon chom swarm, thieving skills

**Move:** 12

**Alignment:** Any

**Number Encountered:** 1d3

**Challenge Level:** 7/600

An alux of the Third Sun has a humanoid body shape with olive skin and a lithe, wiry physique. It has long, black hair on its head, though the rest of its body is hairless. Some simian and animalistic features can be seen in its eyes, ears, nose, and mouth. These aluxes most resemble modern Aztlis, though they appear more feral with mild simian or animalistic characteristics.

These aluxes survived the last cataclysm, and their road to continued existence proved more difficult than their prototypes because the gods attempted to erase humanity entirely. In their fear, the aluxes made pacts with the chom, a brightly plumed bird with a beautiful voice. When the gods discovered what the choms had done, they cursed them, stripped them of their colorful feathers, and bound them to the same fate as the aluxes for all eternity.

Aluxes of the Third Sun are stealthy and able to hide themselves away from those who would do them harm. The cursed alux are guides and transporters of souls, a grave responsibility they take seriously. Each alux of the Third Sun is bonded to a specific chom, which allows it to summon a chom swarm to aid it. The specific bonded chom holds the alux's soul, which gives the alux room to carry a departed mortal soul to the land of the dead.

**Alux of the Third Sun:** HD 7; AC 7[12]; Atk weapon (1d8) or 2 claws (1d4+1); **Move** 12; **Save** 9; **AL** Any; **CL/XP** 7/600; **Special:** darkvision (60ft), summon chom swarm (100%, arrives in 1d4+2 rounds), thieving skills. **Thieving Skills:** Climb 89%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.



## BEAST FROM BELOW THE BLACK

**Hit Dice:** 10

**Armor Class:** 3[16]

**Attacks:** bite (3d6) and tail (1d8)

**Saving Throw:** 5

**Special:** Breach hull

**Move:** 12/18 (swim)

**Alignment:** Chaos

**Number Encountered:** 1

**Challenge Level:** 10/1,400

Within the black waters of the Miquiatoyatl River that flows between the Great Void and Miquito lurks a tremendous reptilian beast known only as the beast from below the black. It is believed the creature formed at the dawn of time and serves to keep the balance of the cosmos by devouring those who would cross into Miquito unwarranted or without means of providing the necessary tribute demanded by the gods. Others claim the beast is the physical embodiment of the river itself — cold, uncaring, and violent. The beast from below the black lurks silently, biding its time before it strikes. The creature spends most of its time submerged, surfacing only sporadically before disappearing beneath the inky waters of the Miquiatoyatl.

**Beast from Below the Black:** HD 10; AC 3[16]; Atk bite (3d6) and tail (1d8); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** breach hull (25% chance to toss boat into the air and splinter hull).

## BEAST OF ITZCUIN

**Hit Dice:** 2

**Armor Class:** 7[12]

**Attacks:** Bite (1d3)

**Saving Throw:** 16

**Special:** Darkvision, disease, misfortune





**Move:** 15

**Alignment:** Chaos

**Number Encountered:** 1d4, 3d4

**Challenge Level:** 2/30

Bearing the appearance of a mongrel dog, this coyote-sized beast has patches of fur missing from its coat along with an assortment of physical deformities including misshapen ears, a grotesque underbite, and a stubby, crooked tail. The beast attacks with a disease-ridden bite. Any creature bitten must make a saving throw or take an additional 1d4 points of damage each day until healed with a cure spell. Once per day, a beast of Itzcuin can cause misfortune in one target. The targeted creature must make a saving throw or take a –1 penalty to hit and saves for 24 hours.

Itzcuin's affinity with canines goes beyond the god's relationship with his gnoll minions. At some point in the distant past, the cunning deity transformed what most presume to be coyotes into the monstrous abominations bearing his name. During the metamorphosis, the beasts acquired numerous deformities and defects that made them appear more demonic than animalistic. Itzcuin's gnoll servants typically use these beasts as guardians within their communities and temples devoted to their malevolent god.

**Beast of Itzcuin:** HD 2; AC 7[12]; Atk bite (1d3 + disease); Move 15; Save 16; AL C; CL/XP 2/30; **Special:** darkvision (60ft), disease (save or 1d4 damage per day, healing ends damage), misfortune (1/day, save or –1 penalty to hit and saves for 24 hours).

