



LATIN AMERICAN MONSTERS



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AHUIZOTL

Carnage-hungry denizens of the swamp, at a glance ahuizotls look little different than overlarge otters or a variety of other water-dwelling mammals. Their hindquarters reveal them to be far stranger beasts, though, as each possesses a powerful tail ending in a fifth hand with deadly claws. From the depths of their aquatic homes, ahuizotls look skyward, watchful for any boat or intruder that might trespass into their territories. Upon sighting such prey, their tentacle-like tails burst from the murk, dragging their victims down to meet death amid their powerful jaws and the drowning mire. Yet for all their ferocity, ahuizotls are blasphemously wasteful, for all they desire from their meals are the crunch of dismembered teeth and nails and the cool slime of freshly extracted eyes. What remains they release forth to the waves, to other aquatic predators, and to their victims' shocked mourners. Ahuizotls measure roughly 8 feet long, with a powerful build causing their weights to average around 1,300 pounds.



AHUIZOTL

Large monstrosity, neutral evil

Armor Class 15 (natural hide)

Hit Points 170 (20d10 + 60)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	17 (+3)	9 (-1)	14 (+2)	16 (+3)

Saving Throws Str +9, Dex +8

Skills Deception +6, Stealth +8

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

Drowning Distress. While the ahuizotl is swimming within a body of water, it can create an audible and visual illusion of a beast or humanoid splashing and crying out in distress in a body of water. The illusion's speech is incoherent and panicked but draws beasts or humanoids (as chosen by the ahuizotl) to its aid. Creatures of the chosen type within 30 feet that are able to see or hear the illusion are drawn toward the illusion unless they succeed a DC 15 Wisdom saving throw. A creature that reaches the water's edge must

attempt the saving throw again or be compelled to dive into the water and move towards the illusion, while suffocating in the water. The affected creature can survive in the water for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. A suffocating creature can attempt another Wisdom saving throw at the end of each of its turns in order to end this effect. Creatures immune to the charmed condition are immune to this effect, and creatures that save are immune to this ability for 24 hours.

Voice Mimicry. An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a Charisma (Deception) ability check opposed by its listener's Wisdom (Insight) check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener has disadvantage on its Wisdom (Insight) check.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

ARAGANAQLTA'A



These massive snakes can be found in nearly any environment, but they best love deep caves and dark forested rivers. The araganaqlta'a is brightly colored in a riot of hues, with ridges of bright red saw-toothed spikes running along each of its flanks and a double-hooked claw at the tip of its tail. These clever shapeshifters often walk amongst mortals in humanoid guise, almost always elegantly dressed as befits their station. They see themselves as the rulers of all snakes and serpentine creatures, and they expect deference if not obedience from those to whom they reveal their true nature. The enjoy conversation and interaction with humanoids, who possess a cleverness that is often missing in their relations with snakes and other beasts of the field. They enjoy rewarding those that please or entertain them with worthy and memorable connections, but they are quick to punish desecrators of nature and any who persecute snakes. In its natural form the araganaqlta'a is over 30 feet long and weighs over 700 pounds.

Grandfather Araganaqlta'a. None but the araganaqlta'a themselves know whether the creature (or creatures) called Grandfather Araganaqlta'a is actually a unique creature or merely an honorific granted to the eldest, wisest, and most powerful of their kind. They may be primordial scions of some elder being or a material embodiment of the spiritual essence of snakes. What is certain is that any creature bearing the title of Grandfather Araganaqlta'a has command of virtually every snake within his domain and often have either created or attracted many new species of snakes unobserved anywhere else.

While some fear the giant snake entity, Grandfather Araganaqlta'a is both intelligent and benevolent, sometimes entertaining guests who do not draw his ire, conversing with them and asking news of the outside world. Grandfather Araganaqlta'a rarely acts on the affairs of mortals but has been known to do so when the stakes are high enough.

ARAGANAQLTA'A

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 247 (26d10+104)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	16 (+3)	17 (+3)	24 (+7)

Skills Deception +11, Persuasion +11

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 12 (8,400 XP)

Amphibious. The araganaqlta'a breathes air and water.

