

# MONSTERS OF HEARTH: THE SHUNNED CITY

**T**he marvelous region of Elsath awaits! Explore the jungle dense jungles and ancient ruins of this lost city to uncover its buried secrets—and its mortal dangers!

In this supplement, you will find all the monsters you need to run Team Superhydra's latest adventure...

**BY ITSADnDMONSTERNOW**



## SMOKING MIRROR CULTISTS

An particularly ruthless cabal of cultists who seek the location of the Shunned City of Hearth, the Cult of the Smoking Mirror are as reclusive as they are remorseless. Members of the cult are not ones to shy away from capturing innocents and making them the offerings in their grisly sacrifices.

The cultists worship an ancient and mysterious deity they refer to as Black Tezcatlipoca. Not much is known about Tezcatlipoca outside the cult: some legends refer to it as a many-bodied serpent, while others say that it is the spirit that inhabits the jaguars native to the region.

What is known for sure is that the highest among the Cult of the Smoking Mirror are able to wield terrible black magics in their deity's name. Some reports even tell of cultists undergoing nightmarish transformations.

### SMOKING MIRROR HIDES

As members of the Smoking Mirror advance through the ranks, they are given access to greater and darker secrets both eldritch and martial. Leading throngs of the rank-and-file claws are the well-armed and heavily tattooed hides. Since Qua-Soko assumed the cult's ranks, the hides have become particularly aggressive, threatening incantation with grim reprisal.

### SMOKING MIRROR CLAW

*Medium humanoid (any race), neutral evil*

**Armor Class** 13 (leather armor)  
**Hit Points** 18 (4d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	11 (+0)	13 (+1)

**Saving Throws** Cha +3  
**Senses** passive Perception 10  
**Languages** Common, understands Deep Speech but can't speak it  
**Challenge** 1/2 (100 XP)

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

#### Actions

**Multiattack.** The cultist makes two attacks with its shortsword.

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

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## CATSEYES

Over the hides are the catseyes. Their connection to Black Tezcatlipoca is even greater as they can channel a portion of the dark god's energy. This symbiosis grants them an unusual power: the eponymous "cats eye" which emerges from their palms. Not only is the cats eye a way for the elder god to see into the world, but it allows them to fire psychic energy from their outstretched hands.

### ABOMINATIONS

Sometimes, those of the Smoking Mirror who grow too close to Black Tezcatlipoca are transformed by the Dark God's wicked influence. These poor souls—sometimes seen as

### SMOKING MIRROR HIDE

*Medium humanoid (any race), neutral evil*

**Armor Class** 15 (studded leather)  
**Hit Points** 75 (10d8 + 20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** Dex +5, Cha +4  
**Skills** Perception +3  
**Senses** passive Perception 13  
**Languages** Common, understands Deep Speech but can't speak it  
**Challenge** 3 (700 XP)

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

#### Actions

**Multiattack.** The cultist makes two attacks with its falchion.

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

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

**Martial Stance (Recharge 4–6).** The cultist gains the benefit of the Dodge action until the start of its next turn, or until it makes an attack. Until the start of the cultist's next turn, if a hostile creature the cultist can see moves within its reach, the cultist can use its reaction to make a single melee attack against that creature with advantage.

#### Reactions

**Parry.** The cultist adds 2 to its AC against one melee attack that would hit it. To do so, the cultist must see the attacker and be wielding a melee weapon.

gifted by the other members of the cult—shed their humanity for an aberrant form. In the final act of *Hearth: The Shunned City*, Qua-Soko leverages Mictlan's connection to Black Tezcatlipoca's eldritch energy to unleash the abomination within much to the horror of Mictlant's subordinates.

## SMOKING MIRROR CATSEYE

*Medium humanoid (any race), neutral evil*

**Armor Class** 15 (studded leather)  
**Hit Points** 90 (12d8 + 36)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

**Saving Throws** Dex +6, Con +6, Cha +6  
**Skills** Perception +4  
**Senses** passive Perception 14  
**Languages** Common, Deep Speech  
**Challenge** 5 (1,800 XP)

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

**Deep Weapons.** The cultist's weapon attacks are magical. When the cultist hits with any weapon, the weapon deals an extra 2d8 psychic damage (included in the attack).