## CACALOTL

**Hit Dice:** 4

**Armor Class:** 9[10]

**Attack:** 2 claws (1d6 + poison)

**Special:** camouflage, cackle, darkvision, poison, vulnerable to fire

**Move:** 12

**Saving Throw:** 13

**Alignment:** Chaos

**Number Encountered:** 1, 1d4, 2d8

**Challenge Level/XP:** 5/240

Cacalotls are shambling monstrosities crafted from cloth and straw that bear sharp claws at the tips of their scrawny, fibrous fingers. They appear



to be scarecrows, which they are indistinguishable from when motionless. They attack with their poisoned claws, which deal an additional 1d4 points of damage to a creature that fails a saving throw. Once per day, a cacalotl can cackle, causing all creatures within 30 feet to take 2d6 points of damage and be frightened (as a *fear* spell). A creature that makes its saving throw takes half damage from the cackle and resists being frightened.

**Cacalotl:** HD 4; AC 9[10]; Atk 2 claws (1d6 + poison); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** camouflage (when motionless, appears as ordinary doll or scarecrow), cackle (1/day, 30ft radius, 2d6 damage and frightened as *fear* spell, save for half damage and avoids fear), darkvision (60ft), poison (save or additional 1d4 damage), vulnerable to fire (200% damage).

## CARD SHARK

**Hit Dice:** 3

**Armor Class:** 6[13]

**Attacks:** Card slice (1d4)

**Saving Throw:** 14

**Special:** Drain, immune to sleep and charm, shape change, spell-like abilities, telepathy, vulnerable to fire

**Move:** 6

**Alignment:** Chaos

**Number Encountered:** 1

**Challenge Level:** 3/60

This miniscule, nearly two-dimensional creature is roughly shaped like an ordinary playing card. Two pairs of pseudopod extensions protruding from its lower half and sides function as rudimentary legs and arms. This tiny creature telepathically communicates with its humanoid gambler host, who can direct it to instantaneously transform into any inanimate object such as a playing card, a die, or a gaming tile to change the outcome of any wager (95% chance of a favorable outcome). However, any time the card shark tries to affect a game of chance, the gambler takes 1d4 points of damage (no save). Over time, the bond becomes unbreakable (requiring a *remove curse* to break the creature's hold on the gambler), and the card shark becomes more ravenous until it drains the gambler completely (with each successive use draining a higher amount: 1d4, 1d6, 1d8, 1d10, 2d4, and finally 2d6 with each use). The tiny card shark attacks by directing small, card-like razors up to 20 feet at targets.

A card shark communicates telepathically with its host (up to 30 feet), and can cast *invisibility* on itself once per day (usually as a defensive measure to escape). The thin card shark is especially vulnerable to fire and takes double damage from flames.

**Card Shark:** HD 3; AC 6[13]; Atk card slice (1d4); Move 6; Save 16; AL C; CL/XP 4/120; **Special:** drain host (with each use of luck, initial 1d4 damage), immune to sleep and charm, luck (host has 95% chance of success at games of chance), shape change, spell-like abilities, vulnerable to fire (200% damage).  
**Spell-like abilities:** 1/day—*invisibility*.

## CHOMTZITZIMITL

**Hit Dice:** 6

**Armor Class:** 7[12]

**Attacks:** 2 claws (1d8 + bleeding)

**Saving Throw:** 12

**Special:** Bleeding, darkvision (60ft), detect living

**Move:** 9/15 (fly)

**Alignment:** Chaos

**Number Encountered:** 1, 1d4, 2d6

**Challenge Level:** 7/600

Chomtzitzimitls are powerful demon-like servants that wander the realms of Miquito. Some say they serve the lords of the underworld, while others contend that they act of their own accord. Chomtzitzimitls appear to be anthropomorphic crows with black or deep-green feathers edged with silver. Their faces are grotesquely human, with bulbous red and black eyes that dart wildly. They have a huge, 16-foot wingspan, and their gangly reptilian legs end in long, dexterously sharp claws. They smell like rotting corpses, and their flesh almost appears to flake with rot. Because of their physical similarities, chomtzitzimitls are usually associated with choms, the black birds that frequent their realm and act as liaisons between mortals and the gods of the dead. Chom often flock in numbers in locations where these fiends live, though the nature



of their relationship remains unclear. Most likely the chom revere or even worship the chomtztzimitl, and when the birds were first cursed, it may well have been the chomtztzimitl who robbed them of their bright plumage and refashioned them in their image. Regardless of origin, the chom listen to the commands and will of the chomtztzimitl with utmost fear and reverence.

