

THE FIEND OF HOLLOW MINE

DM'S PACK, MAP & HANDOUTS

This is one of the best adventures isn the whole of the *Radiant Citadel* and you won't regret running it!

This pack includes advice on how to run the adventure plus:

- a single-page reference version of the *Radiant Citadel* adventure “The Fiend of Hollow Mine;”
- four developed NPC profiles for Serapio, Itzmin del Prado, Doña Rosa and Paloma;
- an overview map of the city of San Citlán (by Mario Ortegón); an original map of the district of Los Gavilanes plus parade chase rules (all on one page); and an original combat map of the archway at Milpazul;
- five original handouts: Paloma’s wanted poster, four pages of Teocin’s notes, and three sketches from Serapio; and
- all the stat blocks mentioned in the adventure.
- Maps and handouts are also provided as separate digital files.

You will need your own copy of *Journeys Beyond the Radiant Citadel*, and the maps from the adventure.

A DM's aide.

Adventure comments and advice:

- 1) This adventure contains three main parts (the Hollow mine, the Night of the Remembered, and the confrontation at the metalworks), but each of them is preceded by a transition scene: finding out about the sickness, getting the quest, and travelling to the mine; travelling through the city on the way to Doña Rosa’s vecindad; and finally the chase through the crowd. This is a longish adventure and I think best split over two sessions, breaking at Doña Rosa’s house.
- 2) The least developed of the transition scenes is travelling through the city - you might enjoy reading the San Citlán Gazetteer in the *Journeys Beyond the Radiant Citadel* (JBRC) supplement on DM’s Guild in order to develop this transition and show off the city. San Citlán as described in JBRC can easily be seen as a kind of late 19th-century magic-powered city - it has long-distance arcane trains and arcane trams in the city, and a magico-scientific powerhouse called the Argent Consortium (with three branches: Edification, Enquiry, and Praxis). You could even run one of the JBRC encounters in the transition, for example by placing Doña Rosa’s house on a tramway and running “The Phantom Streetcar.”
- 3) Although Doña Rosa has a major part of the second scene in the adventure, her character is not particularly developed. I’ve therefore taken the liberty of adding to her background - after all, she was the one who denounced Orenco and we know therefore she is a strong character. She could be a quest giver in the future, or an enemy, or someone who might visit the Radiant Citadel at another time. You might not like my characterisation but developing her character will enrich the adventure.
- 4) Another character who isn’t particularly well-developed is Serapio. He’s seen in the adventure as having his mother’s strong will to resist corruption - but what will he be like if he survives this adventure? Again, a developed Serapio could take on many roles in an ongoing campaign. The emotional core of the adventure is the characters action to re-unite mother and son. I’ve given my interpretation but you might like to change his profile to fit your campaign.
- 5) Finally - Paloma: she’s a freedom fighter, but who are the colonists? If you want to explore more in the environs of San Citlán, this is a great question to answer.

THE FIEND OF HOLLOW MINE

A young man's tragic corruption by a demon lord spreads a wasting curse

BACKSTORY

Twenty years ago, an evil sorcerer named Orcino made a deal with the demon lord Pazuzu. After many deaths, his crimes were discovered and revealed by his wife, Doña Rosa. After death, Orcino bargained with Pazuzu to serve him in his court in exchange for the soul of his son, Serapio. Now Serapio struggles to control himself as he transforms more and more often into a plague-ridden bipedal owl-shaped fiend called a tlacatecolo. Pazuzu also watches the young man to ensure he does not escape his fate through his servant and worshipper, a corrupt politician named Itzmin del Prado.

SECRETS

Serapio, in tlacatecolo form, spreads a disease-like curse known as sereno as he flies at night in his owl shape. Those cursed are poisoned, can't regain hit points, and must succeed on a DC 13 CON save every hour or gain 1 level of exhaustion. Saves made in sunlight automatically succeed.

PLAYER OBJECTIVES

Lift the curse of sereno. This can be done by killing the tlacatecolo. It is possible but difficult to leave Serapio alive by casting *remove curse* or *lesser restoration* which separates the fiend from Serapio for five minutes, during which the fiend can be killed separately.

