THE GREAT SKYHOME

Maztica and Spelljammer

A *MAZTICA ALIVE!* NETBOOK

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CORE NETBOOK II
Maztica Alive! Campaign

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"Papa, Pachua told me the greatest pyramid of all time was found in Nexal, Axola said it can actually still be found deep in the Sands of Itzcala and Kapotli says claims the greatest is in Far Payit. Who is correct?"

"Your friends are fools. The greatest pyramid of all was once right above your head and is now lost to the ages. It is from whence came the gods in the ancient times, and some say it is both theirs and our own true home."

-Poshtli of Tukan and Greatest of the Eagle Knights,
to his daughter Chimalla in 1374 DR, the Year of Lightning Storms

MAZTICA AND SPELLJAMMER?!!

Old timers really get it. Whether it was *the* Golden Age of D&D or not, anyone who has been in the hobby for at least the last two decades knows that the nineties was an era of exploration for the hobby. When dungeon crawls became cliché and even some of the most cleverly written adventures became humdrum, discovering entirely new vistas in those fabulous boxed sets brought back a sense of wonder. The spirit of exploration was once again alive and kicking!

The Great Skyhome: Maztica and Spelljammer netbook revisits two of these wonderful settings and attempts to bring them together to enhance both settings. You will find both "fluff" and "crunch" in this book which can be used by gamers who dabble in one or both settings in their own campaign. Even those who have never heard of Maztica or Spelljammer could surely find something of use for their own private campaign in these pages.

As a portmanteau of the words "Maya" and "Aztec," the Maztica setting is a fantasy game setting modeled after those two amazing civilizations. Spelljammer is a brilliant morphing in itself. In this case, it is of classic fantasy literature and outer space. It is not your typical sci-fi outer space, however, as you will not find high tech ray guns, blasters, "death-stars," or space cruisers. Rather, it is its own creative setting, complete with "spaceships" that look like seaborne galleons, crystal spheres that surround each universe, and both wildspace and worlds that are virtually teeming with life.

Connecting space to the Aztecs and Mayans may seem to be farfetched but our own world history teaches us that nothing could be farther from the truth. The Maya were particularly accomplished astronomers. The locations of Mayan cities were often intentionally set so that the sun would pass directly overhead when it traveled over the city's latitude. This occurred twice each year and was evenly spaced around the day of solstice. Aztecs were also known to expertly track the motions of celestial bodies for religious purposes, calibration of calendars and signaling for special ceremonial days.

Well, there is the history. What about the fantasy?

In these pages you will find ships shaped like flying temples. New places of power that have been all but forgotten by the Maztica that Cordell all but decimated, secret enclaves of spacefaring peoples and even scenarios that closely reflect popular Hollywood movies! Which one? Well here is a hint, "Do it! Do it now!!! C'mon, c'mon! Kill me! Kill me I'm here!!!"

Where do I begin to thank when so many have helped this netbook come into being?

In the "Maztica Alive!" Core Netbook I, which was titled ***Monsters of the True World: Maztica and Lopango***, I attempted to write a full list of all of those who gave inspiration, advice or contributed key editing to the netbook. As long as the list was, it was just too easy to find someone I missed. This time, I will *show* exactly where inspiration came from. Below is a link to a thread that discussed Spelljammer and Maztica crossovers before this netbook had its first word. If you check it out and follow some of the further links it provides and then read through this netbook, you'll easily see the connection.

http://www.thepiazza.org.uk/bb/viewtopic.php?f=2&t=6136

Once again, this netbook would not contain a fraction of its vibrancy without the outstandingly generous contributions of the artists. Doesn't just looking at the cover piece (which is titled "By Other Moonlight") by George Arruda make you want to lose yourself in the fantasy of it all? Can you believe that not a single artist asked for a dime for their hard work?!! Each artist has a link provided to their webpage. I guarantee if you stop by, you won't be disappointed. Please send them a hearty thank you if you do!

The Maztica setting itself was originally created in the brilliant works of Douglas Niles. Without the inspiration from his novels and the originally Maztica Boxed Set, there would be no "Maztica Alive!"

Finally, there is one person whose countless bits of advice, knowledge and encouragement have been invaluable. David "Big Mac" Shepheard, this netbook wouldn't exist without you.

If you would like to see more **"Maztica Alive!"** projects, including the aforementioned ***Monsters of the True World,*** please come visit us!

http://games.groups.yahoo.com/group/MazticaAlive/

See you in the jungle! Or in this case, perhaps even Wildspace!

Jon "Seethyr" Hild

The average Maztican is generally ignorant of what exists in what Faerunians call "The Sea of Night." In truth, they do not typically spend great amounts of time wondering what lies above. However, every Maztican knows that it is the place from which their deities first arrived, long before they had even been created from the severed fingers of Kukul.

Though their knowledge of spelljamming is almost non-existent (with some notable exceptions), their knowledge of the movement of the celestial bodies is unparalleled even by the sages of Faerun proper. There are plumaweavers and hishnashapers who are said to make the most accurate calendars and timepieces in the world.

To truly understand Maztica's connections to Wildspace and beyond, a historical timeline of the land must be told in full. In their oldest legends, when the gods are said to have arrived, the Sea of Night is often referred to as "The Great Skyhome" in deference to the original residence of their deities. The name has stuck to this day.

True World Timeline

Four eras define the history of Maztica. The Immortal Era, the Golden Age of Payit, the Dawn of Nexal, and the most recent era known as The Return. Though this fourth era technically begins on the Night of Wailing, The Return is known as such because the Feathered Dragon's exile is ended.

Note that events which tie Maztica to events in Realmspace and beyond are indicated in blue.

c. –32500 DR: The Immortal Era Begins

Deities from Aztec, Mayan and Incan mythologies send the greatest of their avatars to seek out a new world far from their home crystal sphere on an enormous ship in the form of a pyramid. The ship is given the name "The Great Skyhome."

c. –32000 DR

The gods arrive in Realmspace and land in the ocean far west of the main continent of the lush world Toril. Eventually, they occupy lands formed from the body of the goddess Maztica.

Upon their arrival, some avatars disappear for other lands, never to be seen or heard from again.

Deep in the bowels of the Great Skyhome, the demoness Itzapapalotl the Obsidian Butterfly emerges, having stowed away without the knowledge of any of the deities.

c. –31500 DR

After many centuries of a relatively lonely existence on their new home the gods attempt to create "new toys to play with" and labor to create mankind. The gods are not satisfied with their first attempts. Man created from mud, wood and gold are all deemed failures before Kukul severs his own fingers. The fingers wriggle to life to all the gods' satisfaction and begin populating Maztica.

Rumors persist to this day that not all of the "failed attempts" have been destroyed.

c. –31000 DR

Aearee empires (avian creator race) dominate Faerun and many migrate to Maztica. Interactions between the aearee and the primitive, young race of humans are rare due to geographical habitats, though when they do occur, they are generally peaceful.

c. –30000 DR

As the Time of Dragons begins, the aearee empires collapse. The pattern continues in Maztica due to conflicts with powerful green dragons.

Qotal, also known as the Feathered Dragon, reaches out to a tribe of decimated aearee and changes them into the fierce quetzaldaun, who are able to overcome the greatest of green dragon threats. The quetzaldaun never reach the heights of power once reached by the aearee, but they no longer have fear of extinction.

c. –12000 DR

Due to generous gifts from the gods, mankind begins to flourish and cover all the land. They advance from their primitive state to become inquisitive, honorable and loving, but the gifts also bring war and cruelty.

Agriculture, particularly in the cultivation of mayz, becomes a driving force behind humanity's success. Towns and even cities are built, many in honor of the firstborn of Kukul and Maztica, the great Feathered Dragon, Qotal. The newfound piety is In part due to mankind's appreciation for his gift of mayz.

Itzapapalotl begins to create the tzitzimitl star demons on a hidden asteroid known as Tamoacha. It becomes the permanent home of these beings that are sent to Maztica to wreak havoc amongst mankind during solar eclipses. The deities finally become aware of her presence.

The Sand Elder giants arrive in the house of Tezca from a portal to an unknown desert plane or demiplane under circumstances which even they do not remember.

c. –8500 DR

Zaltec creates the magic of fang, claw and venom known as *hishna* and introduces it as his own gift to mankind. War and cruelty reach new heights among the toys of the gods. Hishnashapers begin to appear at this time in addition to a breed of warriors known as jaguar knights.

c. –8100 DR

After hundreds of years of never-ending war, the goddess Maztica gives her favored son Qotal the gift of *pluma magic*, which he passes on to mankind. Plumaweavers and eagle knights are seen for the first time.

–8060 DR: The War of the Gods

In a fit of absolute rage over Maztica and Qotal's "betrayal," Zaltec murders his mother using a single blow from his darkness edged maca.

Kukul disappears in despair over the death of his wife and disgust over the behavior of his sons.

There is war among the gods. All the male gods side with Zaltec while the females all side with the enraged Qotal. Humans create

a great pyramid at the command of their gods where the war is set to occur.

Sacrifices, a practice already common amongst the worshippers of the deities, are brought to new heights as ten thousand warriors give their hearts to Zaltec. Qotal responds with a sacrifice of his own by freeing thirteen beautiful caged butterflies upon the pyramid.

Qotal defeats Zaltec not long after battle is commenced.

The mainland goddess Shar is drawn to the loss of the whole event and takes notice of Maztica.

–2225 DR: Diamond Eyes

In the guise of a beautiful mortal woman known only as "Diamond Eyes," Shar tricks Qotal into giving away some of his divinity. Qotal seeks aid from his hated brother Zaltec and together they easily recover the stolen power. Once the battle is over, the alliance ends as quickly as it began. Qotal is given a vision of his sister Kiltzi in which he recognizes her resemblance to Diamond Eyes and he lusts for her.

–1106 DR: Qotal's Seduction

For more than a thousand years after his vision of Kiltzi, Qotal had observed mankind love and play and he grew increasingly jealous. The seed of lust Shar had placed in his mind germinated until he could no longer deny it. Against her wishes, Qotal took his sister Kiltzi and proceeded to fall into a deep slumber.

–1105 DR

Kiltzi flees to her brother Zaltec in shame along with her sisters Watil and Nula.

Terrible droughts, plagues and natural disasters decimate mankind as Qotal continues to slumber.

–1095 DR

A majority of the human race also turns to Zaltec who demands tens of thousands of sacrifices. The droughts and famine end as the gods once again begin performing their duties.

–812 DR: Passing of the Feathered Dragon

Qotal finally awakens after centuries of slumber to a land all but dominated by the worship of crueler gods. He attempts to punish mankind by taking their speech, but his power is no longer what it once was and only his few remaining priests comply.

Qotal proclaims the Prophecy of the Cloak of One Plume to his high priest

Qotal begins a self-imposed exile, though he leaves the Prophecy of the Cloak of One Plume to indicate when he would return to the shores of the eastern land of Payit.

Two massive faces are carved into a rocky bluff where Qotal sets off on brightly feathered canoe by his remaining worshippers. These faces become known as the Twin Visages.

c. 400 DR: Golden Age of the Payit

Despite the absence of their patron deity Qotal, the nation of Payit in Maztica sees six hundred years of great peace and plenty beginning around this time.

Ulatos, Tulom-Itzi, Pezel and Kultaka are all founded during this period. Nexal as a nation does not yet exist, but the Valley of Nexal is heavily settled.

Written language is developed in Payit.

