



AGE 12+

# EYE OF KYUKULCU

Regain your memory as you escape the kingdom of Caxcane and the evil domain of Queen Ix Ikal.

5E COMPATIBLE ADVENTURE

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The Eye of Kyukulcu is said to be worth many kingdoms, and is more than a gem for the trolls of Caxcane. It is a source of pride not only because of its magnificence but because it is an heirloom that belongs to all the inhabitants, and it might be the only item that can free them from Queen Ix Ikal's evil rule, which has now entered its 200th year.

# INTRODUCTION

Welcome to Eye of Kyukulcu, a 5e compatible one-shot RPG adventure by Cast n Play.

## RUNNING THE ADVENTURE

Eye of Kyukulcu is a 5e adventure meant for four to five player 3rd–5th level characters. The adventure takes place in Caxcane, one of the great states of the White Archipelago located east of Thamyra.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

## STORY OVERVIEW

*The Eye of Kyukulcu's* plot is as follows:

- The Kingdom of Caxcane is one of the three great states of the White Archipelago that surround the Lagoon of Kíimil, and it is the only one that is a monarchy ruled by Queen Ix Ikal.
- Queen Ix Ikal has ruled for 200 years, and many of her subjects would love to see her gone but dread her powerful magic and the consequences against their families should they act on their discontent.
- Salgari, a famous corsair, and hero of Caxcane, has decided to act against the Queen after learning that some of his family were executed secretly on her orders. Weighing his options, he decided to steal the Eye of Kyukulcu. This act would cause the population to rise against her majesty, for the colossal blue gem is an heirloom of great prestige since it belongs to the entire population...
- The precious gem lies in the Hall of the Ancients, a mausoleum in the middle of the jungle considered sacred by the people of Caxcane. The Hall has two main areas, one on the surface accessible to all, and an underground one where the eye lies and access is restricted. Needless to say, many traps and mechanisms keep intruders out.
- Salgari decided to steal the gem during the last full moon of the year, and one when the Queen would be busy leading the ritual to the lagoon.
- Salgari sent his old and trusted friend, Yolok, to hire the party to help him steal the Eye of Kyukulcu. Little did the corsair know that his friend would betray him, and try to keep the precious gem. The great thief led the party through the Halls, dodging most of the traps and security.

When they arrived at the chamber containing the gem, Yolok released a powder that made the party lose consciousness.

• The PCs awoke in the chamber that contained the gem, abandoned to their luck by Yolok and with little recollection of what happened and how they got there. Now they must escape before the authorities discover that the gem has been stolen, and they participated.

## ABOUT QUEEN IX IKAL

Two hundred years ago, the King of Caxcane was seduced by an outsider, a beautiful troll and married her. Her name was Ix Ikal, and she claimed she descended from one of Condar's sons, the legendary sage who led the trolls from their ancient homeland to the White Archipelago.

In a matter of years, the real power was held by the Queen, and the King became nothing more than a puppet. After he died, Ix Ikal remained in control, and has ruled the Kingdom of Caxcane since. She has managed to rule through her dark powers and cunning, managing to implement a sinister custom to keep her power that involves that every family in the kingdom must send one member to serve in her household, or as a Masked Soldier –her personal bodyguard– who defend the capital Cuex and who are recognizable by the masks they wear. These masks are magical, and strip the wearer's self-will, guaranteeing loyalty. Ix Ikal has also replaced officials, and other aristocrats at the court with her maidens who arrived with her all those years ago.

What few know, although some suspect, is that the Queen is no troll. She is a Vatohk, a species of malicious flying serpents known for their thirst for power and notorious magic. She assumed the shape of a troll in order to seduce the king, and then to remain in control of Caxcane.

Even with all her power, the one thing that eludes her is the Eye of Kyukulcu, the artifact that could bring her rule down should anything happen to it, not only because of what it represents for the people, but because of the hidden magic inside it that repels her. Which is why she is very interested that it remains where it is, and has even assigned some of her own soldiers to guard it.