START

As you approach the dusty village of Milpazul, you see a wooden archway set into a low stone wall that surrounds most of the settlement. As you come into view, a man on horseback spurs his mount and vanishes into the village. What do you do?

OPENING - SICKNESS IN MILPAZUL

Ambush at the archway. Seven bounty hunters (**scout** stat block) attack from behind the wall. DC 13 Perception shows villagers peering from homes; a roll of 15+ means characters hear movement and will not be surprised. After three bounty hunters fall, survivors retreat to their **riding horses** and flee. These hunters were looking for Paloma. As characters tend wounds ask around, the are approached by Rufina (NG female **olvidado**), who invites them to her pulqueria. On the way, characters see sick villagers with the signs of sereno.

Pulquería. Bright murals painted by Rufina show the history of San Citlán and an altar behind the bar shows a picture of an elderly woman surrounded by marigolds and offerings of drinks and cactus fruits. Two dwarf revolutionaries (**veteran** stat block) are at the bar. After conversation, PALOMA (CG gnome **assassin**) emerges. She explains what she knows and offers the characters 100 gp each and a *ring of jumping* for their assistance, and directs them to Hollow.

HOLLOW AND HOLLOW MINE

The journey here takes half a day - the party could be attacked by **perytons** or **ettins**; or if travelling by night, Serapio in owl form might pass by (DC 14 check to see the owl). At the mine they meet IZTMIN (CE tiefling **cult fanatic**), out of place in a fancy carriage, and 12 **bandits**. He is here to raze the town and blow up the mine, to cover his tracks. He allows the characters to enter though he advises the mine is dangerous. He will blow up the mine and seal the entrance at some point after the characters enter (at H3 if not before). **Hollow Mine. H1 Entrance.** Elevator trap, 35 (10d6) fall damage and drop to H5. Secret door to H2 (DC 12 check). **H2 Teocin's Quarters** - DC 13 check to hear growling. Passwall trap - players must open door from afar, or pit to H3 with 10 (3d6) fall damage. Teocin (CE human (female) **cult fanatic**), is here, brandishing a knife, and will release the two **ghouls** she has restrained on tables. Her notes tell of Orcino and **Pazuzu**; she is trying to raise the dead here. Treasure: 2500 cp, 950 sp, jewellery worth 90 gp, *periapt of health* on Teocin's body. **H3 Corpse disposal.** Two **ochre jellies**. (Reminder: cave in!). **H4 Serapio's Quarters.** Scratched wall. Check on bookshelves DC 14 reveals *spell scroll of lesser restoration*, spell book containing *alarm*, *find familiar* and *illusory script*. Sketch handouts are here. Half of locket in desk with Doña Rosa's portrait. H5 Wailing Cavern. Scrawls in Abyssal discuss corrupting innocence (DC 13 check); two **dinosaur skeletons** animate. **H6 Tunnel to San Citlán.** Fiend feathers.

NIGHT OF THE REMEMBERED

Doña Rosa's Vecindad. Characters make their way to DOÑA ROSA's (NG human (female) **commoner**) house through the festival — either follow the owl (DC 12 Perception); show the locket portrait to a passerby (DC 14 Persuasion); use the drawings (DC 14 Survival); or use *locate object* to find the other half of the locket. They speak to her and learn what she knows (her son has confessed) - she asks them to spare him, and will order them to leave if they don't agree. Characters can learn that Serapio's stepfather died of a wasting disease and Serapio said he was responsible (DC 12 Persuasion). **Ofrenda.** Characters can set an **ofrenda** (portrait, flowers, food & drink) outside the house at the altar to receive the Guidance of the Remembered charm. **Parade Chase.** IZTMIN (or another **cult fanatic** henchman if he is dead) is coming with SERAPIO in owl form to kill Doña Rosa and flees when he spots the characters. See rules for chase with map. IZTMIN either escapes or is restrained.