As Payit progresses in the sciences and trade, more westerly peoples become increasingly warlike. Many new weapons and tactics for war are developed in these regions.

Sea exploration in attempts to find greater and safer trade routes lead to many deaths, but also the populating of many of Maztica's surrounding islands.

The science and magic of astronomy is further developed by the Payit.

H'Calos the Star Worm falls to the world encased in an enormous egg-like meteorite in the Vale of Ixtzul in Far Payit. H'Calos emerges from the egg and causes vast destruction before he is forced into a magical slumber.

Anadjiin, having survived a great war in far off Anadia, notice the falling egg/asteroid and follow it to its final destination, discovering the bright blue-green world of Toril.

418 DR Year of the Eagle's Flight

After years of migration, some aarakocra of Maztica arrive in mainland Faerun more than thirty thousand years after the fall of the progenitor aearee race disappears. The quetzaldaun remain in the jungles of Maztica with hardly greater numbers than at the time of their creation.

A great road is built by the Payit that connects Ulatos to Tulom-Itzi as trade reaches its height.

c. 600 DR

The guardianship of the eternal slumber of H'Calos passed onto a magically created race of ant-men known as the bacar.

Humans abandon the Vale of Ixtzul.

Cualli, plumaweaver and priestess of Qotal creates the plumazotl in a grand act of powerful plumaweaving. Tezca and Zaltec send xiuhcouatl to slay the plumaweaver for her hubris.

An anadjiin caveship crashes in the Axapoztlan Mountains and the few survivors scatter.

951 DR Year of the Empty Hourglass: The Great Catastrophe

On her wedding day, the Princess Aliah of Ulatos is murdered after a failed kidnapping attempt by Teacal, the young prince of Tulom-Itzi. This event is said to mark the end of the Golden Age of Payit.

987: Year of the Flaming Dwarf: The Rockfire Disaster

Seeking fortune in the west, dwarves travel tunnels under the Sea of Swords. They are pursued by drow and battle follows the dwarves throughout the long journey. Drow spells weaken the unstable walls of the Underdark and both magma and ocean water fill the Underdark. Many on both sides are killed but others flee further west, trapped under Maztica. The dwarves arrive in the Sands of Itzcala in Maztica while the drow travel farther south until they arrive in the foothills of the Axapoztlan Range.

1008 DR Year of the Treacherous Path

In a cave hidden in the Axapoztlan Range, the shaman known as Tecco is confronted by the god Zaltec. Zaltec commands the shaman to lead the Nahuatl people south to conquer all the lands before them. Tecco carries the stone pillar from which Zaltec formed his avatar back to the Nahuatl.

1038 DR Year of the Spreading Spring

The Nahuatl tribe settles in the Valley of Nexal and allies themselves with the city of Tezat. They are led on this journey by Tecco's grandson Cattl.

1060 DR Year of the Fantastic Spectacle: The Dawn of Nexal

Cattl is slain by his son Ipana and the truce with Tezat is broken in an act of great betrayal. Ipana raids the city and destroys the temple of Tezca. He also returns to the Valley of Nexal with many sacrifices for their bloodthirsty god.

Ipana changes the tribe's name to the Nexala and its capital city, Nexal. Ipana becomes the first Revered Counselor of the Nexala.

The cities of Azatl and Zokil are absorbed into the fledgling Nexalan Empire. Tezat continues to resist.

1095 DR Year of the Dawndance

Despite thirty-five years of warfare and attempted subjugation, Tezat remains independent of Nexal. Ipana's grandson Tenoch becomes the Revered Counselor of Nexal upon the death of his grandfather, and is no more successful than his grandfather in conquering Tezat.

1115 DR Year of the Haunted Herald

Tenoch's son Ipana II takes the title of Revered Counselor of Nexal after his father's twenty year reign. Ipana II's reign lasts twelve years.

1120 DR Year of the Perplexing Sphinx

A great banquet is held to celebrate the sixtieth year of Nexal's might by Ipana II and within a year all representatives from Tezat who attended sicken and die. Nexal finally overtakes Tezat due to the lack of strong leadership.

1127 DR Year of the Luminar Procession: The Reign of Ipana III

Ipana II is murdered by the same poison used to overcome Tezat by his own nephew. Ipana II's son, Ipana III takes the title Revered Counselor at only ten years of age.

In Far Payit a flock of lizard-like raptors are found in the Ocostun Jungle (velociraptors). Hishnashapers attempt to tame and alter the beasts to an even greater form. The newly formed dilophodiles slay their creators and escape into the Utalan Marsh.

1137 DR Year of the Falling Menhirs

Ipana III's reign is credited with introducing the ceremony known as the Feathered Wars, in which the armies of different cities would war simply to take captives for sacrifice to their hungry god Zaltec.

1138 DR Year of the Sharpened Teeth

All of the captives are sacrificed and a second Feathered War is enacted. In this second war, many warriors of Ipana III's own army are taken captive and sacrificed. This convinces him to seek war outside the Valley of Nexal.

1139 DR Year of Shining Waves

Nexal, led by Ipana III, easily overcomes the small city states of Cordotl and Palul and then heads northwest to battle the Otomi. The battle lasts three years until the Nexala abandon the campaign. The fierce warriors of Kultaka are also forced to hold off Nexal's predations, and manage to do so for a full two hundred years.

1142 DR Year of the Sword's Oath

After his defeat, Ipana III moves westward to battle the isolated Huacli people, from which he takes the city of Ixtal. Soon after, the other city-states of the Huacli fall and become subjugated. The fresh flow of sacrifices comes annually from these city-states.

1178 DR Year of the Secret Rider

After a reign of fifty-one years, Ipana III dies of old age and his grand-nephew Tolco takes the throne.

Records show that during this year, almost two centuries before Cordell first set foot on the shores of the True World, a small band of explorers from Shou Lung arrived in its jungles. Jaguar knights from Nexal take notice of the odd newcomers, but think their great cats they bring with them should bend to the will of Zaltec and the magic of hishna. During the battle, the odd interaction of hishna and Shou magic induces a horrible change in the Shou's tigers. The newly birthed creatures, known today as the tigremoth, decimate the invading Shou and cause massive losses among Nexal's jaguar knights as well.

1179 DR Year of the Stalking Satyr

Tolco leads Nexal's armies into a humiliating defeat with the Kultakans and turns to Pezelac. Slaves and sacrifices are taken, but the battles grind to a stalemate and Pezelac is not subjugated.

1190 DR Year of the Poisoned Quill

Despite greater losses, the Kultakans repulse a second invasion by Nexal's forces when Tolco is slain. After their Revered Counselor's death, the Nexalan army abandons the field of battle.

Tenoch II, great-grandson of Ipana III becomes the sixth Revered Counselor of Nexal. His reign lasts a full twenty-one years and the Nexalans prosper under his rule. Many new roads are built and after a successful raid led by Tenoch II's son Chimal; the pyramid of Zaltec was raised to the highest in all the nations of Maztica.

1211 DR Year of the Crimson Crag

Tenoch II dies of natural causes and his son Chimal ascends to become the seventh Revered Counselor of Nexal. His eighteen year reign is marked by an increase in trade, even with nations as far as Payit, for the first time in Nexal's history.

1229 DR Year of the Carrion Crow

Chimal is replaced by his weakling and disinterested son Totep, whose reign as eighth Revered Counselor lasts a paltry six years.

1235 DR Year of the Black Horde

Five solar eclipses occur this year, and the tzitzimitl of Obsidian Butterfly wreak havoc among mankind. Far Payit is hit particularly hard in villages surrounding Tulom-Itzi.

Totep is poisoned and His death is rumored to have been caused by his own military leaders.

Zomoc, one of Totep's generals, assumes the title of ninth Revered Counselor.

Zomoc immediately sends his chief general Coyo to begin a campaign of warfare against the Kolan tribes of the southwest coast across difficult terrain.

1255 DR Year of the Raging Flame

After twenty years of constant warfare and frustration, Coyo finally subjugates the Kolan people and leads a long line of slaves and sacrifices back across the desert to Nexal.

1256 DR Year of the Dusty Throne

Fearing Coyo's threat to his throne, Zomoc magically coerces Coyo to offering his heart to Zaltec after a year of celebration and feasting.

1260 DR Year of the Broken Blade

Zomoc dies in his sleep after years of paranoid insanity.

Izco, nephew of Coyo ascends as tenth Revered Counselor of Nexal.

The reign of both Izco and his son Izco II is marked by great advances in the artistic and cultural growth of Nexal.

1272 DR Year of the Shrieker

In order to celebrate the passing of the title of Revered Counselor from Izco to his son and to consecrate further construction upon the pyramid of Zaltec, one-thousand hearts are offered to Zaltec. This paltry amount offends the god who causes Mount Zatal to erupt and cause hundreds of additional deaths.

A grand Feathered War is enacted and ten thousand hearts are offered to Zaltec as the temple is re-consecrated.

1288 DR Year of the Roaring Horn

After the death of Izca II, the great and venerable warrior Pakli is chosen as the twelfth Revered Counselor. Pakli immediately begins campaigns against the Otomi, the Kultakans and even mounts expeditions to rein Payit under Nexal's control. The wars drain Nexal's treasuries and end in disaster. Revolts form in various city-states, Pezelac and Kolan which Pakli spends his remaining years attempting to quench.

1290 DR Year of the Whelm

The Kultakans elect the young warrior Takamal as War Chief.

1302 DR Year of the Broken Helm

Chalco, a great warrior, is appointed thirteenth Revered Counselor of Nexal by nobles of the city with the hope that he will bring military glory back to the empire after recent humiliating defeats. Chalco attacks the Kultakans and sees far more success than Nexal had in the past, but the capital city of Kultaka rallies around Takamal and once again fights the invaders back.

1303 DR Year of the Evening Sun

Chalco begins a new campaign against the Otomis, bringing a huge army formed in part by Huacli subjugated states. Chalco razes the Otomi's capital city despite heavy losses. Many Otomi flee into the mountains, retuning only once Chalco has departed.

1306 DR Year of Thunder

Chalco sends expeditions to find both the original cave from which Tecco first encountered Zaltec and to find the fabled City of the Gods, Tehwahca. Neither expedition is successful and most do not return.

An expedition of close to one-thousand warriors completely disappears into the Axapoztlan Mountains and though they fail to find the cave originally found by Tecco, they do come across a strange bone covered throne deep in a cavern. Momoztli, a priest of Zaltec, sits in the throne and is instantly given knowledge that he is in control of a great ship of the sky known as a spelljammer.

Later, the Nexalans discover that the cave is in fact the crashed ship of the race of hunters known as anadjiin who had long since departed.

Having come to understand the threat to all of Maztica from the skies above, the Nexalans settle in a nearby valley and vow to remain secret protectors of Maztica from the "Great Skyhome." The settlement is named Itztli Ihuicatl, meaning Obsidian Sky, and Momoztli is crowned its first Revered Counselor.

1308 DR Year of the Catacombs

The inhabitants of Itztli Ihuicatl find vast amounts of gold in the rivers and streams of their valley. They find little use for it other than ornamentation due to their isolation.

1317 DR Year of the Wandering Wyrm

Momoztli encounters the race of blue-skinned traders known as the Arcane (and alternatively the Mercane) and brokers a deal for a number of unique ships to add to his flotilla. A great "Pyramid of

the Sky" is purchased which appears exactly as its name suggests and is modeled after legends of the original ship of the gods. The Pyramid in the Sky is also capable of deploying smaller ships reminiscent of jaguars and eagles that can only travel short distances, but can be loaded with warriors. The former Nexalans vow never to abandon the old ways despite their access to new vistas. The obsidian-edged maca remains their weapon of choice.