### Actions

**Multiattack.** The cultist makes two attacks with its dagger, one of which can be replaced by its barbed tendril. The cultist then uses its catseye beam.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) psychic damage.

**Barbed Tendril.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) psychic damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the cultist can't use its tendrils against a different target.

**Catseye Beam.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (2d12) psychic damage and if the target is a creature, it is forced to make a DC 14 Wisdom saving throw. On a failed saving throw, the target suffers a random effect of short-term madness.

## SMOKING MIRROR ABOMINATION

*Medium aberration, chaotic evil*

**Armor Class** 12  
**Hit Points** 123 (13d8 + 65)  
**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	7 (-2)	12 (+1)	13 (+1)

**Saving Throws** Str +7, Dex +5, Cha +4  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** passive Perception 11  
**Languages** understands Deep Speech but can't speak  
**Challenge** 6 (2,300 XP)

**Possessed.** The abomination is the result of a possession. When a creature is possessed in this way, it assumes all the game statistics of this abomination, regardless of its previous form. All damage or conditions affecting the host are suspended for the duration. When the abomination is reduced to 0 hit points, or if it is targeted by a *protection from evil and good* spell, the possession ends, and the host reverts to its normal form.

**Aggressive.** As a bonus action, the abomination can move up to its speed toward a hostile creature that it can see.

**Relentless (Recharges after a Short or Long Rest).** If the abomination takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

**Running Leap.** With a 10-foot running start, the abomination can long jump up to 30 feet, or high jump up to 15 feet.

### Actions

**Multiattack.** The abomination makes four attacks with its claws, or one attack with its tongue and two attacks with its claws.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Tongue.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and if it has a neck, it can't breathe.

## WARLOCKS

The greatest leaders of the Smoking Mirror are its warlocks. Not only can the warlocks draw power from Black Tezcatlipoca, but they can shape and wield the power as spells. The warlocks are cold and heartless. Like the abominations, they aren't without their own deformities. Many of the Smoking Mirror warlocks grow extra eyes on their body as well purple barb. For this reason, they mask their appearance with masks reminiscent of Tezcatlipoca himself.



### SMOKING MIRROR WARLOCK

Medium humanoid (any race), neutral evil

**Armor Class** 15 (studded leather)

**Hit Points** 127 (15d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

**Saving Throws** Dex +6, Con +7, Cha +7

**Skills** Arcana +5, Deception +7, Intimidation +7, Insight +5, Perception +5, Religion +5

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Deep Speech

**Challenge** 7 (2,900 XP)

**Deep Weapons.** The warlock's weapon attacks are magical. When the warlock hits with any weapon, the weapon deals an extra 2d8 psychic damage (included in the attack).

**Shrewd Caster.** The warlock has advantage on a spell attack roll against a creature if at least one of the warlock's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Spellcasting.** The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*

1st–5th level (3 5th-level slots): *black tentacles*, *blight*, *counterspell*, *darkness*, *dream*, *expeditious retreat*, *fear*, *hellish rebuke*, *hold person*, *misty step*, *scrying*

### Actions

**Multiattack.** The warlock makes two attacks with its dagger.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) psychic damage.

**Make Sacrifice (1/Day).** The warlock speaks an invocation and plunges its dagger into a vital organ of a humanoid that has died in the last hour. The warlock chooses one of the following effects:

**Black Blessing.** The warlock chooses any number of creatures within 60 feet of it to become blessed for 10 minutes. A blessed creature regains 10 hit points at the start of each of its turns, makes all attack rolls with advantage, and all attack rolls against it are made with advantage. If the warlock dies before the blessing expires, each creature blessed by it takes 9 (2d8) psychic damage as its blessing ends.