METALWORKS CONFRONTATION

The metalworks consist of a main room with piles of scrap metal and dominated by two huge hanging containers, and a catwalk above, from which two offices can be accessed. Also on the catwalk is a console that operates the the containers, which if operated will spill their contents dealing 14 (4d6) damage to anyone beneath. SERAPIO in **tlacatecolo** form will be on the catwalk. Characters trying to convince SERAPIO to fight the evil influence have advantage if they have the locket or disadvantage if IZTMIN is present. Only casting *lesser restoration* or *remove curse* will separate the tlacatecolo from SERAPIO — characters with passive Insight of 13 will realise magic will disrupt the fiend's control. If the fiend dies, all victims of sereno recover — but if it still possesses SERAPIO, there is a blood-curdling scream as his soul is dragged into the abyss, and DOÑA ROSA falls into despair and refuses to speak to the characters. If characters return Serapio to his mother alive, she weeps with gratitude. If he is still possessed, she will take him to curse-breakers at the Argent Congregation and end sereno that way. Upon the character's return to Milpazul, PALOMA gives the party their promised reward and invites them to join her outlaw gang.

INTEREST

Hook: The characters are heading to San Citlán for the Night of the Remembered; or the characters have a friend in Milpazul who writes to them requesting help. **Rewards:** 100 gp per character reward money; *ring of jumping*, other temporary magic items. **Perils:** getting cursed; monsters;

SETTING

SAN CITLÁN & ENVIRONS

The adventure begins in Milpazul, a tiny, poor village a few hours' journey from San Citlán. It then moves to Hollow, a decrepit community surrounding a played-out mine. The mine itself is dark with a constantly wailing wind that imposes DISADV on hearing Perception checks. Finally the action moves to the marvellous city of San Citlán during its annual Night of the Remembered festival and culminates in an abandoned factory.

Maps: Milpazul Archway; Hollow Mine*; City of San Citlán; Parade Chase; Abandoned Metalworks*; San Citlán and Borderlands Regional Map* (*=in *JRC*).

Stat blocks: scout, riding horse, olvidado, veteran, assassin, peryton, ettin, bandit, cult fanatic, ghoul, ochre jelly, undead allosaurus, commoner, tlacatecolo.

Important NPCs: Paloma, Serapio, Itzmin del Prado, Doña Rosa

Handouts: Paloma's Wanted poster, Teocin's notes, Serapio's sketches 1-3

Alternate settings: Eberron: eastern Khorvaire; Forgotten Realms: on the edge of Anauroch

Keywords: Urban, Underground, Fiend

PALOMA

CG gnome (female) assassin

Paloma is a tough, weathered gnome who wears a long indigo dyed-skirt and a warm woven rebozo (a long rectangular wrap). She is weak, suffering currently from sereno with three levels of exhaustion. Despite her weakness, she is charismatic and magnetic, and has a story for every occasion.

- **What They Want.** Paloma does not expect, nor particularly want, to die peacefully - she wants to be well, and to continue her fight.
- **Committed Freedom Fighter.** She wants people around San Citlán to be able to live in peace and to have justice instead of experiencing exploitation and corruption as she did. She burns for her cause, and for the suffering of her people. She knows that some casualties are to be expected in a revolution.
- **What They Know.** A companion of Paloma's named Lope (now dead of sereno) was investigating the sickness and came to believe it was a curse. One night, Paloma and her allies saw a strange owl that revealed itself to be a terrible fiend. Lope believed that sereno came from the owl-fiend and that killing it would cure all who suffered. Her scouts have seen both owls and strange figures near the supposedly abandoned mining town of Hollow.

SERARIO

NG human (male) commoner

Serapio is a slight young man with dark hair and a pencil moustache. His face is pale, his dark eyes seem larger than they ought to be, and he constantly sweats. In some lights, his eyes seem to flash red.