## ABOUT THE HALL OF THE ANCIENTS

The Hall is located near the capital of Cuex, inside the jungle. On the outside, it is a square, one-level structure with green and yellow rock walls adorned with sculptures of numerous creatures. The Hall holds the shrines of past rulers, great heroes of Caxcane, and the supposed remains of Condar, hence the reference to Ancients. The most important shrines and items lie in the underground section, including the Eye of Kyukulcu. Access to this area is closed off except on special occasions, and even then, only members of the clergy descend and bring out the Eye during the kingdom's celebration of its founding.

This area is protected by traps, guardians, and a special detachment of Masked Soldiers.

## ABOUT THE EYE OF KYUKULCU

The blue gem is the size of a watermelon, and is rhombus shaped. When the trolls first arrived on the island of Caxcane, they were beset by hungry creatures, magic pestilence, and strange climate phenomena during the dark nights. Their fleet had been sunk by a freak storm, and they had managed to arrive in front of a peculiar body of water, the Kíimil Lagoon, constantly covered by fog. Exhausted and depleted, the trolls found themselves preparing for death until they came across the gem. They were not only allured by its color and size but because if one stared long enough, one would see the silhouette of a jaguar inside, an imperfection. Soon after they found it, the climate stabilized, the pestilence rescinded, and the number of creatures attacking shrank to almost none, allowing the trolls to build what would become Cuex and expand in the island and the rest of the archipelago. That is why the people of Caxcane adore the gem, which they consider a vital part of their history and culture, a good luck charm. Traditions aside, the Eye has unknown magical aspects which keep some of the lagoon's influence at bay, and other kinds of evil, but no one has discovered this so far.

## ADVENTURE HOOKS

For this adventure consider the following character hooks:

**Certain Rewards.** Although the PCs memories are fragmented, remaining in the place feels wrong, especially because they suspect they were up to no good.

**Recollection.** The more the party advances, the more their memory returns, including the how and why they are there.

**Treasure.** The unknown place looks like it could hold some items of value. Exploration is in order.

## PROLOGUE

Your skin is covered in goosebumps as you lift your face from the freezing obsidian floor. Your mind feels cloudy, and your eyes struggle to focus as the place you find yourselves seems unknown. The chilly floor, and an unusual sound awaken you from your slumber. The ground is made of smooth black obsidian, while the walls are polished green obsidian. The ceiling is high, and hanging from it are hundreds of big wind chimes that are the source of the sound, although there's no wind. You realize you are inside a chamber, just beside a great crystal cabinet that has a hole the size of a watermelon, and is empty.



## MEMORY LOSS

The PCs awake in the final chamber of the Hall of the Ancients, where the Eye of Kyukulcu is stored and kept before they helped Yokol steal it. The instant that happened, the great thief detonated a pair of special gas grenades that sent everyone to sleep. The grenades have some of the same components as the masks the Queen uses to control her soldiers.

These substances disorient the mind and affect the memory; thus the PCs cannot remember how they got there, nor the why, and have only some flashes or instances of what happened to them in the last couple of hours. Roll once per PC and use the table below to determine what the character remembers.

### Memories

#### D6 Effect

- |   |                                                                                                                                                                                                          |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <b>Hole in the crystal cabinet.</b> “The eye is as big as watermelon.” A deep voice utters these words as the PCs recollects the entire party nodding with approval and drooling at the thought of that. |
| 2 | <b>Annoying laughter.</b> PC remembers commenting about someone’s annoying laughter, but it doesn’t seem to be directed at anyone here.                                                                  |
| 3 | <b>Blood stains.</b> A PCs clothes have blood stains, lots of them and they belong to somebody else.                                                                                                     |
| 4 | <b>Explosion.</b> PC has a flashback of a hooded figure, tusks sticking out, and the rest of the party inside the chamber as there is a pair of explosions.                                              |
| 5 | <b>Crossing the jungle.</b> The PCs remembers the party crossing a thick jungle during the night.                                                                                                        |
| 6 | <b>Ignorance is bliss.</b> The PC cannot remember anything about how they got there. They can remember other PCs, and will have disadvantage for 1d4 hours casting spells.                               |

## RECOLLECTIONS

It is up to the GM that as time passes, what the PCs can remember, from more specific details of their journey there to conversations with Yokol.

However, it is recommended that the information is given in titbits.