Rainbow Blood. Whenever the araganaqlta'a takes piercing or slashing damage, all creatures adjacent to it must succeed a DC 17 Dexterity saving throw or take 7 (2d6) damage. Roll a 1d4 to determine what type of damage this deals: 1 equals acid damage, 2 equals cold damage, 3 equals fire damage, 4 equals lightning damage.

Spikes. Whenever the araganaqlta'a is struck in melee, the attacker takes 3 (1d6) piercing damage. A creature that ends its turn grappled by the araganaqlta'a takes 7 (2d6) piercing damage.

ACTIONS

Multiattack. The araganaqlta'a makes one bite attack and one tail spike attack.

Bite. *Melee Weapon Attack.* +10 to hit, 10 ft. reach, one target. *Hit:* 23 (4d8 + 5) piercing damage and the target must make a DC 17 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. Fiends that are resistant or immune to poison take radiant damage instead.

Tail Hook. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage. Instead of dealing damage, the araganaqlta'a can grapple the target (escape DC 17).

Transformation. The araganaqlta'a can transform into a Small or Medium humanoid or back into its original form. In this humanoid form, it loses its slam attack. The araganaqlta'a can appear as a humanoid but its features always give it away as the araganaqlta'a.

GRANDFATHER ARAGANAQLTA'A

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 300 (24d12+144)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	20 (+5)	19 (+4)	12 (+1)

Saving Throws Dex +8, Con +11, Wis +9, Cha +6

Skills Athletics +12, History +10, Nature +10, Perception +14, Persuasion +11, Sense Motive +14

Condition Immunities charmed, paralyzed, poisoned, prone, stunned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 24

Languages Common, Sylvan, Telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If Grandfather Araganaqlta'a fails a saving throw, he can choose to succeed again.

Magic Resistance. Grandfather Araganaqlta'a has advantage on saving throws against spells and other magical effects.

Shapechange. Grandfather Araganaqlta'a magically polymorphs into a humanoid or reptile beast that has a Challenge no higher than his own, or back into his true form. He reverts to his true form if he dies. In a new form, Grandfather Araganaqlta'a retains his alignment, hit points, hit dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Snake Loyalty. Any snake within 1 mile of Grandfather Araganaqlta'a is considered to be charmed. As an action, the Grandfather Araganaqlta'a can summon snakes or snake

swarms. The called snakes arrive within 1 round, and act as allies of the Grandfather Araganaqlta'a, obeying his telepathic commands. The combined total of snakes summoned can be up to Challenge 15. Snakes summoned this way remain until they die or are dismissed as a bonus action.

Spikes. Whenever the araganaqlta'a is struck in melee, the attacker takes 3 (1d6) piercing damage. A creature that ends its turn grappled by the araganaqlta'a takes 7 (2d6) piercing damage.

ACTIONS

Multiattack. Grandfather Araganaqlta'a makes three attacks: one with his bite and two with his tail hook.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) piercing damage and the target must make a DC 20 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. Fiends that are resistant or immune to poison take radiant damage instead.

Tail Hook. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage. Grandfather Araganaqlta'a can choose to deal half damage and grapple the target (escape DC 20).

LEGENDARY ACTIONS

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

Tail Attack. Grandfather Araganaqlta'a makes a tail hook attack.

Move and Bite (Costs 2 actions). Grandfather Araganaqlta'a moves up to his speed and bites

Command Snakes (Costs 3 actions). Grandfather Araganaqlta'a commands all snakes within 100 feet to attack. Any snake or snake swarm in this radius must use its reaction if able to make an immediate attack against one enemy of Grandfather Araganaqlta'a within the snake's reach.

CARRETA NAGUA

This mystical oxcart is an oversized wagon, often in the shape of a cross, brightly painted with *calaveras* and skeletons of all manner of humanoids. It travels to collect souls corrupted by bad deeds. The innocent can sleep peacefully, unable to hear or see the *carreta nagua*, while the guilty caught out by night on the road have no hope. The oxen's bleached bones glow with a preternatural blue light of their own right through their translucent flesh.