- **What They Want.** Serapio is a conflicted and tortured soul. Sometimes he just wants a quiet life where he can sketch and write poetry, like a troubadour. Sometimes he dreams of flying free at night, and in those dreams he does terrible things - things he both loves and hates. Some part of him knows those things are real, and he struggles to keep the memory of his kind stepfather, Evaristo, in his heart. He is wracked with guilt for causing Evaristo's death. Most of all he wants peace.
- **Unwilling Fiend.** Serapio does not know that his struggles are a kind of curse. He struggles against what he perceives are his inner weaknesses. He does not fully trust Itzmin, but then again Itzmin said he was going to help Serapio, and Serapio needs help. Having confessed that he believes himself responsible for Evaristo's death, and seen her horrified reaction, Serapio's mental state is fragile, to say the least.

ITZMIN DEL PRADO

CE tiefling (male) cult fanatic

Itzmin del Prado is an elegantly-dressed tiefling in his late forties, with dark red skin, solid jet-black eyes and small goat-like horns. His left horn was once broken and the end has been replaced with a jadeite prosthetic, giving him the nickname "Astaverde" (green horn).

- **What They Want.** Itzmin wants others to see him as great and for them to know he is powerful. He cannot stand to be treated as inferior and will do whatever it takes to gain the upper hand in any situation. Currently he wants to use Serapio's corruption to advance Pazuzu's desires, knowing that Pazuzu's favour will be to his advantage.
- **Corrupted Politician.** A politician by trade, he serves on the Trecena (San Citlán's ruling council) as the Councillor of Arms. His mother was a celebrated military general but he squandered the family fortune and blackened its name. He serves the demon lord Pazuzu in order to regain his former power and wreak revenge on those who gloriied in his downfall.

DOÑA ROSA

NG human (female) commoner

Doña Rosa is a tiny woman with a wrinkled, care-worn face and sharp black eyes. She wears a turquoise and black dress with a black lace mantilla over a comb. Despite her diminutive stature she manages to seem formidable. She has a strong sense of right and wrong, and she is used to getting what she wants. She lives in a tiny apartment consisting of a living room and bedroom.

- **What They Want.** Doña Rosa wants her son Serapio back and unharmed. Further, she wants whoever is responsible for what has happened to him punished. Although she knows Orenco is the ultimate villain, she also knows Pazuzu's cult has been working behind the scenes. It is them she blames for Serapio's state and her late husband Evaristo's death.
- **Forceful Problem-Solver.** Although she lives in a small apartment, Doña Rosa is an engineer by training and is now head of the city's arcane tramways. Until her husband's recent death, she had neglected her family for her job. The fact that Serapio reminded her of Orenco led her to keep her distance from her son, which she deeply regrets now that he is in danger. She will turn her considerable energy to tracking down and punishing Pazuzu's cult, wherever they may be.

ASSASSIN

Medium Humanoid (Any Race), Any Non-Good Alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (-0)	10 (-0)

Saving Throws DEX +6, INT +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances Poison
Senses Passive Perception 13
Languages Thieves' cant plus any two languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that

allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiaction. The assassin makes two shortsword attacks.

Shortsword. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. **Ranged Weapon Attack:** +6 to hit, range 80/320 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BANDIT

Medium Humanoid (Any Race), Any Non-Lawful Alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (-0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Any one language (usually Common)
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Actions

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

Light Crossbow. **Ranged Weapon Attack:** +3 to hit, range 80 ft./320 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.

COMMONER

Medium Humanoid (Any Race), Any Alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (-0)	10 (+0)	10 (+0)	10 (+0)	10 (-0)

Senses Passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (10 XP) **Proficiency Bonus** +2

Actions

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

CULT FANATIC

Medium Humanoid (Any Race), Any Non-Good Alignment

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (-0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2
Senses Passive Perception 11
Languages Any one language (usually Common)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dark Devotion. The fanatic has advantage on saving

throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

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

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Actions

Multiaction. The fanatic makes two melee attacks.

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

DINOSAUR SKELETON

Large Undead, Unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +5
Senses Darkvision 60 ft., passive Perception 15
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned

Actions

Bite. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage.

ETTIN

Large Giant, Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Giant, Orc
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiaction. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage.

Morningstar. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage.