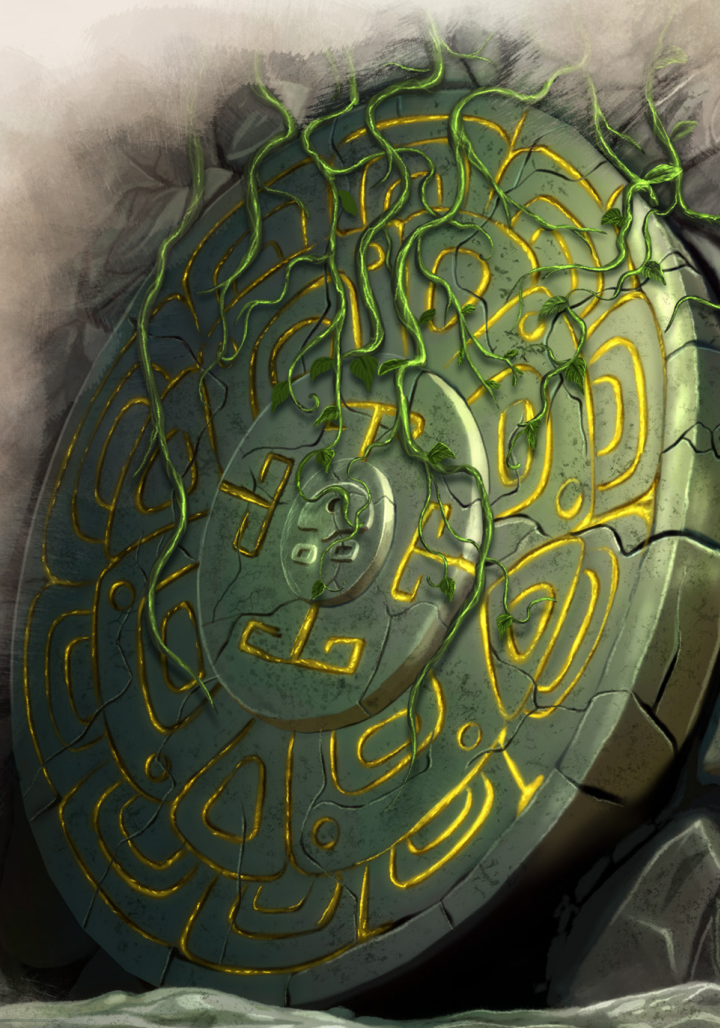
## THE EYE’S CHAMBER

The chamber is 160 ft. wide and 100 ft. long, while the ceilings are 70 ft. high. The ceiling is covered with large windchimes made from wood, and bamboo. On one end of the chamber is the large display where the Eye of Kyukulcu stood.

There are four other displays, two on the left and two on the right side of the chamber. Located at the opposite end of the Eye’s display is the Gate of the Ancestor, a circular rock, subdivided into five rings, each of which, is covered with glyphs.

Although the first display is the largest, there are four more inside the chamber; smaller, with holes, and empty. A freak wind blows inside without warning as the chimes shake violently.

**Gate of the Ancestor.** The gate is 600 inches in diameter, 80 inches thick, and divided into five rings, each of a different color matching the displays. Each of the rings has 50 glyphs, and can rotate. On the top of each ring is a marker, which points which glyph is selected at the moment. To open the gate, the party has to move each ring and select the appropriate glyph, which can only be obtained by interacting with the displays.



**Displays.** There are five displays in total inside the chamber. The largest one is where the Eye was, and is blue in color. The other four are much smaller and also held treasures (Yokol took them) belonging to Caxcane; they also have their own color. Green and violet are on the left, and yellow and red are on the right sides. Any creature approaching and investigating the displays can roll a DC 12 Intelligence (Investigation) check. If they are successful, they notice that the displays are placed at such an angle that each one reflects one of the gate's rings according to colors. The reflection also reveals a specific glyph in each marker. The gate opens if the PCs place the appropriate glyph in each ring. The combination is as follows: person (red), Eye (blue), shield (yellow), crowd (green), and skull (violet). A successful DC 14 Intelligence (History) reveals that the glyphs in order say something like: "The (person) guardian watches (Eye) and guards (shield) us (crowd) from evil (skull)."

**Treasure.** Lying on the ground are two *healing potions*, and one *mace +1* and one fragment of a parchment.

The parchment reads:

... And I, Yokol, guarantee that the assisting party will be paid 200 gp per head, and get their share of the treasure, except for the Eye of Kyukulcu which will be given to our client...