The Arcane are quite pleased with the hefty amounts of gold received from their new trading partners, but even they are ushered out of the skies above Maztica when their dealings are complete.

1328 DR Year of the Adder

Chalco dies and his young son Axalt ascends as fourteenth Revered Counselor of Nexal. His reign is often considered the peak of the Nexalan Empire.

Nexal's continued campaign against the Kultakans fail due in large part to the cunning of Kultaka's own War Chief and Revered Counselor, Takamal.

1345 DR Year of the Saddle

Axalt's own son Naltecona leads the most successful forays into Kultaka as Axalt builds an aqueduct and a grand palace. Other than the Great Pyramid of Zaltec, the palace is the grandest structure in the whole valley.

1350 DR Year of the Morningstar

Naltecona ascends as the fifteenth Revered Counselor of Nexal after his father dies at a relatively young age. This time marks the end of the Rise of Nexal.

1351 DR Year of the Crown

Naltecona orders yet another failed invasion of Kultaka.

This year marks the first in a string of omens that occur once per year, heralding and forewarning of the coming of Cordell. Each year on the anniversary of the first, a new omen occurs, including the bursting into flames of Zaltec's temple, the changing of the color of the sky to that of blood, and a twelve day eruption of Mt. Zatal.

The first omen takes the form of a bright light that appears in the sky above Nexal for twenty days. Unknown to nearly the entire populace of Maztica the light is in fact an intense battle between the spelljamming residents of Itztli Ihuicatl and slave ships of the aberrations known as the neogi.

1360 DR Year of the Turret

As Cordell requests funding for an expedition to Kara-Tur that eventually leads him to the True World, three out of the four lakes in the Valley of Nexal begin to boil and emit steam.

1361 DR Year of Maidens: Discovery of the True World

The Amnian general Cordell sets off with his Golden Legion from Amn and "discovers" the continent of Maztica. The Amnians defeat the native Mazticans and conquer the city of Ulatos. Helmsport is founded. Other Faerunian nations hear rumors of the newly discovered land.

A ship loaded with the race of dohwar encounters the Pyramid of the Sky. The Ihuacatlan attack and the battle is a slaughter. The dohwars' disabled ship goes hurtling to the sea far below. Nothing, however, could prepare the Ihuacatlan for the sight of dozens of anthropomorphic birds mounted on what appeared to be flying tapir, evacuate the wreck and escape to the surface of the sea.

1362 DR Year of the Helm: The Return of Qotal

In mighty Nexal itself, Cordell's lieutenant Darien reveals herself to be drow and the actions of both Zaltec and Lolth leads to the Night of Wailing, where all mankind previously marked with the Viperhand transform into terrible and vicious humanoids such as orcs and the new breed of shapechanging ogres known as jagres.

Naltecona is slain.

The combined forces of the Golden Legion and the remaining native Mazticans flee into the Sands of Tezca led by a former

Cordell and the Golden Legion plunder the nations of Maztica

Golden Legion commander known as Halloran, his wife and Chosen of Qotal Erixitl and the Eagle Knight Poshtli.

The Prophecy of the Cloak of One Plume is fulfilled and Qotal returns to the world to battle Zaltec in the newly rediscovered city of the Gods, Tehwahca.

Tukan is founded by the fleeing humans.

1364 DR Year of the Wave

The Golden Legion opens a new colony further west in Maztica known as Qoral.

North of Kultaka, the Flaming Fist mercenary company builds Fort Flame, though they do not fare nearly as well as Cordell's original mission.

An anadjiin warrior from the planet Anadia heads north from his normal hunting grounds in the southern lands of Lopango and enters Maztica, as the first of his kind did many centuries before. The creature quickly determines that the intelligent inhabitants are out of tune with their environment and he begins to hunt.

1365 DR Year of the Sword

Cordell refuses to allow trade ships from Waterdeep to dock at Helmsport. The ships continue north until they reach Maztapan Island and forms a colony inland known as New Waterdeep. New Waterdeep forms a bond with their southerly Kultakan neighbors but to the displeasure of Cordell.
The Cloak of One Plume is discovered to have survived the Fall of Nexal and it is taken from the possession of the Tlalocoatl (Rain Dragon) that had been its guard.

The Waterdhavian colony expands northward and forms a second settlement known as Trythosford. The remaining Waterdhavian ships head home, and even though three sink on the journey, the remaining ships (five of the original twelve) dock in Waterdeep Harbor.

The Tlincalli scorpionfolk of Maztica's underdark perform a ritual in response to Cordell's invasion transporting over a thousand scorpionfolk to Amn. The colony burrows deep to find the abandoned dwarven kingdom of Xothaerin and begin to modify the city for habitation. This new settlement is dubbed Oaxaptupa.

1366 DR Year of the Staff

Tensions flare between Cordell and the colonies of New Waterdeep over weapon trade agreements with the Kultakans.

1368 DR Year of the Banner

Trade increases as both New Amn and Waterdeep compete for the highest profits. Some suspect sabotage as ships from New Waterdeep continue to sink en route.

1369 DR Year of the Gauntlet

Kultakan invaders destroy New Waterdeep and force the survivors to flee north to Trythosford. Sahuagin attacks prevent aid from reaching shore.

1370 DR Year of the Tankard

An assassin is unsuccessful in murdering Cordell in his sleep. The jaguar knight assassin disappears before being captured and is never found.

Fort Tussin is founded by New Amn along its western frontier.

1371 DR Year of the Unstrung Harp

H'Calos the Star Worm is awakened and destroys Ixtzul, Maju, Coxl, and everything in between before finally being confronted and defeated by the Golden Legion.

The wizard Artur Vagnos creates the great beast known as the Vagnosaurus to destroy H'Calos, but the creature flees into the jungle after devouring the wizard. It wreaks its own havoc on its entire journey to Maztica's western coast. The creature then disappears into the sea, never to be seen again.

Alanza DaNosta, the acting captain of the Golden Legion in its battle with H'Calos, founds a colony along the east coast of the Bay of Coxi.

1373 DR Year of Rogue Dragons

New Waterdeep is resettled on Maztapan Island while the old site remains under Kultakan control.

1374 DR Year of Lightning Storms

The tlincalli of Oaxaptupa raid Murann and the Trade Way. They demand reparations for the plundering of Maztica as they perform all manner of atrocities.

1376 DR Year of the Bent Blade

Oaxaptupa is sacked by an uneasy truce of the Swordbelt Alliance. The alliance first discovers that the tlincalli are utilizing a portal to the Abyss for reinforcements from their demonic patron Obox-Ob.

Commander-General Cordell

Locations in (or above) the True World

The following are all located somewhere on mainland Maztica or within Realmspace. Each location's description demonstrates just how intertwined the two settings really are, even without the knowledge of the common man.

Itztli Ihuicatl – The Obsidian Sky

It has been called The Sea of Night, the Great Skyhome, or even Wildspace. No matter the name, it is certain that threats from above Maztica have existed since mankind first came to dominate the land.

H'Calos, Obsidian Butterfly, the tzitzimitl and recently even the savage anadjiin have all appeared as threats to the land and its people, and they are only the ones most people know of! An entire city of Mazticans, formerly explorers from Nexal, realized the peril that the vast expanse presented and sought to do something about it.

Itztli Ihuacatl, which in Nahuatl (the tongue of the Nexala) means Obsidian Sky, is the name of this city of defenders.

History

Just over sixty years ago, soon after his ascension to the thirteenth Revered Counselor of Nexal, Chalco sought to spiritually enlighten his people. This was almost unheard of for the Nexala, as most of their history had been dedicated to feeding their bloodthirsty gods and making war amongst the True World.

He sent out expeditions all over the True World in an attempt to find Tehwahca, the City of the Gods, as well as the cave from which the shaman Tecco once encountered bloody Zaltec himself. One of the greatest of these expeditions numbered over one-thousand individuals and was almost entirely made up of warriors. Even the greatest of Eagle Knights had been deployed in order to scout the lands with their powerful eyes and high vantage.

Deep in the Axapoztlan Mountains, they came upon a cave which radiated almost a palpable feeling of strangeness. The stone surrounding the dark hole was somehow different than the surrounding terrain. Even the air tasted different to the acute senses of the Jaguar Knights.

Though the cave was not exactly as Tecco had once described Zaltec's, what else could it possibly be? The warriors had to find out for certain.

At first it seemed as though the cave was empty. Even the non-thinking animals of the mountains had avoided the darkness. What at first seemed only a small cave, opened up inside and even though the walls still retained their naturally roughhewn appearance, intricate carvings and writing never before seen by Mazticans were found. The drawings told a familiar story, but the players in that story were strange beyond reckoning. The images were mainly of man-like beings, powerful and imposing, but also strangely alien in appearance with their insect-like eyes and mandibles, and a crest similar to the ones used by the tiny lizards of the Sands of Tezca to keep their body temperatures regulated in the hot sun.

All of the carvings displayed scenes of something the Nexala could understand and indeed knew quite well…war. Whether it was war with tentacle faced man creatures or spiderlike beings with the long necks of eels, every scene depicted the bug-people in battle. Ever victorious, these former residents of the cave certainly were warriors not to be trifled with!

At first the Nexala believed that the strange creatures must have existed somewhere among the lands of men. Perhaps they were found beyond the Dog People of the north or even the great jungles south in the mysterious land of Lopango. In the grandest of caverns, however, an image was discovered that would forever change the expedition's view of their place in the world, and would eventually lead to Itztli Ihuacatl's founding.

The image displayed a great battle once again between the bug-men and the tentacle-faces. In one particularly gruesome scene, a bug-man warrior was having its brains literally torn out of its head, while another bug-man ripped that very same tentacle-face's heart from its body with its own powerful claws. The scene itself was not unusual for the cavern, but its *background* certainly was. A vision of the Great Skyhome in great detail served as a backdrop for the war image, and the stars were certainly recognizable. The two most prominent features, however, could easily have been the great stars known as Iccauhtli and Ancatl (in Faerun, the planets known as Coliar and Anadia, the Dawn Heralds), but instead, only Iccauhtli and an orb that could be none other than the True World itself was located in the distance. It was as if the image itself had been taken from the perspective of one standing on Ancatl!

Understanding came upon the Nexalans that day. The True World was far from the center of all that existed. As spoken in the oldest of legends, the gods had come from the sky, and it was apparent that they were not the only residents of the Great Skyhome.

As world-shaking as their discovery had been, it was not the last of the day. Further in the cavern, the Nexala found a room of bones. The bones came in all shapes and sizes, and each was placed intact as if on display. Fangs that had long since torn into their last victims were prominent on each skeleton, and they were preserved in such a manner as to last through the centuries.

Beyond the room of bones came a smaller cave. Formed also from bones, a great throne sat in its center and hummed with strange power. It was not the power of pluma or even hishna, but it was power nevertheless. Seated on the throne was a cobweb covered bug-man. Obviously dead for centuries, but much like the insects of Maztica, it wore its bones on the outside, and they had been naturally preserved in the cool, dry air.

Momoztli, the greatest of Zaltec's priests that accompanied the expedition, was drawn to the throne. With one swipe of his hands he cleared the remains of the bug-man from the seat and sat upon it himself. The moment he had done so, his mind was flooded with knowledge. Knowledge of the bug-men, knowledge of their enemies, knowledge of the Great Skyhome itself, and most importantly, knowledge that the Nexala now had the means to see it for themselves. Momoztli had found the helm of the anadjiin caveship, not the cave of Tecco and Zaltec, and better yet, he understood how to use it!