A chomtztzimitl's claws cause deep slashing wounds that bleed profusely if the target fails a saving throw. The target continues to bleed (for 1d3 points of damage) every round after being struck.

**Chomtztzimitl:** HD 6; AC 7[12]; Atk 2 claws (1d8 + bleeding); Move 9 (fly 15); Save 12; AL C; CL/XP 7/600; **Special:** bleeding (1d3 damage per round after successful claw attack, save resists, healing ends ongoing damage), darkvision (60ft), detect living (60ft line of sight, 60% chance).

## CIPATENHUA

**Hit Dice:** 3  
**Armor Class:** 7[12]  
**Attack:** 2 claws (1d4) and bite (1d6) or weapon (1d6) and bite (1d6)  
**Special:** Camouflage, cursed  
**Move:** 12/12 (swim)  
**Saving Throw:** 14  
**Alignment:** Chaos  
**Number Encountered:** 1d4, 2d4  
**Challenge Level/XP:** 3/60

The reptilian cipatenhuas resemble humanoid crocodiles. They attack with their claws and bite, but also wield weapons against their foes. They often hide in the waterways and strike fast from camouflage (1-in-6 chance to spot). The cipatenhuas are cursed and must always remain in contact with water, wet earth, or another wet surface. If they are not, they take 1d6 points of damage every 10 minutes.

**Cipatenhua:** HD 3; AC 7[12]; Atk 2 claws (1d4) and bite (1d6) or weapon (1d6) and bite (1d6); Move 12 (swim 12); Save 14; AL C; CL/XP 3/60; **Special:** camouflage (1-in-6 chance to spot), cursed (must remain on wet land or 1d6 damage every 10 minutes).

## DAUGHTER OF CHALATIHUATL

**Hit Dice:** 15  
**Armor Class:** 0[19]  
**Attack:** +3 flaming spear (3d6+3 + 1d6 fire)  
**Special:** +2 or better magic weapons to hit, cry of the damned, immune to cold and fire, magic resistance (25%), spells  
**Move:** 15/18 (fly)  
**Saving Throw:** 3  
**Alignment:** Neutrality  
**Number Encountered:** 1  
**Challenge Level/XP:** 20/4,400

A daughter of Chalatihuatl manifests as a towering woman dressed in a cloak of black feathers and wearing an ornate tunic woven from the black petals. She carries round shields decorated with a stylized depiction of her mother and great black obsidian-tipped spears.

Chalatihuatl serves a queen over the outer realms of Miquito. She is allegedly married to Itzcuin. Their sons guard the City of Yellow Dogs in Miquito, while their daughters guard the secrets of the Obsidian Spire. She is sometimes called the Lady of Sacrifice, and some believe that she determines the worthiness of a mortal's sacrifice. Her daughters collect these sacrifices and then act accordingly as dictated by her judgment and the circumstance.

A daughter of Chalatihuatl can emit a hideous screech that causes all creatures within the sound of its voice to be stricken with *confusion* as per the spell for 2d4 rounds unless the creature succeeds on a saving throw. A daughter of Chalatihuatl casts cleric and druid spells as 15th-level cleric. The daughter of Chalatihuatl can be hit only by +2 or better magic weapons. They are immune to cold and fire.

**Daughter of Chalatihuatl:** HD 15; AC 0[19]; Atk +3 flaming spear (3d6+3 + 1d6 fire); Move 15 (fly 18); Save 3; AL N; CL/XP 20/4400; **Special:** +2 or better magic weapons to hit, cry of the damned (at will, screech causes *confusion* [as spell] for 2d4 rounds, save resists), immune to cold and fire, magic resistance (25%), spells (6/6/6/5/5/2).







**Spells:** 1st—*cure light wounds* (x2), *detect evil* (x2), *detect magic*, *light*; 2nd—*bless*, *heat metal*, *hold person*, *silence 15ft radius*, *speak with animals*, *warp wood*; 3rd—*call lightning*, *continual light*, *plant growth*, *prayer*, *remove curse*, *speak with dead*; 4th—*cure serious wounds*, *hallucinatory forest*, *neutralize poison*, *dispel magic*, *insect plague*; 5th—*commune*, *control winds*, *finger of death*, *quest*, *raise dead*; 6th—*blade barrier*, *word of recall*.

