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| **Forces of Nature** | **Boss Ideas** | **Environment/Locations** | **'Friendly' encounters** |
| * Hail/snow * Earthquakes * Mud slides * Flood/rains * Light   + Beams of light   + lightning   + fire   + drought * Disease * Petrification * Wind * Transformation into animal | * Casa Llinya tama Lluiya high priest, the half burnt * The five aspects of Paria Caca * Flame lord Huallallo Carhuincho * Amaru * Specific Huaca → Mummified ancestor on stone litter surrounded and held up by Ayllu (family) * Imperial lord Alcaviza * Maneater Mama Huaco * Aspect of Susurpuquino, spring diety | * Island/temple of the sunday * Lake Titicaca * The mud birthplace of humanity, Lake Tiahuanaco * Rainbow * Tambo-toco (emergence, inn window) * The mountain Condorcoto, birthplace of Paria Caca * Oceanside * Anchi Cocha ravine (cursed) * Pullao→ mountain connecting tree | * Taguapaca the False One * Viracocha the wandering beggar |
| **Misc. Elements**   * The world is wrong and wants to die * The head is alive and can reanimate the body * Human Sacrifice * Taqui Onqoy → Dancing sickness * Kukuchis → Condemned souls * Shining, or made of gold | **Armor/Items**   * Golden rod * Chumbis (cloaks) * Topos (pins) | **Gods**   * Inti→ Solar cult idol * Quilla → moon goddess and of all female aspects * Chasca Qoyllur → venus |  |