Innkeeper's Warning. Good innkeepers who value their customers and hope for return business often warn their foreign guests shortly after paying their room and board that at some point during middle of the night they may be awakened by the loud sounds of hooves and wheels clattering over cobblestones. The townspeople know better and rarely dare to lift the shade or pull back the curtain to look out a window. For those with a guilty conscience, it is best not to take a chance at serious illness or a fate worse than death. Even a peek could gain the attention of the *carreta nagua* to come and claim your soul.

Called to Collect. Potent magical rituals can call the *carreta nagua* to appear, but only powerful casters should attempt such spells, lest they be taken hostage, their souls doomed to ride in the wagon and their animated bones walk behind it for all eternity. To have some power over this nightmare, the bravest could try to steal an animated bone, but they must do it blindfolded to survive.

Sinslain Minions. When first encountered, a *carreta nagua* is often being followed by 1d4 + 3 *sinslain* minions under its control. Their life force is bound to the *soul cage* coffins in the wagon. If their bones are recovered, they might be able to be turned back into their original form. The minions can either be attached to the wagon or alongside the cart. They have the stat block of a **skeleton minion** and take all their turns at the end of the *carreta nagua*'s turn.

SINSLAIN MINION

Medium undead, lawful neutral

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 30 ft.

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

Damage Immunities poison, necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands languages it knew in life; telepathy 60 ft. (with *carreta nagua* only)

Challenge 1/2 (100 XP)

Soul Bound. Unless the soul of the *sinslain* minion is released from its *soul cage*, it reanimates behind the *carreta nagua* the following night.

Telepathic Bond. The *sinslain* minion unconditionally follows the commands of the *carreta nagua* that created it. It acts on the same initiative count as the *carreta nagua*, taking its actions after the end of the *carreta nagua*'s turn.

ACTIONS

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

Bone Missile. *Range Weapon Attack:* +5 to hit, range 80 ft./320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



CARRETA NAGUA

Huge undead, lawful neutral

Armor Class 14 (17 for rider with *mage armor*)

Hit Points 230 (20d12 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Con +9, Wis +6, Cha +9

Skills Athletics +10, Intimidation +9, Perception +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16, sin sense

Languages Abyssal, Common, Infernal, understands languages it knew in life; telepathy 60 ft. (sinslain minions only)

Challenge 13 (10,000 XP)

Innate Spellcasting. The carreta nagua's innate spellcasting ability is Charisma (spell save DC 17). The carreta nagua can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *invisibility*, *speak with dead*, *spare the dying*

3/day each: *bestow curse*, *soul cage**^{XGtE}

1/day each: *plane shift*, *raise dead*

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

Not Maneuverable. Because the carreta nagua cannot turn quickly, a creature attacking it in melee has advantage on their attack roll if another ally has already attacked it that round from the carreta nagua's opposite side.

Sin Sense. The carreta nagua can perceive the exact location of evil creatures (and any other sinful or corrupt creatures, at the GM's discretion) within 60 feet, as if it had blindsight.

Spirit Wagon. When the carreta nagua uses its *soul cage* ability on a humanoid, its spirit is bound within one of the six coffins borne by the wagon, while its body shambles behind the wagon as a **sinslain minion** under the carreta nagua's command. Each coffin is covered with a white burial shroud, and any creature removing the shroud from a coffin takes 27 (5d10) necrotic damage unless they first cast *remove curse* on the shroud. Once the shroud is removed, the coffin can be smashed open with a DC 20 Strength check or by dealing it 20 points of bludgeoning or slashing damage; this does not harm the carreta nagua's hit points. If a coffin is smashed, that spirit is released one of the carreta nagua's sinslain minions (chosen randomly) collapses into a pile of inert flesh and bone.

Sudden Swerve. The carreta nagua can turn only very gradually, moving left or right 5 feet for every 40 feet straight it moves. However, as a bonus action it instantaneously turn itself in any direction.

ACTIONS

Multiattack. The carreta nagua makes two ox horn or ox hoof attacks in any combination.