**Equipment:** +3 flaming spear.

## MIQUITO ADDER

**Hit Dice:** 2  
**Armor Class:** 5[14]  
**Attacks:** Bite (1d8 + poison)  
**Saving Throw:** 16  
**Special:** Poison  
**Move:** 12/12 (swim)  
**Alignment:** Neutrality  
**Number Encountered:** 1d4, 2d4  
**Challenge Level:** 4/120

At first glance, this tiny black and gray snake has the appearance of a normal venomous snake. It can easily be mistaken for a small adder or another species with extremely intricate patterns embedded into its scale. However, on closer inspections the patterns bear strange symbols and stylized markings that indicate its supernatural origin. Miquito adders are almost exclusively confined to the Realm of the Dead unless a powerful being brings or summons them into the mortal world.

**Miquito Adder:** HD 2; AC 5[14]; Atk bite (1d8 + poison); Move 12 (swim 12); Save 16; AL N; CL/XP 4/120; Special: poison (save or die).



## RAGGEDY MAN

**Hit Dice:** 4  
**Armor Class:** 2[17]  
**Attack:** slam (1d6)  
**Saving Throw:** 13  
**Special:** Beguiling gaze, gossamer strand, life drain, immune to blunt weapons, vulnerable to fire  
**Move:** 12  
**Alignment:** Neutrality  
**Challenge Level/XP:** 5/240

A raggedy man appears to be a tattered doll made of linen and stuffed with grasses and maize stalks. Twine is used to keep their stuffing inside their small forms. These tiny terrors absorb violent death to gain a malevolent intelligence. They often wait to be picked up and then strike their target with a powerful slam. More often, however, they attack their foe with a gossamer strand of twine launched from 30 feet away. If this strand hits, the target initially takes 1d4 points of damage and continues taking 1d4 points of damage each round thereafter until the strand is cut. A target can cut the strand by taking a round to do so or by moving more than 30 feet away from the raggedy man (which follows its victim to stay close). The raggedy man gains any damage done to the target as hit points.

Once per day, a raggedy man can use its beguiling gaze (as *charm person*) to charm targets into picking it up and defending it. A charmed target is automatically hit by the raggedy man's gossamer thread attack. Raggedy men take no damage from blunt weapons.

**Raggedy Man:** HD 4; AC 2[17]; Atk slam (1d6) or gossamer strand (1d4 + life drain); Move 12; Save 13; AL C; CL/XP 5/240; Special: beguiling gaze (3/day, 30ft range, as *charm person*, save avoids, charmed target automatically hit by



gossamer strand attack), gossamer strand (30ft ranged attack, inflicts life drain on next round), immune to blunt weapons, life drain (automatic 1d4 damage, raggedy man gains damage amount as hit points), vulnerable to fire (200% damage).

## SIGHTLESS SERVANT

**Hit Dice:** 8  
**Armor Class:** 6[13]  
**Attacks:** Weapon (1d8)  
**Saving Throw:** 8  
**Special:** Life drain  
**Move:** 12  
**Alignment:** Chaos  
**Number Encountered:** 1d4  
**Challenge Level:** 9/1,100

Sightless servants appear to be humans except with faded bluish skin. They keep their eyes wrapped in gauze, though their bandaged eyes leak a black fluid that stains their cheeks with ebon streaks. These waning souls refuse to travel to their final resting places, but instead wander the Great Void, seeking the pieces of their dismembered savior, Ixqumilli, the blindfolded one. They collect these pieces and then feed them the life essences siphoned from other beings to fully restore their god's divine powers.

Three times per day, a sightless servant can drain the life essence of a single creature within a 30-foot radius. The target must make a saving throw or take 2d6 points of damage. The sightless servant gains the damage done as hit points.

**Sightless Servant:** HD 8; AC 6[13]; Atk weapon (1d8); Move 12; Save 8; AL N; CL/XP 9/1100; Special: life drain.

## SPAWN OF TLATOANI

**Hit Dice:** 7  
**Armor Class:** 6[13]  
**Attack:** Bite (1d8 + poison) or barbed tongue (2d6 + constrict)  
**Special:** Constrict, fear aura, immune to cold, poison  
**Move:** 12  
**Saving Throw:** 9  
**Alignment:** Chaos



**Number Encountered:** 1d4  
**Challenge Level/XP:** 9/1,100

The spawn of Tlatoani are huge, mummified serpents that slither in the darkness. Withered and desiccated flesh stretches tightly across its skeletal frame. The origin of these foul, undead abominations remains shrouded in mystery, though religious scholars believe the former lord of Tehuatl and the whole of Notos crafted these undying horrors from pythons. The ritual used to make these creatures has been lost to time, as the only known specimens are found in places closely associated with the southern continent's former master.