With a successful DC 12 Intelligence check (History), a character can recall that the Eye of Kyukulcu is a sacred gem belonging to the people of the state of Caxcane, located in the White Archipelago.

Once the last glyph is correctly placed in the marker, the sound of gears echoes in the chamber as the gate pulls back a couple of feet and then rotates to the side, revealing a grand opening leading to a damp and dark passageway, the smell of fresh water issuing from beyond.

## CHAMBER OF HEROES

The passageway ends in a massive chamber packed with statues and columns. Dozens of torches hang on the sides, accompanied by incense sticks releasing a strange smell. The sticks are almost at their end.

This chamber is a monument to great heroes of Caxcane that sacrificed their lives for their people, but their bodies were not recovered. In honor of the fallen, the trolls created mud rock-like sculptures of them and placed them in the Hall of the Ancients. . A successful DC 13 Intelligence (Investigation) check reveals that the incense must be used to cancel out the smell emanating from the mixture used to create the sculptures.

**Development.** The chamber has two openings that lead out, one to the left and one straight on. On each side of the rectangular room are massive plinths on which the statues stand, five on each side. Some are more detailed than others, and all look horrid to outsiders.

**Creatures.** One of the statues is an **ixbalan golem** that acts as the chamber's protector. It will fight until it is destroyed. During combat, if one of the PCs receives a critical hit from the creature, that character has a flashback where Yokol, followed by the party, managed to get the creature to ignore them when they entered the chamber.

**Flashback.** If one of the characters receives damage from the golem, they remember passing through the chamber with another figure (Yokol) who words a charm and deactivates the golem.

**Treasure.** Inside the guardian's remains are the following items: Two *small effigies* worth 200 gp, one *potion resistance*, one *bag of holding*, one *oil of slipperiness* and one *mariner's armor*.

## CONDAR'S MAUSOLEUM

The incense was wedged in your noses but must be gone now because it has been replaced by the wonderful aroma of food from the chamber up ahead.

The mausoleum is a semicircular chamber made of gray limestone, and decorated with carved murals filled with glyphs. Condar's 9 ft. statue stands over a pedestal in the middle while a large cauldron hangs over a stone pit with burning wood just in front of it. In the far sides of the chamber lie the bodies of two masked troll soldiers.

**Murals.** A successful DC 13 Intelligence (History) reveals that the murals tell the story of Condar, a troll who led his people from Eluan in a time of great destruction and brought them to the lagoon of Kiiimil, and founded the city of Cuex, capital of Caxcane.



**Cauldron.** The cauldron has a diameter of 5 ft., and bubbles continuously as it releases the delicious aroma of broth. It is packed with numerous spices and vegetables and has a large ladle inside it. If any of the PCs stir the broth, humanoid body parts rise to the liquid's surface. A successful DC 13 Intelligence (Religion) check reminds a PC that some offerings to ancestors or deities include food sacrifices from vanquished enemies.

**Bodies.** The bodies belonged to a pair of shaman soldiers, whose turn it was to set up an offering to Condar, which included pozole, a broth usually made from enemies of Caxcane or trespassers in the Hall of the Ancients. A successful DC 14 Intelligence (Investigation) check demonstrates that the soldiers were killed recently, and that the wounds were inflicted by the same type of weapons the party carries.

**Creatures.** A few moments after any PC investigate or gets close to the cauldron, a **masked shaman** will rush from his hiding spot behind the statue screaming, "Leave it! It is only for Condar". If the PCs manage to capture or subdue the creature, they discover that it lost its mind, but it will disclose that the party killed his friends, and that Queen Ix Ikal knows of their treachery because they managed to alert her majesty, and reinforcements are on their way. The soldier will refuse to leave the chamber, babbling on and on about his dead comrades.

**Treasure.** The surviving masked soldier has 10 gp, and two *healing potions*.

## CENOTE

The passageway from the Chamber of Heroes leads to a rock staircase that descends for 150 ft. until it ends in a cenote.

Light playfully bounces off the sparkling clean water, creating a sense of tranquility and peace in the large cenote.