The knowledge spread among the warriors quickly and it was not long before its leaders reached an undisputed decision. Nexal must be abandoned to protect the True World in its entirety. The danger from the Great Skyhome was just too great to go unchecked. Nearby, a relatively hospitable valley was found and an aqueduct was constructed to bring to it a fresh flow of water. Momoztli, captain of the anadjiin caveship, became the first Revered Counselor of the new city-state which they came to call in their native Nahuatl tongue, Itztli Ihuacatl, the Obsidian Sky.

The former Nexala began calling themselves the Ihuacatlan after their new home. Despite their inexperience they easily took to spelljamming, and they took to it quickly. They also learned of many other innovations that might have been an advantage in battle, such as the bladed weapons known as swords and even the uses of a miraculous powder that could help fire small projectiles. The Ihuacatlan were Mazticans first however, and they would not completely abandon the old ways. If it couldn't be done with a maca, the elders claimed. It was not capable of being done.

Time has taken its toll on Momoztli.

The caveship was their only ship at this point in their history and they never used it to travel far from Maztica. They had not been given such a gift from the gods to squander on senseless exploration! The Ihuacatlan began to consider their mission divine.

Within two years, Ihuacatlan who remained land bound discovered vast amounts of gold within the mountains. For eleven years the precious metal was considered useless to the isolated city-state, but then events changed.

Spelljamming races had come into contact with the spacefaring Ihuacatlan in the first decade of their existence, but the Mazticans had always seen them as enemies and potential invaders. Zaltec and the other dark gods tasted the hearts of creatures that they had never come into contact with before, and they were pleased.

The first race to make some form of peaceful contact with the spacefaring Mazticans were the merchants known as the arcane. They were only spared battle because of the influence of Nelli, the female, mute priestess of Qotal. The cessation of violence and peaceful dealings with the arcane was fortunate for the Ihuacatlan, because their one caveship soon became an armada. The Ihuacatlan traded in the caveship and a hefty amount of gold for new ships specifically designed for the Mazticans. These ships included a grand "Pyramid of the Sky" reminiscent of the actual Great Skyhome of legend and the Pyramid of the Sky could easily deploy short ranged jaguar and eagleships. Other than the Pyramid itself, these new ships could not travel far, but the Mazticans never sought to do so in the first place. They served their purpose as a war machine, complete with cargo holds that could be filled with slaves, warriors, or both.

The very first omen that heralded the coming of Cordell was in fact, a great battle between Ihuacatlans and a fleet of neogi ships that sought to capture "easy prey" for slaves. This event, seen from the ground, appeared as great flashing lights in the sky. Little did the groundling world know that they had been protected from invaders that most likely would have been far worse than Cordell's Golden Legion.

Description

Itztli Ihuacatl (small city, magical): AL LE, LG, LN; Spending limit 15,000 gp; Assets 4,537,500 gp; Population 6,210; Races isolated (humans 96%, other 4%).

Authority Figures: First Revered Counselor Momoztli (LE male human (Nexalan) lich priest (Zaltec) 18).

Important Characters: Yaotl, Captain of the Jaguar Knights (LE male human (Nexalan) fighter 7 / Jaguar Knight 8), Tlanextic, Grandaughter of Nelli (LG female human (Nexalan) priest (Qotal) 13), Tototl, Captain of the Eagle Knights (LG male human (Nexalan) fighter 8 / Eagle Knight 7). Gardun (N male arcane expert 7)

Located in a hidden valley deep in the Axapoztlan Mountains, Itztli Ihuacatl is nearly impossible to find without flying over the range. Occasional flights of Jaguar and eagleships from the surface to the Pyramid of the Sky have been seen before, but Mazticans have always found some other explanation. The eagleships, in fact, are designed to

look like actual eagles from great distances, so other than Ihuacatlans, the world has been left none the wiser.

The city itself is small, but has grown in leaps and bounds in the last several decades. What began as only slightly more than a thousand settlers has now grown to well over six-thousand. The residents truly believe that they are Maztica's only hope against a threat that their fellow man cannot begin to understand. Having no or few children is highly looked down upon, even to men and women as young as fifteen. The more children today, say the elders, the more defenders for tomorrow.

It is unknown whether the gods approve or disapprove of the city's primary focus, but no major omens have come to plague the people as of yet. Momoztli became a lich close to thirty years ago, and Zaltec has yet to come claim him. Major temples exist to all the primary gods, but as has happened so often in the past, Zaltec and Qotal vie for supremacy. Infighting, however, is completely unacceptable in the face of such dire threats as those from wildspace.

The life of a Ihuacatlan is routine, but hardly boring. The mountains, the valley, and particularly the gold and aqueduct provide for the populace with bounty that is rarely seen in the True World. Most of the day, therefore, is spent in training exercises. From the age that a Ihuacatlan can lift a maca, the practice begins. Male or female does not matter, but females are kept somewhat safe in battle due to their role as child bearers. A pregnant female is forbidden from fighting.

Adventure Hooks

Unfortunately, the Ihuacatlan are extremely xenophobic. Those rare folk who wander in sight of the secret city are often given a choice...live in the Obsidian Sky forever, or be sacrificed to one of the hungry gods.

Should a party accidently stumble upon the city, however, perhaps there is a way to earn the undying trust of its residents and even the lich Momoztli.

- Obsidian Butterfly and her dreaded star demons have been a thorn in the side of mankind since the beginning of civilization. A solar eclipse is a very short time away, and Momoztli plans to stop the threat once and for all.

  Over sixty years of nearly uncontested rulership, combined with his "life" as an unfeeling lich, seems to have given Momoztli feelings of invincibility. Attacking Tamoacha is nothing short of suicide, even with the fleet of spelljammers. If he is allowed to assault the obsidian asteroid, Itzapapalotl's rage and desire for revenge will know no bounds and Itztli Ihuacatl will surely be destroyed by hundreds of star demons.

  Tlanextic, granddaughter of the highly respected Nelli, knows this to be true, but it seems now as if Yaotl and Tototl both disagree. With his most powerful Jaguar and Eagle Knights siding with Momoztli's instincts, Tlanextic stands little chance of convincing him otherwise. Perhaps if a band of strangers were to capture a live tzitzimitl, and Momoztli were to see its powers first hand, he just might change his mind.

- Before the caveship was traded to the arcane and never seen again, the wall-writings had finally been translated and a dearth of new information had come upon the Ihuacatlan. The greatest of all surprises was mention of encounters between the original anadjiin owners and members of mankind from the far north. The anadjiin wrote of these men not as they had the Mazticans or even the men from the far south, but instead almost as equals! As hard to believe as it was, men from beyond the lands of the Dog People had perhaps known spelljamming too! Over and over the phrases, "Lacanha," and "Spirit Flyer" appeared. If this was referring to another spelljammer Momoztli feels, the Ihuacatlan must have it! Since there is more gold to spare than Ihuacatlan people, perhaps outside agents might serve a purpose.

- In the Year of the Crown, a trio of neogi mindspiders was utterly humiliated by the Ihuacatlan forces.

  A ship escaped, however, and the neogi are not quick to forget. Learning from previous mistakes, this time they do not rely on direct assault to win, but rather they use it to distract. While three new mindspiders head straight for the Pyramid of the Sky, hundreds of captured and purchased monsters are released into the Axapoztlan Mountains by others. The Ihuacatlan may be fierce in the skies, but what good can their ships be in wildspace if their homes are assaulted by chimera, umber hulks, hydra and worse? Perhaps adventurers arrive just in time to observe the mayhem, or even if they have been there a while, they may earn a chance to freedom.

Tamoacha – Home of the Star Demons

History

Long before mankind had even set foot upon the True World, an elder evil existed that had brought fear even to the gods themselves. Once, this threat shared the bed of the great Eater of Hearts, Zaltec himself, but even he did not trust her evil for long.

Itzapapalotl, the great Obsidian Butterfly, is the closest being that Maztica has to its own resident demon lord. When the gods set off from their distant homeworld eons ago, she was already known as Kukul's great enemy and she could not let him come to a fresh new world without her dark presence. She stowed away upon the ship known as the Great Skyhome and arrived with the gods.

Though she has always hated the gods, her anger reached its peak when Kukul severed his fingers to create mankind and spread his greatest creation across the face of the True World. Zaltec may be known for his hunger for human hearts but the Obsidian Butterfly represents an even darker evil. She does not desire the worship of mankind, nor even their hearts. Rather, she only seeks their suffering and ultimate destruction.

Itzapapalotl once resembled a great anthropomorphic jaguar with the clawed talons of an eagle, but her visage has since changed. She now more closely resembles her quarry, but the inhumanity remains.

The Obsidian Butterfly was not welcome in the True World by the gods and despite their fears; she does not yet have the power to defy them. The skies above Maztica, however, are a different story. Soon after mankind discovered how to reap the bounty of mayz from the land, Itzapapalotl ripped a chunk of the world and cast it into the Great Skyhome. High above the land itself, she created her own kingdom of evil as the molten stone cooled into a great hunk of obsidian. Vast amounts of her power were used to create Tamoacha and even more to create her subjects, the tzitzimitl.

These "star demons" were sent to Maztica to burn and destroy the gods favored playthings. Kukul acted almost immediately, and whenever the tzitzimitl arrived, he would personally see to their destruction. On solar eclipses, however, Kukul cannot see the True World, and they may continue their evil during these celestial events. Mankind has come to fear the time of the solar eclipse, and no amount of sacrifice has abated the mayhem.

Though Kukul has left the True World for ages now, the ban remains. The tzitzimitl may only plague the world when Kukul is blind (the sun is eclipsed).

Description

Tamoacha is a barren hunk of rock, formed primarily of pure obsidian that floats high above Maztica on the border of wildspace. It is home to both the Obsidian Butterfly, her servitor star demons known as the tzitzimitl, and the rare man or woman that has actually decided to worship her as a goddess. Though it closely resembles an asteroid, it is in fact a chunk of land ripped from the True World itself by the claws of Itzapapalotl.

Itzapapalotl the Obsidian Butterfly rips Tamoacha from the body of Maztica and thrusts it into the sky above.

Six hundred tzitzimitl attach themselves to the stone. They spend most of their existence cold and lifeless, until they are either approached (within 1,000 ft.), the sun is eclipsed, or Itzapapalotl herself calls upon them. The tzitzimitl have been forbidden by the ancient god Kukul from entering the atmosphere of Toril until the sun itself is eclipsed by Meztli (Selûne to Faerunians).

When an eclipse begins, the blue flames that surround a tzitzimitl's body catch fire and one by one they speed to the land below. No matter how long it takes for the actual eclipse to end, they are given a full day to torture, kill and capture playthings for Itzapapalotl herself.

Only the most learned know anything of Tamoacha except what is found in myths and legends. Even those few are unaware that Itzapapalotl actually makes here abode within the asteroid itself. It is said to be filled with treasures stolen from Maztica by the tzitzimitl since time immemorial.

Adventure Hooks

Unless the adventurers are extremely powerful, there is little hope in directly assaulting Tamoacha. Between the six-hundred tzitzimitl and Itzapapalotl herself, it is virtually unassailable without an army, and as Momoztli may soon find out, even an army will likely not help.

Be that as it may, there certainly are adventure scenarios that could revolve around Tamoacha. Just a few of these are listed below.