Measuring roughly 10 feet in length from snout to tail, the monster attacks with its fearsome bite and its surprisingly supple tongue that somehow survived the mummification ritual largely intact. The tongue can strike a target up to 15 feet away from the spawn. If it hits, the target must make a saving throw or be constricted and take 1d6 points of damage per round until freed. The spawn of Tlatoani cannot use its bite attack while it is constricting an opponent.

Spawn of Tlatoani are immune to cold. Anyone within 10 feet of the undead serpent must make a saving throw or flee (as per a *fear* spell).

**Spawn of Tlatoani:** HD 7; AC 6[13]; Atk bite (1d8 + poison) or barbed tongue (2d6 + constrict); Move 12; Save 9; AL C; CL/XP 9/1100; Special: constrict (automatic 1d6 damage per round until freed), fear aura (10ft radius, save or frightened as *fear* spell), immune to cold, poison (save or die).

## SWARM, CHOM

**Hit Dice:** 5  
**Armor Class:** 5[14]  
**Attacks:** Swarm (1d6)  
**Saving Throw:** 12  
**Special:** Cast omen, mimicry, soul steal  
**Move:** 4/18 (fly)  
**Alignment:** Neutrality  
**Number Encountered:** 1d4  
**Challenge Level:** 7/600

Choms are supernatural raven-like birds that the gods punished by taking away their once bright and colorful plumage after they betrayed them. They appear during auspicious times. Sorcerers and witches portend their appearance as a grim omen, for their arrival never occurs by happenstance. As further punishment for their misdeeds, choms must serve the deities and other supernatural beings of Tehuatl. They possess the ability to pass between the realms of the living and the dead, and frequently carry messages between the gods or deliver them in the form of omens to mortal humans. They can





also transport mortal souls. Despite the lies and deceptions that led to their undoing, choms habitually speak in half-truths and riddles, and attempt to deceive anyone they encounter, including powerful supernatural beings whom they often serve.

Any creature meeting the gaze of a flock of choms must make a saving throw or be cursed with an evil omen. For the next 24 hours, the creature suffers a -1 penalty to hit, damage, and saving throws.

If the chom swarm encounters a sleeping or incapacitated creature, the flock attacks and attempts to steal the creature's soul from its body. The target must make a saving throw to resist this theft. If the target fails, the chom takes its soul and consumes it. The soul resides within the chom, which can carry it about and regurgitate it, typically as a gift to a more powerful entity tied to the Land of the Dead that choms often serve. If the chom perishes or if the soul is destroyed, the creature to whom the soul belonged also perishes with his immortal soul forced to exist for all eternity in the level of the Land of the Dead where the chom's servitor entity resides. Similarly, should the individual whose soul has been stolen perish, his soul is forced to the servitor's plane. A being whose soul has been taken cannot be raised, resurrected, or otherwise saved from this fate (even via a *wish* spell). A chom swarm can hold only a single soul at a time.

**Chom Swarm:** HD 5; AC 5[14]; Atk swarm (1d8); Move 4 (fly 18); Save 12; AL N; CL/XP 7/600; **Special:** cast omen (1/day, targets meeting gaze of flock, save or -1 to hit, saves, and damage for 24 hours), mimicry (simple sounds), soul steal (against incapacitated or sleeping foe, soul is stolen and held within the flock, save avoids).

## TEAR COLLECTOR

**Hit Dice:** 6

**Armor Class:** 5[14]

**Attack:** corrosive touch (2d4)

**Saving Throw:** 11

**Special:** +1 or better magic weapons to hit, acid tears, immune to acid and fire

**Move:** 12/12 (swim)

**Alignment:** Chaos

**Challenge Level/XP:** 8/800



A tear collector is a humanoid-shaped creature chiseled from rock salt. The small creatures form from the tears of sadness spawned by tragedy or unintended consequences. A tear collector attacks with its corrosive touch. Three times per day, it can unleash a 15-foot cone of acidic tears that do 2d6 points of damage to all within range (or half as much with a successful saving throw). Magic weapons are required to hit a tear collector, and they are immune to acid and fire.

