Types of creatures from Aztec mythology.

**Cihuateto** – the spirits of woman who dies in childbirth. Considered warriors and envoys of Mictlan, the world of the dead.

<https://www.google.co.uk/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=0ahUKEwiLks3D-OjWAhWMLVAKHXwMDRIQjRwIBw&url=https%3A%2F%2Fmyspace.com%2Fgalletishifretzapatista&psig=AOvVaw2ol9WZbJOZoXBMHFxeCQqw&ust=1507824049375946>

These enemies will be slow moving, and static until the player enters in a certain range. They have a powerful attack but can be avoided with relative ease. The enemy will take the form of a pregnant woman who is crying and rubbing her stomach – missing the child she died giving birth to. Normally pregnant woman who died in childbirth went to heaven as celebrated warriors however sometimes they got lost on their trials in an attempt to get back to their lost children.

**Omen Owls** (teuzauhtototl) are creatures sacred to Mictlantecuhtlis consort. Their appearence and purpose is related to bandshees, and fortold the death of someone in a house. Once you head the owls hoot you are fated to die. Can be driven away and killed by removing the heart. They can cloak themselves before they hoot, let out a peircing screetch and the power to induce death itself.

These enemies are sneaky, but not particularly fast. They will stalk you and wait until your light is dim before swooping down to attack. If you hear their hoot find light quickly until they have dispersed to find their next victim.

**Tzitzimitl**

Ultimate aztec nightmare. Skeletal creatures wearing skirts of skull and crossbone design. These women were godesses of the stars, protectors of women.

These creatures follow a patrol route and will enter into fast ranged attacks. They must be stunned or the player cannot get past.

<http://campaztecroleplaying.wikia.com/wiki/Monsters_of_Aztec_Mythology>

Mood Board breakdown

All of these creatures don’t kill the player per-sey. Instead they are trying to steal your light to sentence you to the same gloomy fate as themselves, and take your light so they can continue on their own trials.

Other creatures are those who have died ordinary or unworthy deaths:

Struck by Lightning

<http://science.howstuffworks.com/nature/climate-weather/storms/struck-by-lightning.htm>

The antagonist/creature will be in the shape of a floating cloak to limit the required polys and high-detail areas (hands, faces, feet). The cloak will be adorned with Aztec patterns to indicate the person was either a commoner or a noble (plain white with slight embalishment or fully embellished). There will be a pair of large glowing eyes visible beneath the dark cloak hood to add an eery uncomfortable feel to the character. There will also be bruising and discolouration of the cloak with lightning strike patterns to show the travel of the lightening (head to toe). The character will also look singed, with burnt parts, missing fabric sections and singed discolouration. To add immersion and envoke other senses there will be steam rising from the character as if they are still hot from the strike, and the protagonist will display signs of static electricity (hair standing on end) when they are close to this antagonist. This antagonist can harness lightning to stun the protagonist, “stamping” on the ground to affect a circular radius. Avoid this enemy.

Disease

Smallpox was a suspected part of the fall of the Aztec empire, the Spanish invasion brought it over to Mexico and the Aztecs had no immunity or way to combat it. This antagonist would be humanoid, wearing little clothing to reveal a body covered with sores and boils. The body will also be covered in deep lacerations – this was due to blood letting being a common sacrificial practise to Aztecs. They believed that by feeding the Gods blood the Gods would be favourable. The antagonist would have very few facial features – only eyes OR a mouth to de-anthropomorphise them and cause an unsettling feeling in the player. They move with a hunched and slow gait. These are weak enemies, but deadly at close range. They grab hold of the player and try to steal their light. Stun them and get away as quickly as possible.

Drowning

Long range enemy, “spits” water at you which dims your light. Usually found near bodies of water, but rain will also bring them out. These are stealthy enemies, who will try to catch you unaware. You can stun them and avoid them. They look “cute” so when you see them they can get close and drown your light.

<http://www.mexicolore.co.uk/aztecs/gods/goddesses-of-the-month-tzitzimime>

Tzitzimime were tremendous star demons that lived in the darkness. Their ultimate goal was to wait until both humans and gods could not keep the world alive, and then attack and destroy humankind. A special Aztec ceremony called ***Xiuhmolpilli*** or ‘The Tying Together of the Years’ was held to help ensure that they continue to exist every 52 years - the length of an Aztec century.

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| [Stone Xiuhmolpilli (bundle of reeds/years), National Museum of Anthropology, Mexico City](http://www.mexicolore.co.uk/images-3/373_02_2.jpg) |
| Stone Xiuhmolpilli (bundle of reeds/years), National Museum of Anthropology, Mexico City (Click on image to enlarge) |

At the end of each century, a ‘New Fire’ ritual took place in which all Aztec hearths but one were extinguished. From the only flame left alight was kindled a new fire that promised a fresh beginning to all. If a fire could not be coaxed into life, dire consequences could ensue: darkness would descend upon the Aztecs and the terrifying Tzitzimime would come to tear apart all mortal beings