- Though the Obsidian Butterfly's ultimate intent is the massacre of sentient life in the True World,

she is not above enjoying taking her time in torturing and experimenting on victims captured by her tzitzimitl.

Her star demon servitors know of her fondness for bloodletting and occasionally seek her favor in these kidnappings. Since their time is limited on the True World they are often loathe in using such precious time, but the Obsidian Butterfly has a substantial larder of victims nevertheless.

Perhaps one of her victims is someone the party knows. It could be a relative, an ally or even a cohort. Perhaps a local ruler has been taken and presumed dead, but a tyrant has taken his place. The only hope for the community would be if the ruler still lived, and only the PCs have a chance at his or her rescue.

- Though the futility is assured, stubborn PCs will insist on a full assault of Tamoacha itself. A truly ideal time to end the threat of the Obsidian Butterfly once and for all would ironically be during a solar eclipse. At this point in time, only a few tzitzimitl remain behind to guard Tamoacha with perhaps a few human thralls. Itzapapalotl would never expect pathetic mankind to assault her within her own home!

Tlachinolli – Anadian Home of the Anadjiin

Not all of the locations that affect the lives of Mazticans exist on Maztica itself, or even the skies above. One location in particular maybe far from the True World, but strange hunters and predators from its surface are a player in the lives of men who don't even realize that life exists on distant Ancatl.

History

The full history of Tlachinolli is described in the upcoming ***Lopango: Land of the Sacred Sun*** netbook. However, a brief synopsis is included below.

For centuries, the anadjiin of Anadia were preyed upon by ruthless illithids that arrived on Anadia in their dreaded nautiloids. For some reason, anadjiin brain was quite "tasty" to the mind flayers. Year after year, they used their spelljamming ships and superior magic and psionics to feed upon the anadjiin at will.

The illithid could rarely, if ever, stand toe to claw with an anadjiin warrior, but they never needed to enter directly into melee combat. From their nautiloids the illithid would use their magic to incapacitate the once proud warriors. Once the warriors were taken out of the equation, the illithid could pick at their leisure.

The war, or rather the slaughter, made a complete turnaround when a warrior of the small and relatively unknown Yatilli tribe captured an actual nautiloid and the druids of the clan began to examine it.

The ship itself was not salvageable, but the helm was. After years of study, the Yatilli druids began to create their own spelljammers and helms. These new ships were disguised as local rock outcroppings and the illithid were easily fooled. Surprise attack after surprise attack reversed the course of the war in only a single year. The new "caveships" became the staple of a Yatilli armada and the power of the illithids was broken.

The Yatilli became honored among all anadjiin and their favored status remains today. For fear of "polluting" other worlds with their own presence, the Yatilli are in fact the only anadjiin allowed to maintain and control a spelljammer. To defy this edict means death.

Anadjiin have made their presence known in Maztica. Sometimes their presence is subtle, and sometimes it is not.

The people of Itztli Ihuacatl owe their knowledge of the stars to the anadjiin. Their discovery of the crashed caveship led to their understanding that a universe existed beyond what mankind could ever have known. The reason behind the ship's crash and the subsequent death or

Though at first it may appear barren, the badlands of Anadia in fact teem with life.

departure of the anadjiin is unknown.

Occasionally, lone hunter anadjiin from Anadia will enter the jungles or deserts of Maztica. Having deemed much of mankind "detrimental to nature," they frequently take it upon themselves to remove as many threats as they can. Not all the Yatilli find mankind to be such a threat to nature and typically only rogue anadjiin with a more evil bent take this course. See the adventure, *The Hunter,* later in this netbook for an example of just this type of menace

The anadjiin are far more active in the southern land of Lopango than they are in Maztica itself. One thing is known for certain, the thorough lack of illithids in Maztica is due in no small part to the Yatilli.

Description

Tlachinolli (small city, monstrous): AL LN; Spending limit 0 gp; Assets none; Population 1,311 (6,000+ when considering plainsjan as residents and not vermin); Races isolated (anadjiin 100%).
Authority Figures: *X''topil* (LN male anadjiin ranger 22).
Important Characters: *Keech'ya*, Plainsjan Rabblerouser (LE male rogue 5 / assassin 7), Xin'Tatlai (N female anadjiin druid 15)

As the first planet from the sun and hottest of all the worlds in Realmspace, Anadia, which is known as Ancatl to the inhabitants of the True World, is far from barren.

The most well-known of the civilizations on Anadia are certainly the halflings of the relatively cooler north and south poles. What few know, however, is that there is also an abundance of life closer to the middle latitudes. Powerful beings exist in the cracked and rocky deserts as far as the actual equator itself. The creatures of these harsh deserts and badlands have evolved in ways that not only allow them to survive in such an environment, but to thrive.

The anadjiin are one such race, the Yatilli are a spacefaring clan of the creatures, and the vast chasm of Tlachinolli is their home on Anadia.

More than a thousand members of this unique clan of anadjiin live in the caves formed long ago in the walls of this chasm and have created their own "caveships" to spread among the planets of Realmspace.

Predators of a fierce and warlike culture, but also one wholly dedicated to the preservation of the "natural way," the anadjiin are certainly the most successful race in these regions. They have overcome many threats in their long existence, and the worst have not even been from Anadia itself!

Both the eel-spiders (neogi) and the tentacle-faces (illithid) have sought to dominate, enslave and even feed upon the powerful predators, but none have been able to maintain an advantage for long. Even with their vastly superior technologies and magic, these spelljamming races have been defeated over and over again.

The umber hulk servitors of the neogi, however, remain a constant thorn in the Yatilli's side. Anadjiin hunt these creatures mercilessly as they are not part of the natural ecosystem of Anadia, but the umber hulk ability to burrow keeps them safely out of anadjiin reach.

Adventure Hooks

- The lone skeleton (or rather exoskeleton) found in the caveship by Momoztli could in no way be the only anadjiin that arrived when the ship made its crash landing.

  What happened to the original crew? What caused the ship to crash? Does a colony of anadjiin live somewhere within the Axapoztlan Mountains?

- Plainsjan are sometimes considered nothing more than vermin by the powerful hunters of the Yatilli. On Anadia, the creatures behave as such and in many ways are treated similar to rats on Toril. The plainsjan, however, are in fact quite sadistic creatures in their own right and humans are much easier prey than the powerful creatures of their homeworld.

  Perhaps the last time a caveship arrived in Maztica a swarm of stowaway plainsjan escaped into the wilds and are now menacing a local community.

- Spelljamming PCs may want to ingratiate themselves to the anadjiin even on their homeworld of Anadia. Though they are not typically welcoming of strangers a party that shows moderate success eliminating umber hulks would be looked upon much more favorably.

  Perhaps the PCs need something that the Yatilli have. Could they have taken an item of importance long ago from the True World? Perhaps illithid are threatening Maztica for the first time in known history and the PCs are needed to recruit anadjiin help.

Bareega – Dohwar Hamlet

In wildspace, the anthropomorphic penguin race known as the dohwar are a race of merchants that very few beings want to see around. They are unwelcome not because of any penchant towards cruelty, nor because they strike fear into the hearts of other spacefaring creatures. Rather, the dohwar are irksome. Their constant attempts to sell their wares grates on the most patient of folk and most favor the arcane when they seek an item. Dohwar are merchants at heart (albeit annoyingly persistent ones) so their capabilities for warfare are far from memorable.

It is amazing what a decade of continuous warfare, the natural urge to avoid extinction, and an ancient artifact can do to a race; even a race like the dohwar.

History

The Ihuacatlan are known for their fanaticism when it comes to protecting Maztica from the threats of Realmspace. They rarely give an opportunity for any creature, with the occasional exception of the arcane, to enter their territory. Due to the fact that the anadjiin typically arrive far to the south in Lopango, their ships almost always slip by. A galleon loaded with a merchant race like the dohwar, however, doesn't stand a chance.

In The Year of Maidens (1361 DR), Cordell and his Golden Legion was not the only race to "discover" the True World. The dohwar had come to trade with the Ihuacatlan after hearing rumors of the vast amounts of gold collected by their rival arcane.

Cruelly, it was just these arcane that warned the Ihuacatlan about the dohwars' arrival. Though they did not outright claim the dohwar were a threat, the arcane certainly did not let them know that the dohwar galleon would only seek to trade.

The Ihuacatlan attacked without provocation and had disabled the dohwars' galleon within minutes. The ship hurtled to the surface of Taylola (the Eastern Ocean) far below.

The Ihuacatlan stood in shock as dozens of the penguin-folk, mounted on what appeared to be winged tapir, ejected from the galleon. Already too far to chase, the comical spectacle was allowed to proceed and the space swine mounted dohwar were able to escape.

The dohwar were ill prepared for war above and seemed equally so on land. For days they wandered the shores of their new land and it wasn't long before a pack of dilophodiles detected the strong scent of the space swine. The dohwar were picked off one by one until they reached the shore and fled into its waters where the dilophodiles could not follow.

Coincidentally, nearby cliffs held a rather elaborate cave complex and the dowhar decided to settle in this relatively safe environment.

Little is known of the ancient magic of the Crystal Skulls of the Batrachi, and none recognize the race from which the Skulls are modeled.

As the dohwar went further into the caves a glowing light appeared. Fearing it to be another entrance from which the dilophodiles might be able to enter, the dohwar followed the light.

Instead of a separate opening, the glow came from the center of a large cavern. Two huge crystal skulls, shaped unlike any skulls the dohwar had seen before, were the source of this great glow. As if drawn to the power of the skulls, the dohwar surrounded the skulls and basked in their warmth. From that day forward the dohwar were changed. They would no longer be defenseless in their new world.

The skulls were in fact remnants from a civilization so ancient, that even the men of Maztica had not heard legends. Only the gods, and perhaps the ancient quetzaldaun, knew that there was an age when the amphibious races ruled much of the world. Maztica was not the center of their power, but this creator race, known as the batrachi, once had a presence here and they had left behind the crystal skulls.

The skulls were sentient and had thousands of years of solitude. The dohwar had awakened in them a longing to find their creators, whatever may remain of them. In return for helping them in this search, the skulls told the dohwar they would show them how to survive. Their merchant ways would need to fall away, and a new, warlike dohwar would need to emerge. Unfortunately, the crystal skulls, like their batrachi creators, have a cruel streak of their own.

Painfully, the skulls taught the dohwar to file down the cartilage of their fins with sharp edged obsidian and to coat the resulting claws with the metal known as adamantine. The caves were loaded with veins of the valuable metal. Useless appendages became deadly fighting instruments and even the traditional beak swords of the dowhar known as the *weega* were now forged exclusively from the metal. The elite fighting force of the dohwar, known as the deathsquealers, became a force to reckon with when they wielded their new hardware. The skulls also taught new skills and fighting techniques to younger warriors that had yet to learn to fight mounted on a space swine. The air cavalry of deathsquealers now had a fighting force of adamantine clawed monks to back them up from land or sea.

Description

Bareega (hamlet, magical): AL CN, LN, LE; Spending limit 100 gp; Assets 1,550 gp; Population 310; Races integrated (dohwar 55%, space swine 40%, dire penguin 5%).

Authority Figures: *The Crystal Skulls of the Batrachi (LE/CE artifact), Kookree* (CN male dohwar fighter 7 / deathsquealer 5)

Important Characters: *Aweekina* (LE female dohwar monk 9), Looleecha (LN male dohwar monk 5), Booka (N male advanced space swine)

True to their penguin roots, the dohwar have found an environment that could be considered aquatic almost as much as it is land based. Bareega is a cave system located in cliffs that overlook Taylola and even when the tide is low, the lowest caves are inundated with water. At high tide, fully half the complex is underwater.