**Tear Collector:** HD 6; AC 5[14]; Atk corrosive touch (2d4); Move 12 (swim 12); Save 11; AL C; CL/XP 8/800; **Special:** +1 or better magic weapons to hit, acid tears (3/day, 15ft cone, 2d6 damage, save for half), immune to acid and fire.

## TUKKURU GARGOYLE

**Hit Dice:** 3

**Armor Class:** 6[13]

**Attacks:** 2 claws (1d4), bite (1d3)

**Saving Throw:** 14

**Special:** +1 or better magic weapons to hit

**Move:** 9

**Alignment:** Neutrality

**Number Encountered:** 1d6, 2d8

**Challenge Level:** 3/60

Standing only two feet tall, Tukkuru gargoyles appear to be living stone, yet the stocky creatures waddle about with a playful air. These sentient beings are distant relatives of ordinary gargoyles that have formed strong bonds with several remote humanoid communities, most notably the residents of Alataq. They display no malevolence like most of their kin, and some even become adopted family members. The jovial creatures perform basic household chores for their humanoid companions. People who gain the affection of a tukkuru gargoyle generally have a friend for life. Unfortunately, these gargoyles have the same lifespan of domesticated pets such as cats and dogs. Unlike the latter animals, they neither eat, drink, nor breathe.

**Tukkuru Gargoyle:** HD 3; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 14; AL N; CL/XP 3/60; **Special:** +1 or better magic weapon to hit.







## UNREQUITED

**Hit Dice:** 6

**Armor Class:** 5[14]

**Attack:** baleful touch (1d8 + level drain)

**Saving Throw:** 11

**Special:** +1 or better magic weapons to hit, incorporeal, mournful glare, resistances (cold, electricity, and fire)

**Move:** 12/12 (fly)

**Alignment:** Chaos

**Challenge Level/XP:** 8/800

Unrequiteds are incorporeal beings that appear as wispy, crimson vapors but that can periodically take their original humanoid forms. They attack with a baleful touch that drains one level from a creature that fails a saving throw. Three times per day, an unrequited can turn its mournful glare on any creature within 60 feet. The target must make a saving throw or suffer a –1 penalty to attacks and saves and have its movement halved for 1d4+1 rounds. Magic weapons are required to hit an unrequited. Unrequiteds take half damage from cold, electricity, and fire.

**Unrequited:** HD 6; AC 5[14]; Atk baleful touch (1d8 + level drain); Move 12 (fly); Save 11; AL C; CL/XP 8/800; **Special:** +1 or better magic weapons to hit, level drain (1 level with touch, save avoids), incorporeal, mournful glare (1/day, 60ft radius, save or movement halved and –1 penalty to attacks and saves for 1d4+1 rounds), resistances (cold, electricity, fire) (50% damage).

## UNRESURRECTED WRAITH

**Hit Dice:** 6

**Armor Class:** 3[16]

**Attacks:** Spectral touch (1d6 cold + level drain)

**Saving Throw:** 11

**Special:** +1 or better magic or silver weapons to hit, breath of the dead, immune to sleep and charm, level drain, resistances (cold, electricity), spell-like ability, vulnerable to sunlight

**Move:** 18 (fly)

**Alignment:** Chaos

**Number Encountered:** 1

**Challenge Level:** 9/1,100

An unresurrected wraith is a sinister incorporeal figure with malevolent red eyes that can expel a cloud of black mist from its open mouth to incapacitate its foes. These woeful beings remain bound to the mortal world, trapped for all eternity in the perfectly mummified corpses of their former bodies, only to be awakened and transformed into incorporeal horrors under specific circumstances. They cannot voluntarily transform into their incorporeal form and thus remain bound forever to the pacts and magics of their creators.

Many of these creatures willingly enter bargains to serve as the guardian of a sacred place only to learn in death that the fate bestowed to them is not an honor but a cruel curse. They remain trapped in their mummified forms until someone triggers the conditions set by their creator (such as violating the sanctity of the master's tomb). However, when the task is completed, the unresurrected wraith rises to reap its vengeance upon the living whose very presence mocks its sorrowful existence.

The wraith's touch deals 1d6 points of cold damage but also drains a level if the target fails a saving throw. Three times per day, the wraith can exhale a deadly breath that creates a 30-foot line of black mist that does 3d6 points of damage (save for half) to creatures caught in it. Once per day, an unresurrected wraith can cast *finger of death*.

The wraith can be hit only by magic or silver weapons. It takes 1d6 points of damage per round if exposed to sunlight.