Targeting a blessed creature with *dispel magic* ends the blessing for it immediately, dealing 4 (1d8) psychic damage to the warlock that blessed it.

**Black Curse.** Any number of creatures the warlock can see within 60 feet of it must succeed on a DC 15 Wisdom saving throw or become cursed for 10 minutes. Immediately after becoming cursed, and at the end of each of its turns, a cursed creature must repeat its save, taking 4 (1d8) psychic damage on a failure. A cursed creature can use an action on each of its turns to repeat its save, ending the curse on a success. Once per turn, a cursed creature that takes the Attack action can replace one of its attacks with a vicious attack, made with disadvantage. If the attack hits, it is treated as a critical hit. Hit or miss, the cursed creature then takes 4 (1d8) psychic damage.

Targeting a cursed creature with a *remove curse* spell ends the curse for it immediately. If the curse is allowed to expire for a creature, it takes 9 (2d8) psychic damage as the curse ends.

# WEREJAGUAR

Werejaguars are a type of lycanthrope rarely found outside of Hearth and its surroundings. They possess the speed and cunning common in other feline lycanthropes, but what sets werejaguars apart is their mastery of stealth and ambush.

A favorite tactic of the werejaguar is to hide in trees, waiting for their prey to pass underneath. Once the target is below, the werejaguar *pounces downward* from the branches, landing weapons-first on top of their victim. Then as soon as the werejaguar has what it wanted, it disappears once again into the jungle, as quickly as it appeared.

The tracker, Brix, is a werejaguar, and there are others among the Smoking Mirror cult.



## WEREJAGUAR

Medium humanoid (any race, shapechanger), neutral evil

**Armor Class** 14

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.; 40 ft., climb 30 ft. in jaguar or hybrid form

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

**Skills** Perception +4, Stealth +10

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common (can't speak in jaguar form)

**Challenge** 8 (3,900 XP)

**Shapechanger.** The werejaguar can use its action to polymorph into a jaguar-humanoid hybrid or into a jaguar (use the Panther stat block from the Basic Rules), or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ambusher.** The werejaguar has advantage on attack rolls against any creature it has surprised.

**Cunning Action (Humanoid or Hybrid Form Only).** On each of its turns, the werejaguar can use a bonus action to take the Dash or Hide action.

**Graceful Landing.** While it is conscious and isn't prevented from moving, the werejaguar reduces all falling damage it would take by 10, to a minimum of 0.

**Keen Hearing and Smell.** The werejaguar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pounce (Jaguar or Hybrid Form Only).** If the werejaguar moves at least 20 feet straight toward a creature or drops from at least 10 feet above it, then hits it with a melee attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the werejaguar can make one bite attack against it as a bonus action.

### Actions

**Multiattack.** In jaguar form, the werejaguar makes a bite attack and two attacks with its claws. In humanoid form, it makes three attacks with its shortswords or two attacks with its longbow. In hybrid form, it can attack like a jaguar or a humanoid.

**Bite (Jaguar or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claws (Jaguar or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Shortsword (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Longbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

## CHAMELEONFOLK

A subspecies of lizardfolk native to Hearth, chameleonfolk are a peaceful but isolationist people. Their mannerisms and culture are very similar to those of other types of lizardfolk, though they rely less on scavenging and cannibalism.

The strongest warriors among the chameleonfolk are named as champions. Champions represent the strongest and most skilled fighters of a tribe, and are honored with the charge of defending it.

The tribe leaders of the chameleonfolk are known as chieftains, though their roles are more as shaman and seers than administrators or leaders. Chieftains have a strong connection to the environment, and will also ask it for favors—or even for strength—in exchange for their reverence and protection.