With their command of sea, earth and sky (using their flying mounts), it would be difficult to assault the dohwar without easy opportunity for escape. The dohwar are no longer threatened by extinction and the last few years have seen them explode in population as entire clutches of chicks safely mature.

Kookree is the de facto leader of the hamlet. He was considered a great protector (the dowhar generic term for warrior) long before Bareega was founded and it was his leadership that allowed the dohwar to survive their many trials in the first place. Kookree led the dohwar into the caves and was first to recognize the Crystal Skulls for what they were. He has stood as a bastion against their more sadistic whisperings in recent years and does not trust that their continued patronage will always be a good thing for the dohwar. The Crystal Skulls are aware of his distrust and they are grooming their protégé, Aweekina, to overthrow him.

The dohwar hunt primarily fish in Taylola and feed their space swine with a diet of nutritious seaweeds located just off the coast. Dire penguins, called to the aid of the dohwar by the magic of the Crystal Skulls, guard almost every entrance to the hamlet itself.

Adventure Hooks

If PCs who encounter the dohwar of Bareega have any previous knowledge of the race, they are still in for quite a surprise. These are not your typical dohwar and though their lives may no longer be under assault, the soul of this community certainly is. The actions of a party of adventurers could determine whether or not they fall into the darkness of the Crystal Skulls of the Batrachi.

- The dilophodiles that chased the dohwar into their caves have not gone far. The dohwar know they are out in the wilds and still seek to make a meal of the penguin-folk but a new problem may bring the dowhar once again into their territory.

  The cavern system is large enough to hold hundreds more dohwar without overcrowding but their space swine mounts offer a bit more of a problem. These valuable mounts require larger and more open living spaces than the caverns can offer, but anytime the dohwar build pens for them outside the caverns, the dilophodiles sniff the swine out. The threat of these creatures must be ended if the community is to expand. Bringing the heads of these creatures to Aweekina or Kookree could bring a party of adventures a great reward in adamantine weapons or raw material.

- The Crystal Skulls have learned patience after thousands of years, but they will not pass up an opportunity as obvious as a party of adventurers falling into their midst. As evil and cruel as they might be, the Crystal Skulls do not lie that their primary goal is to find the remnants of the once grand batrachi civilizations. They will not be greedy in their knowledge of the once great glass cities of the batrachi and their possible current locations.

- Kookree knows that Aweekina has been corrupted by the ancient magic of the Crystal Skulls. More than for his life, Kookree fears for his community. Should Aweekina attack, he will either be forced to kill her, or die himself and the resultant civil war between his deathsquealers and Aweekina's monks would destroy all they have worked for.

  Kookree has come to the conclusion that the Crystal Skulls must be destroyed. The arrival of outsiders gives him the perfect opportunity to accomplish the deed and still manage to keep his hands clean. The outsiders simply need to be powerful and knowledgeable enough.

Names of Celestial Objects in the True World

Faerunian Name	True World Equivalent	Meaning
Sun	Kulkiril*	Eye of Kukul
Selûne	Meztli	Moon
Tears of Selûne	Moyolehuani Meztli	Enamored of the Moon
Anadia	Ancatl	Red One
Coliar	Iccauhtli	Little Brother
Toril	Maztica	Mother of Life
Karpri	Atl	Water
Chandos	Matlalihuitl	Blue-Green Feather
Glyth	Cuixtli	Kite
Garden	Coaxoch	Serpent Flower
H'Catha	Citlali**	Star

** This name has been out of use since the arrival of Cordell and most simply refer to the sun using its Faerunian name.*

***Since the ultimate defeat of H'Calos by the Golden Legion, most native Mazticans have begun to use the Faerunian name for H'Catha.*

The Hunter
Mini-Adventure Scenario

Introduction

The Hunter is an adventure written as an adaptation of a well known Hollywood movie. It is loosely based on the 1987 science fiction action classic *Predator*, which was directed by John McTiernan and starred Arnold Schwarzenegger, Carl Weathers, Jesse Ventura, and Kevin Peter Hall. While similarities may be recognizable to astute players, the adventure plot itself departs from that of the film. There are no spoilers in the film that may jeopardize either the Players' or the DM's enjoyment of this scenario.

This adventure could also serve as a springboard into a full blown Spelljammer campaign, and is designed to pique the curiosity of native Mazticans and immigrant Faerunians alike. Curious players, and by extension their characters, may wish to know more about what exists in "The Great Skyhome."

The adventure is appropriate for a party of characters of levels 5-7.

Player's Background

A young priest of Helm has disappeared from Helmsport. After various divinations, it has been discovered that he was kidnapped by the beasts of the Viperhand and is due to be sacrificed when his kidnappers reach Nexal and the Temple of Zaltec. The priest is a sixteen year old prodigy named Dravin Likus and the clergy of Helm would pay handsomely for his rescue.

Cordell also wishes to see the young priest's return, but he is not willing to send his Golden Legion marching through Maztica once again. Peace is still tentative, and with the competition of New Waterdeep to the north, Cordell does not wish to rekindle hatreds by sending his men out on another crusade.

Outsiders would be perfect for the job, and that is where the players come in. Cordell does not trust mercenaries, however, particularly after Darien's betrayal left him feeling so vulnerable. Therefore, he will insist on sending two other young priests of Helm with the adventurers. These two priests, **Frankin Borshak** and his sister **Aleetzia** (LN male and female human priest (Helm) 3), have yet to engage in truly meaningful battle, but they are not cowards. They are eager to rescue one of their own.

Cordell will give the party an appropriate award upon the safe return of Dravin (as determined by the DM).

DM's Background

The divinations are correct and the mission is exactly as it appears….almost.

While the priests of Helm have determined the nature of their enemy, there was no way that they could predict the involvement of a very different, and much more powerful, third party. This being cares nothing for sacrifices, men, beasts or even divine prodigies. There was no way for the devoted of Helm to foretell the coming of a true *alien* to the lands of Maztica.

The creature is in fact not even a creature of this world. From the distant planet of Anadia, a fierce warrior, known as an anadjiin among the spacefaring peoples, has come to Maztica to hunt. What exactly is its quarry? Well, among the anadjiin, balancing nature remains their one true motive. Mankind, orcs, ogres are all out of step with this balance in the lands of Maztica. Even with his otherworldly origin, the anadjiin recognizes this, and all are fair game.

Event 1: The Rescue

It will not be difficult for the PCs to track and catch up to beasts of the Viperhand. Though they have a few days head start, the ogres who lead the raiding party did not expect to be found out so quickly. The party should catch up with them somewhere in the middle of the Bomak Jungle south and west of Helmsport. Let the two priests of Helm play a good role in this battle, they will not be around to make the parties lives easier for much longer.

Creatures: On the Night of Wailing, men who had given themselves to Zaltec and wore the mark of the Viperhand were changed forever. For the first time in its history, the orcs and ogres pollute the lands of the True World.

Dravin Likus is gagged, bound and surrounded by the Viperhand humanoids. Though he is of no use in this battle, Dravin is a level 2 Priest of Helm himself, though he currently has no spells memorized and is nearly beaten to death (2 hp remaining).

Orcs (6): hp 5 each; *Monster Manual page 203*
Ogres (2): hp 29 each; *Monster Manual page 199*

Event 2: Claws from the Shadows

With the help of the priests of Helm, the battle should go relatively easily, and the party should be anticipating their due rewards for a job well done. The whole battle was watched by the canny predator, however, and now it was the creatures turn to strike.

You are amazed at the speed in which your recent mission has been accomplished and are rushing back to Helmsport with your young prodigy to receive a just reward. The boy is rightfully thankful for his rescue and you also have the reward of a good deed well done.

A scream jostles you out of your pleasant thoughts, however, and when you turn around to the sound, you realize that the scene before you is good for years' worth of nightmares. Aleetzia, or rather Aleetzia's soon to be cooling corpse, is suspended three feet off of the ground and her chest seems to have ripped open from the inside. Though you see no cause, it is as if a great beast punched a hole with its terrible claws through her chest from behind. Your initial impression is proven correct when two glowing

green eyes become visible, followed briefly by the massive body of some humanlike predator. The creature quickly beheads Aleetzia and disappears into the jungle before you can even react.

Frankin stares in horror at his sister's gruesome death and Dravin cowers in fear. The party should have no chance of catching the anadjiin at this point as it quickly reactivates its *ring of invisibility* and disappears into the jungle. Frankin chases wildly after the attacker and hopefully the PCs follow (let Dravin, despite his fear, encourage this behavior. Frankin has been his best friend and has acted as an older brother to the teen for years. Dravin will not head to Helmsport without him).

Allow the PCs to chase after Frankin, but Dravin will slow the party down, even if he has been healed of all his injuries. Frankin, charging ahead, will soon be out of sight in the depths of the jungle. Sometime later, the party should hear Frankin scream somewhere off their current path. Apparently, he has found his quarry. If the PCs follow the sound, they should appear at the hunter's cave.

Event 3: The Hunter's Cave

Soon after arriving in Maztica, the anadjiin found this small cave and set up camp. Its two rooms consist of the creature's grisly trophy room and living quarters. The party will find the cave within minutes of Frankin's scream. The entrance is dark and foreboding, but the true horror will come when they enter the cave itself to view the hunter's "trophy room."

As your light shines into the recesses of the cave, you see what can only be described as a grisly trophy room. Skulls adorn the walls of the cave. You recognize those of jaguars, giant snakes, one of the dreaded hakuna, and worst of all, humanoid skulls. At least fifteen adorn niches in the cave walls. Your only solace comes in the fact that some are undoubtedly orcish or even ogrish in shape. This hunter does not seem to discriminate in its killing. In the far corner, you notice two that you unfortunately recognize as the heads of Frankin and Aleetzia. These two "skulls" still have most of their flesh attached.

Creature: The PCs have an option at this point. If they flee, the predator will chase them all the way back to Helmsport if need be, trying to pick them off one by one. Since the creature is essentially trapped here, this is their best opportunity to avenge the young priests. A small opening near the heads of the priests leads to another nondescript cave. The anadjiin lies in wait in this cave, silent and invisible.

Rogue Anadjiin (1): AL LE, hp 65, *Possessions: ring of invisibility; see New Monsters*

Event 4: The Spacefarers

Should the PCs prove victorious, the adventure is not over. There is one last encounter, though it need not be deadly

As you stand over the corpse of your vanquished foe and wonder of its true nature, you hear the sound of movement all around you. As you turn in its direction another hunter appears in front of you suddenly as if from thin air. Before you have a chance to attack another appears! Every second or so more of the insect-like warriors appear until you notice your party is completely surrounded. If they are half as powerful as their the one you have just slain, you have no hope of survival. All you can do now is wait and hope for a miracle.

Let the PCs sweat this event out (particularly if they haven't yet recognized the theme from the second Predator movie!). The twenty anadjiin will not attack the PCs unless they are foolishly attacked themselves. They only move to gather their fallen comrade and walk into the walls of the cave. As the PCs can now see, some of the walls are illusory.