The cenote has a diameter of 328 ft., and a depth of 150 ft. The ceiling is 800 ft. from the water and has dozens of minuscule holes where the light filters inside. The water is fresh and transparent with a turquoise color and utterly still. The bottom is viewable, as are the cenote's walls, only one of which has an opening that leads outside.

**Creature.** The water is placid and easy to swim in, and the opening is an underwater passage and the only exit. When all the PCs are in the water, two **masked warriors** riding two giant **axolotls** will launch a surprise attack against them.

**Treasure.** 10 gp, one *obsidian necklace* worth 100 gp, and one *axolotl tail*.

The opening is the start of an underwater tunnel, which can only be crossed by using the axolotls.

Any other method will end in drowning because of the current and the length of the journey.

After combat, the axolotls will start to regenerate and their aggressive attitude will fade since their riders are dead. A successful DC 13 Wisdom (Animal Handling) check will allow the party to use the creatures to get across the tunnel.

The movement is soft even though the current is strong. Without the aid of these creatures, crossing the underwater tunnel would have been impossible. The place starts to curve upwards towards a ...dim light yonder.

## ALTAR CHAMBER

The water disgorge into a majestic fountain made of basalt and adorned with ethyx in the form of creatures like jaguars, serpents, eagles, and sharks. There are drains at the bottom of it, which is 40 ft. The fountain is part of a chamber lit by dozens of torches and with a table in the center. The table can hold a medium-sized creature, and the top is covered with numerous colored feathers belonging to different types of birds. A single petrified leg belonging to a colossal bird holds the table in position. Strong magic emanates from the table.

The Axolotl's will return to the cenote at this point.

**Development.** A successful DC 13 Intelligence (Arcana) check reveals that the table is a sacrificial altar that demands a sacrifice. The table, is also a test of worthiness, and a lift. A sacrifice must lie on the table; once that happens, one of the numerous feathers -black in color- will extrude from the rest and become as sharp as obsidian. After that feather is taken, the rest of the feathers will wrap around the creature and hold it, making its chest stand out.

One of the PCs must lie on the table and be killed by an ally using the black feather. One single strike with the feather is enough to kill the sacrifice. The sacrifice can also be the axolotl tail, or all the PCs can give a blood sacrifice and take 1d4 damage.

The moment the sacrifice is recieved, the feathers start to vibrate and absorb the precious offering like a famished vampire. After some seconds, the feathers spread out majestically as if about to fly. The claws in the petrified foot nail themselves into the surface, followed by a howling wind, as the entire center of the chamber starts to shake as it separates and rises from the rest of the ground.



**Aftermath.** The altar is part of a lift that ascends to the Hall's main structure on the surface. If a PC was sacrificed, they will start to turn pale and decay as the ride continues its path. As soon as it reaches the surface, the wings will spread into the sky and wrap themselves around the PC, whose color will return and whose heart will beat again and return to life.

## HALL'S FACADE

The altar stops when it reaches the surface, interlocking with the main building, a one-level structure, which is a square courtyard closed off by four walls. The left, right, and end walls have three shrines in front of them, each holding the remains of all of Caxcane's rulers. The remaining wall doesn't have a shrine but the stairs that exit the structure.

Lying on top of the stairs is the body of Yokol, and standing on top is Abbyr, one of the queen's lady-in-waiting and a trusted assassin. Next to the killed thief is a large sack with a hole from which an enormous blue gem sticks out: the Eye of Kyukulcu. Abbyr turns her attention to the party a few moments after the lift has finished interlocking.

"So the vermin's associates finally reveal themselves, and there's a bunch of you; good, I hope you aren't as boring as this bag of manure."

As soon as she finishes her words, some masked soldiers start to surround the party.

**Development.** Four **masked soldiers** are completely under Abbyr's control and will fight to the death. Meanwhile, Abbyr will assume her proper shape and transform into a **vatohk**, after which she will attack from the sky. Her orders are to terminate the defilers and would-be thieves.

**Aftermath.** If Abbyr and the masked soldiers are defeated, Salgari, the legendary corsair, appears and will apologize for Yokol's betrayal. He will inform the party that he entrusted the thief with their hiring and to steal the Eye of Kyukulcu, which he needs to defeat Queen Ix Ikal, who has ruled Caxcane for far too long.