### CHAMELEONFOLK

*Medium humanoid (lizardfolk), neutral*

**Armor Class** 13 (natural armor)  
**Hit Points** 16 (3d8 + 3)  
**Speed** 30 ft. climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	13 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Draconic  
**Challenge** 1/2 (100 XP)

**Ambusher.** The chameleonfolk has advantage on attack rolls against any creature it has surprised.

**Chameleon Skin.** The chameleonfolk can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

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

**Sticky Tongue.** As a bonus action, the chameleonfolk can use its sticky tongue to initiate grapple against a target it can see up to 10 feet away. If the target is an object weighing up to 10 pounds, it is instantly pulled to the chameleonfolk's person.

#### Actions

**Multiattack.** The chameleonfolk makes two weapon attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded in melee with two hands.

## CHAMELEONFOLK

### CHAMPION

*Medium humanoid (lizardfolk), neutral*

**Armor Class** 15 (natural armor, shield)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft. climb 20 ft.

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

**Skills** Perception +3, Stealth +4  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Draconic  
**Challenge** 3 (700 XP)

**Ambusher.** The chameleonfolk has advantage on attack rolls against any creature it has surprised.

**Chameleon Skin.** The chameleonfolk can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

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

**Sticky Tongue.** As a bonus action, the chameleonfolk can use its sticky tongue to initiate grapple against a target it can see up to 10 feet away. If the target is an object weighing up to 10 pounds, it is instantly pulled to the chameleonfolk's person.

#### Actions

**Multiattack.** The chameleonfolk makes three weapon attacks, or it uses its tongue disarm followed by one weapon attack.

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Tongue Disarm.** The chameleonfolk attempts to use its tongue to pull an object out of an opponent's hands. The chameleonfolk chooses an object weighing up to 20 pounds that it can see held by a creature within 10 feet of it. The creature must succeed on a DC 13 Strength saving throw or have the object pulled out of its hands and onto the ground in a space of the chameleonfolk's choice within 10 feet of it.

## CHAMELEONFOLK CHIEFTAIN

Medium humanoid (lizardfolk), neutral

**Armor Class** 13 (hide armor; 16 with *barkskin*)  
**Hit Points** 82 (11d8 + 33)  
**Speed** 30 ft. climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

**Skills** Nature +4, Perception +6, Stealth +3, Survival +6

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Draconic, Druidic, Sylvan  
**Challenge** 4 (1,100 XP)

**Ambusher.** The chameleonfolk has advantage on attack rolls against any creature it has surprised.

**Chameleon Skin.** The chameleonfolk can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

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

**Sticky Tongue.** As a bonus action, the chameleonfolk can use its sticky tongue to initiate grapple against a target it can see up to 10 feet away. If the target is an object weighing up to 10 pounds, it is instantly pulled to the chameleonfolk's person.

**Spellcasting.** The chameleonfolk is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

At will: *druidcraft*, *shillelagh*

1st level (4 slots): *create or destroy water*, *cure wounds*, *entangle*, *fog cloud*, *goodberry*

2nd level (2 slots): *barkskin*, *heat metal*

### Actions

**Multiattack.** The chameleonfolk makes two attacks with its staff.

**Staff.** *Melee Weapon Attack:* +4 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 6 (1d8 + 2) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

## LIVING WALL

As their name suggests, living walls are creatures which can perfectly imitate both natural and masoned stone walls. The creatures use this ability to hide in plain sight, waiting to ambush those unfortunate enough to wander past.

When they attack, living walls resume their normal, fleshy form, reaching out with strong, ropy tendrils with which they seize their prey. Once restrained, the hapless creature is stabbed repeatedly by the wall's spines, normally hidden within the folds of its flesh.

## LIVING WALL

Medium monstrosity, unaligned

**Armor Class** 14 (natural armor)  
**Hit Points** 105 (14d8 + 42)  
**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	2 (-4)	16 (+3)	4 (-3)	11 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —  
**Challenge** 4 (1,100 XP)

**Ambusher.** The wall has advantage on attack rolls against any creature it has surprised.

**False Appearance.** While the wall remains motionless, it is indistinguishable from a normal stone wall.

**Grappler.** The wall has advantage on attack rolls against any creature grappled by it.

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

**Living Masonry.** The living wall's flexible, almost fluid body can change shape to cling flat to walls, or even create artificial barriers. As an action, the wall can spread itself flat over a surface, or completely span a corridor or opening up to a 10-foot square. When it does this, the wall's fleshy skin instantly changes to match the color and texture of any stone surfaces it touches. The disguise lasts until the wall moves or attacks, or until it chooses to end it (no action).