Before they all disappear, however, one turns to the PCs and removes a maca that was attached to its hip. It lightly throws the weapon towards the most martially minded PC in the group. This weapon is a *+1 thundering wounding maca* of truly ancient origin. Apparently, the anadjiin have been to Maztica before. When the last anadjiin disappears into a wall, the PCs feel a powerful rumbling, as if an earthquake is centered within the cave itself. In addition, the cave entrance will start to close slowly, but steadily. If the PCs don't get the hint immediately, make sure Dravin runs for the exit. They have two rounds to escape.

Outside, the PCs will notice that the "cave" was in truth no cave at all. Rocks will tumble from this great ship. It is in fact a unique type of spelljamming ship unique to the anadjiin race and virtually unknown to others. Unless they are familiar with spelljamming itself, the PCs will not know what to make of the ship. It looks like a flying hill or small mountain as it quickly disappears into the sky.

Rewards/Further Adventures

When the PCs return to Helmsport they will be greeted with mixed emotions. While ecstatic over Dravin's rescue, there will be many days of mourning for the other youthful devotees of Helm. Cordell will pay the PCs their promised reward, however, and hold no feelings of resentment towards them. He will also listen intently to descriptions of the creatures that the PCs encountered should they feel obligated to share such information.

Cordell will repay the gift of shared information by once again consulting his diviners. In a week, he will discover the name and some basic information about the anadjiin (whatever the DM feels necessary to explain) and passes it onto the PCs.

There are a number of possibilities that could be used to continue the adventure; a few are described below.

- One of the PCs saw a very strange skull in the anadjiin's trophy room. It was some kind of serpent, or perhaps not. One thing for sure, it was not a creature from this world!

- Word has it that distant Amn has had similar depredations recently. Attacks by invisible claws and missing heads have some disturbing similarities to their recent ordeal here in Maztica. Could there be other hunters about?

- The party wakes up to find themselves deep in the jungle with no idea how they were transported. In fact the jungle itself seems odd. Is the jungle even on Toril? Why do they suddenly feel as if they are being hunted?

New Monsters

Many new creatures have been described in ***Monsters of the True World: Maztica and Lopango***, but the ones below specifically belong to races that can be found both in the True World and the Great Skyhome itself.

ANADJIIN

Large Monstrous Humanoid
Hit Dice: 10d8+20 (65hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple: +10/+15
Attack: Bite +11 melee (2d6+1)
Full Attack: Bite +11 melee (2d6+1) and 2 claws +11 melee (1d8 plus wound)
Space/Reach: 10 ft. / 10 ft.
Special Attacks: Wound
Special Qualities: All-around vision, vulnerability to cold environments
Saves: Fort +5, Ref +9, Will +8
Abilities: Str 13, Dex 16, Con 15, Int 18, Wis 12, Cha 7
Skills: Intimidate +11, Knowledge (Local) +11, Knowledge (Nature) +17, Move Silently +16, Sense Motive +7, Spot +18, Survival +14
Feats: Multiattack, Improved Natural Attack (Bite), Improved Multiattack, Combat Reflexes
Environment: Deserts of Anadia
Organization: Family units (1-4) or community (7-18)
Challenge Rating: 6
Treasure: None
Alignment: Usually lawful neutral
Advancement: By character class

This powerfully built creature is truly fearsome to behold. Though its general shape is that of a man, or even possibly an ogre, there is no way it could be mistaken for one. Insect-like mandibles and eyes adorn the creatures face and a lizard like crest and tail complete its alien departure from humanity.

The race of anadjiin comes from a long unbroken line of warrior clans that have existed in much the same state for centuries on the planet Anadia. It is a large reptilian humanoid that only values maintaining a natural balance more than honing its own prowess in combat.

The anadjiin's mouth is arranged vertically with incredibly sharp teeth. A ridge of plates run along the top of the head similar to the those of a stegosaurus, but it is used to regulate the creature's temperature in the hot Anadian sun as much as it is used for defense.

The voracious predator has long incredibly sharp claws and they use their tails to stabilize their top-heavy bodies.
Anadjiin speak their own language, and if they are capable of understanding or speaking to others, they do not choose to do so. Anadjiin never seem to fight over a kill and have an innate understanding of nature's balance unusual for a pure predator. They do not hunt rare or endangered species and prefer to concentrate only on the most numerous prey. Druids and universally spared an anadjiin's predations.

COMBAT

The anadjiin are fierce predators and melee combatants. The typical anadjiin rarely uses a weapon, but those who have taken levels in a martial class favor using large spears which they adorn with the skulls of their victims. Anadjiin enjoy defeating particularly clever or tough opponents and almost always take some form of trophy from their corpses.

Wound (Su): The damage an anadjiin deals with its claws causes a persistent wound. An injured creature loses an additional hit point each round. The wound does not heal naturally. The

An anadjiin of the True World spots his prey.

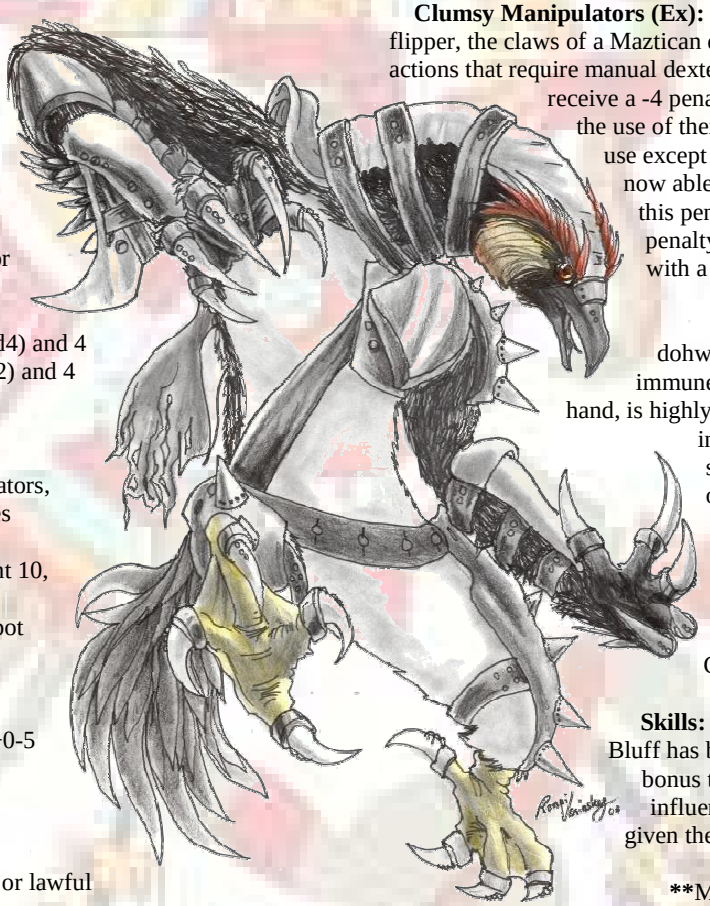
continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. The effects of multiple wounds are cumulative.

All-Around Vision (Ex): The huge insect like eyes of the anadjiin are positioned to give it a view in all directions at once. This provides it with a +4 racial bonus on Spot and Search checks. An anadjiin can't be flanked. Unlike most monstrous humanoids, anadjiin lack darkvision.

Vulnerability to Cold Environments: The anadjiin is highly adapted to living in hot environments. It body dissipates heat quickly which can pose a problem in cold environments. It has a -4 penalty to fortitude saves for environmental cold dangers, though it saves normally against instant magical attacks and effects.

DOHWAR, MAZTICAN

Small Humanoid
Hit Dice: 1d8+2 (6hp)
Initiative: +1
Speed: 10 ft. (2 squares), swim 20 ft.
Armor Class: 17 (+1 Dex, +1 size, +5 breastplate**), touch 12, flat-footed 16
Base Attack/Grapple: +0 / -4
Attack: Weega** +0 melee (1d4), or bite +0 melee (1d2), or claw** (1d4)
Full Attack: Weega** +0 melee (1d4) and 4 claws** (1d4), or bite +0 melee (1d2) and 4 claws** (1d4)
Space/Reach: 5 ft. / 5 ft.
Special Attacks: -
Special Qualities: Clumsy manipulators, exotic metabolism, spell-like abilities
Saves: Fort +2, Ref +2, Will -1
Abilities: Str 10, Dex 12, Con 15, Int 10, Wis 9, Cha 8
Skills: Intimidate +3*, Listen +3, Spot +3
Feats: Alertness
Environment: Bareega
Organization: Solitary, merger (2 +0-5 young), hunting pack (3-12 plus 1-6 space swine)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral or lawful neutral (monks)
Advancement: By character class
Level Adjustment: +0



A Maztican dohwar is not the irritating merchant of wildspace that it once was.

Though a four foot tall penguin would not typically seem threatening in the least, the metal tipped claws of this creature, its darkly beautiful armor, and the intense passion in its eyes proves that there is a bit more than just a penguin to reckon with.

Maztican dohwar are currently only found in their cave complex on the shores of the eastern ocean Taylola in the land of Maztica. Spelljamming races are used to a far less warlike and weaker dohwar. Due to the influence of an ancient artifact known as the *Crystal Skulls of the Batrachi*, the dowhar have become quite fearsome and have been given a few abilities (while loosing some of their weaknesses as well) by the Crystal Skulls.

COMBAT

Standard dohwar are basically incapable of using weapons other than the traditional weega (a beak attachment that functions exactly like a short sword) because of the shape and function of their appendages. The Crystal Skulls have encouraged all of the Maztican dohwar to file down the cartilage in these appendages, however, in a horrifically painful process. The resulting "digits" are then dipped in molten adamantine, of which the dohwar have in abundance, and four sets of deadly claws are formed. Dohwar train daily to use all their weapons and even the weega has become a greater threat with its adamantine blade.

Clumsy Manipulators (Ex): Like the common dohwar's flipper, the claws of a Maztican dohwar are bad at performing any actions that require manual dexterity, including weapon use. They receive a -4 penalty on any action that requires the use of their hands. This includes weapon use except that the Maztican dohwar are now able to make claw attacks without this penalty. They also do not suffer this penalty when making armed (such as with a weega) or unarmed bite attacks.

Exotic Metabolism (Ex): A dohwar's strange metabolism makes it immune to alcohol. Sugar, on the other hand, is highly intoxicating. An apple is as intoxicating to a dohwar as a strong beer is to a human. Honey or sugary sweets have the effects of strong spirits.

Spell-Like Abilities: 3/day—*detect thoughts* (DC 11). Caster level 10th. The save DCs are Charisma-based.

Skills: * The dohwar racial bonus to Bluff has been replaced with a +4 racial bonus to Intimidate checks. The influence of the Crystal Skulls has given them a fearsome appearance.

**Maztican dohwar have access to great amounts of the special material known as adamantine. This dark but reflective metal bestows a number of conditions on both arms and armor made from this material. Refer to the additional bonuses below (not included in statistics) for dohwar that are using adamantine.

Adamantine Arms and Armor: This ultra hard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage

reduction of 1/– if it's light armor, 2/– if it's medium armor, and 3/– if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

MAZTICAN DOHWAR CHARACTERS

The statistics provided here are for a typical dohwar warrior. However, as the influence of the Crystal Skulls increases greater numbers of dohwar are choosing to follow the path of a monk. Maztican dohwar who have not fallen for the promises of the Crystal Skulls often take the dohwar deathsquealer prestige class as soon as they meet the requirements.