Ox Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Ox Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Trample. The carreta nagua can move through the space of Medium or smaller creatures. Each creature in its path takes 27 (6d8) bludgeoning damage, or half as much on a successful Strength saving throw. Creatures failing their save are also knocked prone as the carreta nagua rolls over them; this movement does not provoke opportunity attacks from prone creatures. Creatures succeeding on their saving throw can move out of the carreta nagua's path. This does not count against their movement on their next turn. A creature in the path of the carreta nagua's trample may forfeit their saving throw in order to make an opportunity attack against the creature; this is resolved prior to the carreta nagua entering their space.

LEGENDARY ACTIONS

The carreta nagua can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

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

Command Sinslain Minions (1 Action). The carreta nagua commands up to three minions to attack.

Misty Trot (1 Action). The carreta nagua can *misty step* up to 30 feet away in a new direction and does not provoke opportunity attacks.

Ox Stomp (2 Actions). The undead oxen drawing the carreta nagua stomp their feet on the ground, causing all creatures within 10 feet to take 14 (4d6) thunder damage, or half as much on a successful DC 18 Strength saving throw. Creatures failing their saving throw are also knocked prone.

Soul Cage (1 Action). The carreta nagua performs one of the features of the *soul cage* spell.

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

ENCANTADO

Medium fey (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 104 (11d8 + 55)

Speed 30 ft., swim 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 21 (+5) 20 (+5) 13 (+1) 18 (+4) 21 (+5)

Skills Perception +7, Performance +8, Persuasion +8, Stealth +8

Damage Resistances bludgeoning, piercing, or slashing weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan

Challenge 8 (3,900 XP)

Amphibious. The encantado can breathe air and water.

Innate Spellcasting. The encantado's innate spellcasting ability is Charisma (spell save DC 16). The encantado can innately cast the following spells, requiring no components:

At will: *charm person*, *speak with animals*, *suggestion*

1/day each: *confusion*, *dominate beast*

1/week: *control weather*

Silver Tongued. The encantado has advantage on Charisma (Deception) and Charisma (Persuasion) checks.

ACTIONS

Multiattack. The encantado makes two melee weapon attacks with either its intoxicating slap or its spear.

Intoxicating Slap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) psychic damage, and the target must succeed on a DC 16 Charisma saving throw or become charmed.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

Change Shape. The encantado magically polymorphs into a dolphin or Medium humanoid that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the encantado's choice).

In a new form, the encantado retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

ENCANTADO

In their natural form, these graceful shapechangers combine the features of a human and a bright pink river dolphin. These fey live on the fringes of humanoid societies. They are attracted to parties and change form into attractive humanoids to infiltrate celebrations. When in dolphin form, encantados can still manipulate objects with their flippers as if the flippers were hands.

Partygoers. When warm, humid nights in the jungle turn into jubilant celebrations, one can be sure that an encantado can be found nearby. Skilled musicians and dancers, encantados blend into the festivities seamlessly. When encantados shapeshift, their blowholes are still present, so they usually wear hats or wigs, or arrange their hair into elaborate coiffures, to conceal this feature.

Fey Attraction. Many encantados are kind creatures who want only to celebrate joy, but others take their inclinations to influence others to an extreme, kidnapping the objects of their obsession and taking them away to their river dens. They usually tire swiftly of such dalliances, however, and may thoughtlessly abandon their erstwhile crush in the wild along the river as their attention wanders elsewhere.



CADEJO

These mystical spirits resemble large hounds with wide muzzles, but their feet end in cloven hooves rather than soft canine paws. Their eyes are bright and intelligent, glowing with an inner fire, and they can speak with those that summon them or whose plight or whose sinful behavior has caught their attention, warning them of dangers to come or threatening them with the judgment that has only just now arrived. The cadejo is 2-3 feet high at the shoulder and 4 feet long and weighs nearly 100 pounds.