### Actions

**Multiattack.** The wall makes three attacks with its tendrils, up to two of which can be replaced by spine attacks.

**Tendrill.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and if the target is a creature, it is grappled (escape DC 14). The wall has three tendrils, each of which can grapple one target.

**Spine.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

# COUATLS OF HEARTH

Hearth was once home to dozens of these celestial beings. But during the Great Invasion, most fell. Only the strongest of the Couatls, the Elders, survived the incursion.

## ELDER COUATL

Elder couatls are celestials who have lived to an exceptional age, and thus gained exceptional strength. The

elder couatls have only ever been seen on the prime outside of Hearth a handful of times for all of recorded history, and none but they know why exactly they keep to this land.

Elder couatls are not all too different from the more common type, but in addition to being noticeably larger, they also possess much more powerful divine magic, and can wield it effortlessly in comparison. Elder couatls have even been known, on exceedingly rare occasions, to grant a sliver of their divinity to mortals. This typically only happens under the direst of circumstances, however.

## ELDER COUATL

*Large celestial, lawful good*

**Armor Class** 19 (natural armor)  
**Hit Points** 142 (15d10 + 60)  
**Speed** 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	19 (+4)	22 (+6)	20 (+5)

**Saving Throws** Dex +9, Wis +10, Cha +9  
**Damage Immunities** psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** truesight 120 ft., passive Perception 10  
**Languages** —  
**Challenge** 11 (7,200 XP)

**Innate Spellcasting.** The couatl's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring only verbal components:

At will: *bless, create food and water, detect thoughts, lesser restoration, protection from poison*  
3/day each: *cure wounds, greater restoration, hero's feast, revivify, sanctuary, shield*  
1/day each: *dream, heal, mass cure wounds, regenerate, scrying*

**Celestial Sense.** While the couatl is conscious, it inherently detects the presence of the otherworldly, as if under the effects of the *detect magic* and *detect evil and good* spells.

**Magic Weapons.** The couatl's weapon attacks are magical.

**Shielded Mind.** The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

## Actions

**Multiattack.** The couatl makes two attacks: one with its bite and one constrict attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 14 (4d6) radiant damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

**Radiant Beam.** *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 26 (4d12) radiant damage, and the target must succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn.

**Constrict.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

**Imbue Divinity (1/Day).** One creature the couatl touches gains a temporary spark of the divine. For the next 1 minute, the imbued creature gains 7 temporary hit points at the start of each of its turns, and gains advantage on any Wisdom saving throws it makes. Once per turn, when the imbued creature deals damage, it can choose to change the type of that damage to radiant. When it does so, that damage then increases by 1d8, or by 2d8 against fiends, fey, aberrations, and undead.

**Change Shape.** The couatl magically polymorphs into a humanoid or beast 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 couatl's choice).

In a new form, the couatl 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. If the new form has a bite attack, the couatl can use its bite in that form.





## BLACK TEZCATLIPOCA

"The Spirit of the Smoking Mirror," "The Enemy of Two Sides," "Lord of the Near and the Nigh," "The Night Wind," and "Possessor of the Sky and the Earth." These are just some of the names by which Black Tezcatlipoca is known to his followers. Theologians know precious little about this deity, and what little they do know is deeply unnerving.

Tezcatlipoca is said to be everywhere at all times, able to observe and even stalk mortals, but is forbidden, or at least unable to interact with them directly. Its followers are said to profess that the being is able to influence or even command the jaguars that are common around Hearth, but its unclear whether this is actual doctrine, or simply folklore.