## EPILOGUE

The PCs are defeated and taken to Cuex, to her majesty's palace, where the queen herself begins the ritual to implant masks on them, adding powerful new recruits to her forces, thus adding a new chapter in the characters' history.

Your eyes open, you smell incense and hear chanting in the distance. You feel numb. You try to move but can't, realizing that you are restrained. You see a troll wearing a beautiful and ornate plume on her head, the queen. She smiles at you as she places a wooden mask on your face. You feel the tiny nails scratching your skin, the overture to what follows as her majesty drives them inside with a hammer, and you feel the pain run down your body, followed by the clouding of your mind as you start to forget all notions of self.

**Milestone.** All surviving players gain one more level.

## WHAT'S NEXT?

The PCs wake up alive and well. They remember who they are and what happened to them. The Queen will explain that, unlike other masked soldiers, she left them a portion of free will. Ix Ikal will offer them to work for her as special retainers, accepting missions and eliminating her enemies.

The players can choose to accept and continue to grow as epic adventurers, or they can decline, in which case she will make them as mindless as the other masked soldiers.

There's also the chance they meet someone who can remove the mask and the enchantment.

- Will the PCs serve Queen Ix Ikal, and what does that entail?
- Is there truly no return from being a mindless masked soldier?
- Is there a way to remove the mask?
- Better to take chances than to remain in bondage.



# APPENDIX A: NPCs AND MONSTERS

## IXBALAN GOLEM

Medium construct, Neutral

**Armor Class** 9  
**Hit Points** 80 (10d8+36)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (+0)

**Damage Immunities** Lightning, poison, bludgeoning, piercing, and slashing that aren't from nonmagical weapons that aren't adamantine.

**Condition Immunities** Charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

**Senses** Darkvision 120 ft., Passive Perception 11

**Languages** Understands Common and Troll but can't speak

**Challenge 1** (200 XP)

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the guardian goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the guardian ceases being berserk. If it takes damage while still at 40 hit points or fewer, the guardian might go berserk again.

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

### ACTIONS

**Multiaction.** The Golem makes two punch attacks.

**Punch.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 2) bludgeoning damage.

Fattan

Ixbalan Golem

## MASKED SOLDIER

Medium Humanoid, Lawful Evil

**Armor Class** 15 (Hide Armor)  
**Hit Points** 20 (4d8+2)  
**Speed** 40 ft.

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

**Saving Throws** Str +2

**Skills** Athletics +2

**Senses** Darkvision 120 ft., Passive Perception 12

**Languages** Common, Troll

**Challenge 1/2** (100 XP)

**Bloodlust.** When the troll reduces a creature to 0 hit points, it can take a bonus action to move up to half its speed and make a tusk attack.

### ACTIONS

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

**Tusk.** *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 4 (1d4 + 2) piercing damage.





# VATOKH

Medium fiend, Lawful Evil

**Armor Class** 17

**Hit Points** 90 (11d8+36)

**Speed** 30 ft., fly 90ft.

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

**Saving Throws** Con +5, Wis +7, Cha +6

**Damage Resistances** Radiant

**Damage Immunities** Psychic, bludgeoning, piercing, and slashing that aren't from nonmagical weapons

**Condition Immunities** Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** Truesight 120 ft., passive Perception 15

**Languages** Common, Troll, Infernal, Celestial, Elf and Telepathy

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

**Innate Spellcasting.** The vatokh's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *detect thoughts*, *mage hand*, *minor illusion*, *prestidigitation*

3/day each: *cure wounds*, *lesser restoration*, *sanctuary*, *shield*

1/day each: *dream*, *greater restoration*, *scrying*

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

## ACTIONS

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 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.

**Constrict.** Melee Weapon Attack: +6 to hit, reach 10 ft., one Medium or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the vatokh can't constrict another target.

**Change Shape.** The vatokh 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 vatokh's choice).

In a new form, the vatokh 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 vatokh can use its bite in that form.