GOHUL

Medium Undead, Chaotic Evil

Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

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

Claws. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OCRE JELLY

Large Ooze, Unaligned

Armor Class 8
Hit Points 45 (6d10 + 12)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances Acid
Damage Immunities Lightning, Slashing
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages –
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Pseudopod. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

RIDING HORSE <i>Large Beast, Unaligned</i>	Senses	Passive Perception 10					
	Languages	--					
	Challenge	1/4 (50 XP)					
	Proficiency Bonus +2						
Armor Class 10	Actions						
Hit Points 13 (2d10 + 2)	Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.						
Speed 60 ft.							
STR DEX CON INT WIS CHA							
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)		

OLVIDADO

Medium undead (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft. **Proficiency Bonus** +2

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

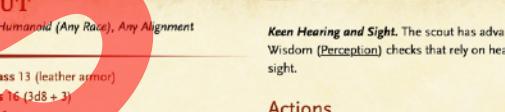
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Unusual Nature. The olvidado doesn't require air, food, drink, or sleep.

ACTIONS

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

<h2>PERYTON</h2> <p>Medium monstrosity, chaotic evil</p> <hr/> <p>Armor Class 13 natural armor Hit Points 33 (6d8 + 6) Speed 20 ft., fly 60 ft.</p> <hr/> <p>STR DEX CON INT WIS CHA 16(+3) 12 (+1) 13 (+1) 9 (-1) 12 (+1) 10 (+0)</p> <hr/> <p>Skills Perception +5 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Senses passive Perception 15 Languages understands Common and Elvish but can't speak Challenge 2 (450 XP)</p> <hr/> <p>Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.</p> <hr/> <p>Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.</p> <p>Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.<i>i</i></p> <hr/> <p>ACTIONS</p> <p>Multiattack. The peryton makes one Gore attack and one Talon attack.</p> <p>Gore. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage.</p> <p>Talon. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (2d4 + 3) piercing damage.</p>
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SCOUT

Medium Humanoid (Any Race), Any Alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (-0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Keen Hearing and Sight.

The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiaction. The scout makes two melee attacks or two ranged attacks.

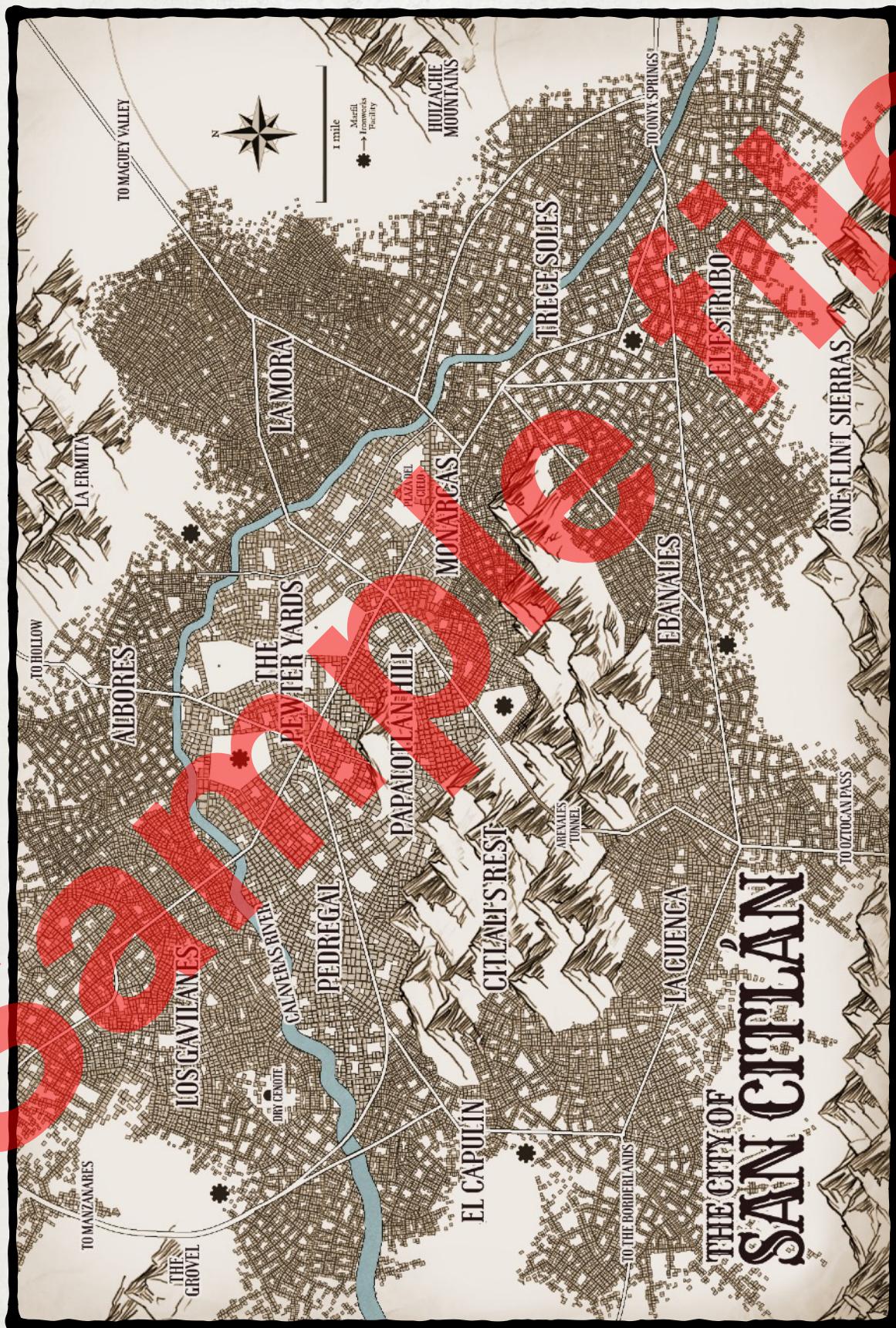
Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