What is most unsettling of all, is that Tezcatlipoca is said to be something of a culmination—that someday, it will emerge onto the prime, and will "execute its eternal will, thusfar only a distant promise made in flesh." Scripture tells that when Tezcatlipoca arrives, it will set to work ending all mortal suffering—though it is vital to note that in this context, the "suffering" of mortals is equated to their existence.

## TEZCATLIPOCA SPAWN

*Medium aberration, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	5 (-4)	10 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, frightened, poisoned, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 4 (1,100 XP)

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

**Pack Tactics.** The spawn has advantage on an attack roll against a creature if at least one of the spawn's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

### Actions

**Multiattack.** The spawn makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (2d4) acid damage.

# BLACK TEZCATLIPOCA

*Gargantuan aberration, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 296 (16d20 + 128)  
**Speed** 60 ft., climb 60 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	27 (+8)	19 (+4)	21 (+5)	28 (+9)

**Skills** Arcana +11, Deception +16, History +11, Insight +12, Perception +12, Persuasion +16

**Senses** truesight 60 ft., darkvision 300 ft., passive Perception 22

**Damage Vulnerabilities** radiant

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, exhaustion, poisoned, prone, unconscious

**Languages** Deep Speech, telepathy 300 ft.

**Challenge** 23 (50,000 XP)

**Deep Sight.** Magical darkness doesn't impede Tezcatlipoca's darkvision.

**Deep Weapons.** Tezcatlipoca's weapon attacks are magical. When Tezcatlipoca hits with any weapon, the weapon deals an extra 2d8 psychic damage (included in the attack).

**Far Banishment.** When Tezcatlipoca drops to 0 hit points or dies, its body is destroyed but its essence travels back to the Far Planes, and it is unable to take physical form for a time.

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

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

**Maddening Presence.** While a creature can see Tezcatlipoca, it must make a DC 19 Wisdom saving throw at the start of each of its turns or take 4 (1d8) psychic damage. If a creature accumulates three successes within 1 minute, it is immune to this effect for 1 hour.

## Actions

**Multiattack.** Tezcatlipoca makes two proboscis attacks and two barbed lash attacks.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage plus 9 (2d8) psychic damage.

**Proboscis.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 9 (2d8) psychic damage.

**Barbed Lash.** *Melee Weapon Attack:* +15 to hit, reach 25 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 9 (2d8) psychic damage.

**Create Spawn.** Tezcatlipoca creates 1d4 tezcatlipoca spawn in unoccupied spaces within 10 feet of it. Tezcatlipoca can have no more than 8 such spawn created at one time.

**Deep Reach.** Tezcatlipoca conjures a Large tendril in an unoccupied space on a surface it can see within 120 feet. The tendril has an AC of 16, 60 hit points, and all of Tezcatlipoca's damage resistances and immunities. The tendril can emerge from any solid surface in any orientation, and it is unaffected by forced movement.

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target within reach of a tendril. *Hit:* 17 (2d12 + 4) bludgeoning damage plus 9 (2d8) psychic damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the tendril can't constrict another target.

**Hungering Void (Recharge 6).** Each creature within 60 feet of Tezcatlipoca must succeed on a DC 18 Strength saving throw or be knocked prone and pulled up to 20 feet toward Tezcatlipoca. Tezcatlipoca then makes a bite attack against each creature pulled to within 5 feet of it.

## Legendary Actions

Tezcatlipoca 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. Tezcatlipoca regains spent legendary actions at the start of its turn.

**Command Spawn.** One tendril or spawn within tezcatlipoca's telepathy range can either move up to its speed or make a single melee attack. A Tendril not grappling a creature can instead be teleported to a different unoccupied space within 120 feet of Tezcatlipoca.

**Command Legions (Costs 2 Actions).** Each tendril and spawn within tezcatlipoca's telepathy range can either move up to its speed or make a single melee attack. A Tendril not grappling a creature can instead be teleported to a different unoccupied space within 120 feet of Tezcatlipoca.