# GIANT AXOLOTL

Large beast, Unaligned

**Armor Class** 15 (Natural Armor)

**Hit Points** 33 (4d10+2)

**Speed** 40 ft., climb 30ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	6 (-2)

**Senses** Darkvision 30 ft., passive Perception 11

**Languages** -

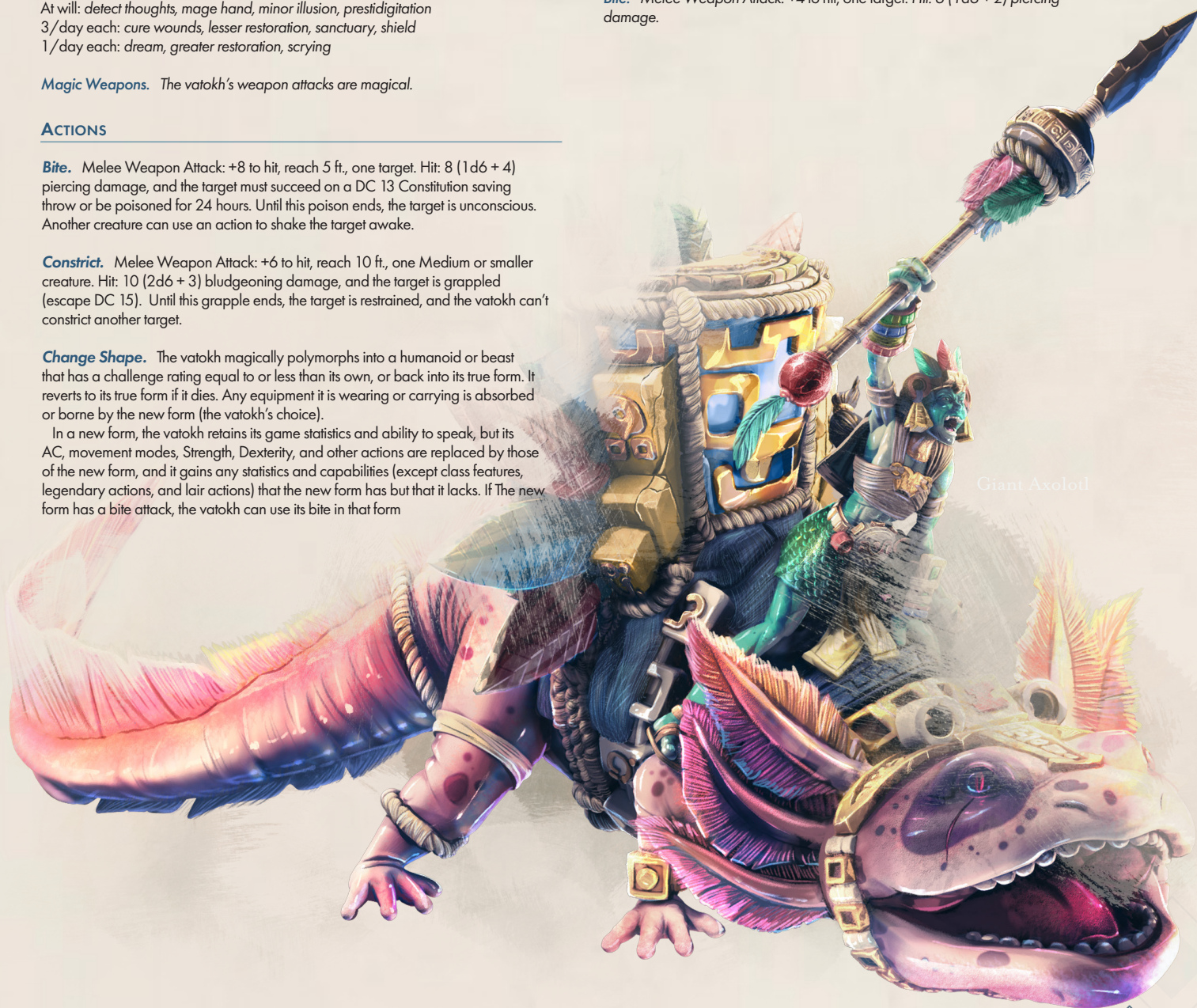
**Challenge 1/2** (100 XP)

**Amphibious.** The axolotl can breathe air and water.

**Limb Regeneration.** The axolotl can regenerate 1d6 hp, however it cannot attack during that turn.

## ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, one target. Hit: 6 (1d6 + 2) piercing damage.



Giant Axolotl



Adventure Designers

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