Black Cadejo. These black-furred hounds resemble cloven-hooved mastiffs with eyes that burn a fiery orange-red. They seek out the sinful to strike terror in their hearts, though they are not above a bit of wanton murder when the opportunity presents itself and they come upon a lonely traveler in the dark. Each black cadejo bears a red-hot glowing iron shackle on one of its legs, trailing a short length of burning chain, emblematic of the hellish bondage awaiting the corrupt souls they pursue.

White Cadejo. The white cadejo is a long-furred hound with a coat of silvery white and eyes glowing a soft blue or purple. They seek out the lonely, forlorn, and oppressed and bring comfort and protection. They are especially protective of children, warding them from the predations of their black cadejo counterparts. They comfort the dying and provide succor to those whose loved ones pass into the afterlife, guiding lost souls to their final reward.

Paired Attraction. Whenever a cadejo of either color is summoned or appears in the world, there is a chance that a second cadejo of the opposite color is also summoned somewhere within a mile. Each cadejo is aware of the other and knows the general direction of its opposite.

Reversed Colors. In some tellings of cadejo folklore, the colors of the dogs are reversed, with the black dog being the faithful guardian and protector and the white dog being the sinister stalker and punisher of sin.

WHITE CADEJO

Medium celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +7

Condition Immunities frightened

Damage Resistance fire, radiant

Skills Athletics +7, Insight +4, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common

Challenge 5 (1,800 XP)

Aura of Good Luck. The white cadejo and any creatures it considers its allies within 30 feet have advantage on attack rolls, saving throws, and ability checks.

Keen Senses. The white cadejo's adds double its proficiency bonus on Perception checks and saving throws against illusions.

Radiant. The white cadejo glows with a pale silvery-white light within 20 feet, as *light* spell.

ACTIONS

Multiattack. The white cadejo makes two hoof and a bite attack.

Bite. *Melee Weapon Attack.* +6 to hit, 5 ft. reach, one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Hoof. *Melee Weapon Attack.* +6 to hit, 5 ft. reach, one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Restore (Recharge 6). The lick of the white cadejo restores energy and vitality, removing one level of exhaustion or affecting the target as *lesser restoration*, as the cadejo chooses. The white cadejo can instead use this ability to heal a creature as if casting *spare the dying*; when used in this way it automatically recharges on the cadejo's next turn.

BLACK CADEJO

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Condition Immunities frightened

Damage Resistance fire, necrotic

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 5 (1,800 XP)

Aura of Bad Luck. Any creature the black cadejo considers an enemy (except other cadejos) within 30 feet has disadvantage on attack rolls, saving throws, and ability checks.

Burning Shackle. If the black cadejo hits a creature with both of its hooves in the same round, that target is also lashed by the dangling red-hot chain that hangs from the burning iron shackle on its leg, taking 10 (3d6) fire damage.

Curse of the Fool. A creature that fails two consecutive saving throws against the black cadejo's terrifying gaze is cursed with disadvantage on ability checks and saving throws made with Charisma for 24 hours. If they fail three consecutive saving throws, this curse becomes permanent unless broken with *remove curse*.

Implacable Hunter. A black cadejo has advantage on Intimidation checks and on Survival checks made to track.

Incense Sensitivity. Burning incense irritates the senses of a black cadejo, negating its advantage on Intimidation and Survival checks to track for 1 hour and causing them to become sickened for 1 round if they fail a DC 10 Constitution saving throw. If they fail two consecutive saving throws, they become frightened for 1 minute and must avoid the area of incense until this condition ends.

ACTIONS

Multiattack. The black cadejo makes two hoof and a bite attack.

Bite. *Melee Weapon Attack.* +6 to hit, 5 ft. reach, one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Hoof. *Melee Weapon Attack.* +6 to hit, 5 ft. reach, one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Terrifying Gaze (Recharge 5-6). The black cadejo can fix its eyes like burning coals on a creature within 30 feet, causing them to become incapacitated with fear unless they succeed on a DC 13 Wisdom saving throw. An incapacitated creature can attempt a new saving throw each round at the end of their turn. When a creature succeeds on a saving throw against the black cadejo's terrifying gaze, it is frightened for 1 round and then the effect ends.