**Unresurrected Wraith:** HD 6; AC 3[16]; Atk spectral touch (1d6 cold + level drain); Move 18 (fly); Save 11; AL C; CL/XP 9/1100; **Special:** +1 or better magic or silver weapons to hit, breath of the dead (3/day, 30ft line of mist, 3d6 damage, save for half), immune to sleep and charm, level drain (1 level with touch, save resists), resistances (cold, electricity, 50% damage), spell-like ability, vulnerable to sunlight (1d6 damage per round, no save). **Spell-like ability:** 1/day—*finger of death*.





## XOCO TEPEYOLLOTL

**Hit Dice:** 9

**Armor Class:** 4[15]

**Attacks:** Weapon (1d8+2) or bite (1d8)

**Saving Throw:** 6

**Special:** +1 or better magic weapons to hit, fearful visage, immune to charm and fear, Jaguar God's sacrifice, magic resistance (20% and reflects spell at caster), spell-like abilities, telepathy (60ft)

**Move:** 15

**Alignment:** Neutrality

**Number Encountered:** 1 or 1d4+2

**Challenge Level/XP:** 11/1,700

The xoco tepeyollotl are towering jaguar-headed woman warriors whose bodies are decorated with scars and the ancient mystic tattoos that mark them as the daughter of a god. Their long fangs gleam with jadeite inlays. The xoco tepeyollotl are the surviving daughters of the deceased god Tepeyollotl, the great jaguar whose children destroyed the first race of aluxes. Neutral in countenance and devoted to their father, they serve as the guardians of the Pale Portal and similar divine gateways that the dead and the divine use to traverse the many diverse layers of existence. They possess great martial prowess as well as a fair amount of knowledge concerning divine law and magic, though they are wise and intelligent enough to reason with those who seek passage through the portals that the hero-gods have granted them the authority to watch over.

**Xoco Tepeyollotl:** HD 9; AC 4[15]; Atk weapon (1d8+2) or bite (1d8); Move 15; Save 6; AL N; CL/XP 11/1700; **Special:** +1 or better magic weapons to hit, fearful visage (30ft radius, save or flee as *fear* spell), immune to charm and fear, Jaguar God's sacrifice (the heart of slain being has a 45% chance of exploding and healing xoco tepeyollotl for 1d8 hit points), magic resistance (20% and reflects spell back at caster), spell-like abilities, telepathy (60ft).

**Spell-like abilities:** at will—*detect evil*, *ESP*, *phantasmal force*; 3/day—*nohpalli*<sup>c</sup>, *jaguar spirit*<sup>c</sup>; 1/day—*palpitating heart*<sup>c</sup>, *teleport*.

<sup>c</sup> See Appendix C: New Spells in *Tehuatl Players' Guide*

## WAHUAPA (MAIZEFOLK)

**Hit Dice:** 7

**Armor Class:** 7[12]

**Attacks:** 2 claws (1d6 + blood meal)

**Saving Throw:** 9

**Special:** Blood meal, camouflage, entangle

**Move:** 9

**Alignment:** Neutrality

**Number Encountered:** 1 or 1d10

**Challenge Level/XP:** 8/800

Wahuapas (which are also known as maizefolk) are stalks of corn or maize that move on tendrilled, fibrous legs. One ear of maize at the top of the plant's central stalk seems to function as its crude brain, though the monstrosity lacks eyes, ears, or any other discernible sensory organ or orifice. They are often indistinguishable from normal stalks of corn or maize in which they hide (1-in-6 chance to spot if motionless). Wahuapas attack with their sharp, serrated leaves, which slash their opponents. If the target fails a saving throw, it takes an additional 1d4 points of damage. The wahuapa feasts on the spilled blood to heal itself (gaining hit points equal to the damage done). Three times per day, a wahuapa can cause plants to grow in a 10-foot radius within a 60-foot radius of the creature. A creature caught in the tangle of plants must make an Open Doors check to escape.

**Wahuapa (Maizefolk):** HD 7; AC 7[12]; Atk 2 claws (1d6 + blood meal); Move 9; Save 9; AL N; CL/XP 8/800; **Special:** blood meal (save or additional 1d4 damage, wahuapa gains hit points equal to damage), camouflage (1-in-6 chance to spot while standing still in maizefield), entangle (3/day, plants grow in 10ft radius within 60ft range, save or restrained, Open Doors check to escape).





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