<h2>TLACATECOLO</h2> <p>Medium fiend (demon), typically neutral evil</p> <hr/> <p>Armor Class 13 Hit Points 78 (12d10 + 24) Speed 30 ft., fly 30 ft. Proficiency Bonus +3</p> <hr/> <table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>12(+1)</td><td>17(+3)</td><td>14(+2)</td><td>10(+0)</td><td>15(+2)</td><td>10(+0)</td></tr></table> <p>Saving Throws Dex +6, Con +5 Skills Perception +5, Stealth +6 Damage Resistances cold, poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception +5 Languages Abyssal, Common Challenge 5 (1,800 XP) Proficiency Bonus +3</p> <hr/> <p>Magic Resistance. The tlacatecolo has advantage on saving throws against spells and other magical effects..</p> <hr/> <p>ACTIONS</p> <p>Multiattack. The tlacatecolo makes two Talon attacks.</p> <p>Talon. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 3) piercing damage plus 14 (3d8) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC15).</p> <p>Change Shape. The tlacatecolo magically transforms into a Medium owl, while retaining its game statistics (other than its size). This transformation ends if the tlacatecolo is reduced to 0 hit points or if it uses its action to end it.</p> <hr/> <p>Plague Winds (Fiend Form Only: Recharge 5-6). The tlacatecolo emits a chilling, disease-ridden wind in a 60-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 13 Constitution saving throw or take 25 (4d12) cold damage and become poisoned.</p> <p>While poisoned in this way, the creature can't regain hit points. At the end of every hour, the creature must succeed on a DC 13 Constitution saving throw or gain 1 level of exhaustion. If the creature is in direct sunlight when it makes this saving throw, it automatically succeeds on the save.</p> <p>If the creature is targeted by magic that ends a poison or disease, such as <i>lesser restoration</i>, while the creature isn't in direct sunlight, the effect does not end.</p>	STR	DEX	CON	INT	WIS	CHA	12(+1)	17(+3)	14(+2)	10(+0)	15(+2)	10(+0)
STR	DEX	CON	INT	WIS	CHA							
12(+1)	17(+3)	14(+2)	10(+0)	15(+2)	10(+0)							

MAP OF SAN CÍTLÁN

San



MAP OF MILPAZUL ARCHWAY