- -2 Strength, +2 Constitution.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A dohwar's base land speed is 10 feet, and their swim speed is 20 feet.
- +4 racial bonus on Intimidate checks.
- Special Abilities: Clumsy manipulators, exotic metabolism, spell-like abilities (see above.)
- Weapon Familiarity: Maztican dohwar treat the weega (a head-mounted short sword) as a martial weapon, rather than an exotic weapon.
- Automatic Languages: Common, Dohwar. Bonus Languages: Dwarven, Elven, Goblin, Orc.
- Favored Class: Monk.

PLAINSJAN

Small Humanoid
Hit Dice: 1d8 (4hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 15 (+2 Dex, +1 size, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1 / -5
Attack: Bite (1d4-2 plus poison)
Full Attack: Bite (1d4-2) and 2 claws (1 point plus wound)
Space/Reach: 5 ft. / 5 ft.
Special Attacks: Poison, wound
Special Qualities: Twin telepathy
Saves: Fort +2, Ref +2, Will -1
Abilities: Str 7, Dex 15, Con 10, Int 10, Wis 9, Cha 7
Skills: Hide +2, Listen +5, Spot +3
Feats: Dodge
Environment: Deserts or badlands of Anadia
Organization: Solitary (rarely), twins (2) or clan (5-100)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +0

This small humanoid looks very much like some type of imp or quasit, but it is completely lacking in horns or wings of any sort. It also lacks the otherworldly feel of an outsider. Its pointed ears are vaguely elfin, but the resemblance stops there. Rubbery skin, long pointed claws, and a cruelly fanged mouth round out the creature's features.

Plainsjan are spiteful and cruel little creatures.

Plainsjan are cruel little creatures who love to torment and slay, but only when they have vastly superior numbers or find some other advantage. They are by nature cowardly, but their cleverness will often help them take down creatures that are far more powerful. Many clans of plainsjan live near either anadjiin or umber hulk hunting grounds on Anadia (and to a lesser extent, when they are found on Toril).

Plainsjan typically subsist by scavenging both on Anadia and in the True World. When umber hulks or anadjiin find prey, they typically leave little behind, but the plainsjan will make do with whatever is left. The remainder of their diet comes from fresh kills that are shared among all plainsjan who participated.

Plainsjan speak their own language as well as that of the anadjiin. Though typically a grumpy race, they are prone to sadistic smiles when causing pain or anticipating a kill.

COMBAT

Plainsjan rarely attack unless they vastly outnumber their foes. Even when they do outnumber their foes, killing more than twenty-five percent of their number will incite the rest to flee unless their prey shows signs of weakening from poison or their wounds.

Poison (Ex): A plainsjan's bite is mildly poisonous, causing a sensation similar to drunkenness in their victims. The initial and secondary damage of this injected venom is 1 point in dexterity

ability damage (DC 10). Effects from multiple bites are cumulative.

Wound (Su): The damage an anadjiin deals with its claws causes a persistent wound. An injured creature loses an additional hit point each round. The wound does not heal naturally. The continuing hit point loss can be stopped by a DC 10 Heal check, a cure spell, or a heal spell. The effects of multiple wounds are cumulative.

Twin Telepathy (Su): Fully ninety percent of all plainsjan are born twins and the remaining ten percent are considered cursed and often killed at birth. Twins are in constant mental contact and may communicate thoughts up to a distance of one mile. This ability does not cross planar boundaries.

SPACE SWINE

Medium Magical Beast
Hit Dice: 4d10+12 (34 hp)
Initiative: +0
Speed: 20 ft. (4 squares), fly 30 ft. (clumsy) (6 squares)
Armor Class: 15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple: +3 / +5
Attack: Gore +0 melee (1d8+2)
Full Attack: Gore +0 melee (1d8+2)
Space/Reach: 5 ft. / 5 ft.
Special Attacks: Squealing Charge
Special Qualities: Increased Carrying Capacity, Low-Light Vision, Superior Scent
Saves: Fort +7, Ref +4, Will +2
Abilities: Str 15, Dex 10, Con 17, Int 3, Wis 12, Cha 5
Skills: Listen +7, Spot +6
Feats: Alertness, Endurance
Environment: Any
Organization: Solitary or herd (1-4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment: —

The creature looks like a boar with large grey, pigeon-like wings.

Space swine are a custom-bred species of boar. The dohwar, their creators, breed them for a variety of uses, including tracking, fighting and as beasts of burden. They also sometimes serve as food but to the Maztican dohwar who owe so much to the creature, this is considered heresy.

Space swine have a wingspan of eight feet, and they range in color from dirty to mottled brown or even gray. They grunt like pigs, and sometimes coo like pigeons.

COMBAT

Space swine are fierce fighters, as ill-tempered as their wild boar cousins. When used as wars mount by the dohwar, space swine can perform a squealing charge attack if they are more they 30 ft. from their foe. The swine emits a piercing war-squeal that rises in pitch as it nears its target during the charge.

Squealing Charge (Ex): The squealing charge is a more powerful version of a standard charge. To execute a squealing charge, a space swine must move at least 30 feet (6 squares), not the usual 10 feet. A space swine deals 2d8+4 points of damage when it makes a squealing charge. After making a successful squealing charge, the space swine must make a Fortitude save (DC 20) or be *stunned* for 1d4 rounds. Any mounted rider is automatically thrown.

Increased Carrying Capacity (Ex): A space swines carrying capacity is doubled.

Superior Scent (Ex): A space swine's superior scent ability works out to double the range of the normal scent ability. It also grants a +10 bonus to Track when using superior scent.

TRAINING A SPACE SWINE

Although somewhat intelligent, a space swine requires training before it can bear a rider in combat. Training a space swine requires six weeks of work and a DC 25 Handle Animal check.

Riding a space swine for combat requires an exotic saddle. A space swine can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Space swine young are worth 50 gp each on the open market. Professional trainers charge 200 gp to rear and train a young space swine.

Carrying Capacity: A light load for a space swine is up to 200 pounds; a medium load, 201-400 pounds; a heavy a heavy load 401-600 pounds.

Space swine are powerful mounts for the dohwar.

Prestige Classes

Characters taking levels in the following prestige classes can be found both in the True World and in the Great Skyhome above. The first is exclusively found among the ranks of the dohwar, though it is popular even among non-Maztican dohwar. The second is anything but popular, though for some reason it appeals to sadistically evil folk of any race who hold a grudge against the True World itself.

Dohwar Deathsquealer

The deathsquealers are the elite aerial cavalry of the dohwar. Mounted on mighty space swine, only the most skilled, courageous, and noble dohwar have what it takes to become a Deathsquealer, or so they say. In wildspace, the deathsquealers' claim is actually looked upon with derision, and most consider them to be suicidal idiots. This is not so among the Maztican dohwar. The deathsquealers were instrumental in preventing utter extinction and the common dohwar have not forgotten deathsquealer bravery.

A dohwar deathsquealer atop his mighty mount

Deathsquealers are expected to look impressive—by dohwar standards and protect all dohwar from the predations from their enemies. They are drawn from the ranks of the Protectors (dohwar of a martial bent) and as such tend to be fighters. Spell casting ability brings great prestige in dohwar society, so as such rarely associate themselves with the Deathsquealers. Dohwar rogues are better suited for sabotage and spying, and likewise rarely join the Deathsquealer ranks. The Crystal Skull trained dohwar monks work well in tandem with the deathsquealers, providing needed ground support for the aerial cavalry, but tensions can run high between the two groups.

Deathsquealers are typically found in squads of four deathsquealer riders and their mounts. Lone deathsquealers are rare, possibly the result of missions that have gone bad or members being drummed out of the service.

Hit Die: d10

Entry Requirements

To qualify to be a Deathsquealer, a character must fulfill the following criteria.
Race: Dohwar
Base Attack Bonus: +5
Skills: Handle Animal 4 ranks, Ride 6 ranks.
Feats: Blind-fight, Mounted Combat, Ride-By Attack, Spirited Charge.
Weapons: Must be proficient with weega and lance.

Dohwar Deathsquealer Features

The Dohwar Deathsquealer					
Level	*BAB*	*Fort*	*Ref*	*Will*	*Special*
1	+1	+2	+0	+0	Mount, Mounted weapon bonus (weega, lance) +1
2	+2	+3	+0	+0	Unstoppable Charge
3	+3	+3	+1	+1	Deadly charge 1/day, Ride bonus +3
4	+4	+4	+1	+1	Burst of speed
5	+5	+4	+2	+2	Mounted weapon bonus (weega and lance) +2, deadly charge 2/day

Skills (2 + Int per level)

Appraise (Int), Handle Animal (Cha), Intimidate (Cha), Profession (merchant) (Int), Ride (Dex), and Swim (Str).

Class Features

The following are class features of the dohwar deathsquealer prestige class.

Weapon and Armor Proficiency: The deathsquealer is proficient with all simple and martial weapons. They are also proficient with heavy armor but not shields.

Mount: A deathsquealer gains a trained space swine mount along with standard tack and harness.

Mounted Weapon Bonus (Ex): When mounted, a deathsquealer gains a competence bonus on attack rolls

when using a weega or a lance. This bonus is +1 at 1st level and increases to +2 at 5th level.

Unstoppable Charge (Ex): At 2nd level and higher, a mounted deathsquealer can move through difficult terrain due to the mount's momentum and gliding ability when performing a charge action.

Ride Bonus (Ex): A deathsquealer of 3rd level or higher gains a +3 competence bonus on Ride checks.

Deadly Charge (Ex): When performing a charge action, a deathsquealer of 3rd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon or quadruple damage with a lance. This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): At 4th level and higher, a deathsquealer can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day.

Thrall of Itzapapalotl

Thralls of Itzapapalotl would simply be considered insane if they weren't so incredibly sadistic. Priests of Zaltec generally practice sacrifice because they believe they are feeding their hungry god who must be sated to keep the True World from famine and plague. Thralls of Itzapapalotl care nothing for such a cause. If it were up to them, they would actually sacrifice to *cause* famine and suffering.

Thralls do not hide their chosen religion and will walk the world literally splattered in the blood of past victims. They are also willing to remove body parts and tie the gruesome trophies to belts or necklaces.

Priests make up the vast majority of thralls of Itzapapalotl and it is extremely rare for any other class to take levels in this prestige class even if they qualify. Despite the similarities in motif (jaguar and eagle adornments), any person who has taken the plumaweaving or hishnashaping feats cannot become a thrall. This is due to Qotal's utter abhorrence of the demoness and Zaltec's jealousy.

Hit Die: d8

Entry Requirements

To qualify to be a Thrall of Itzapapalotl, a character must fulfill the following criteria.
Alignment: Chaotic evil
Base Save Bonus: Will +5
Skills: Knowledge (religion) 6 ranks, Knowledge (local) 6 ranks, Heal 4 ranks
Spells: Must be able to cast 2nd level arcane spells
Feats: Thrall to Demon, Toughness
Special: Must not have taken the Plumaweaving or Hishnashaping feats. Must sacrifice a former loved one to Itzapapalotl.

Thrall of Itzapapalotl Features

Thrall of Itzapapalotl						
Level	*BAB*	*Fort*	*Ref*	*Will*	*Special*	*Spells per Day*
1	+0	+0	+0	+2	Painful stare, obsidian blade 1	+1 level of existing divine spellcasting class
2	+1	+0	+0	+3	*Summon lesser tzitzimitl* 1x/day	---
3	+1	+1	+1	+3	Agonizing stare, obsidian blade 2	+1 level of existing divine spellcasting class
4	+2	+1	+1	+4	*Summon lesser tzitzimitl* 2x/day	---
5	+2	+2	+2	+4	Crippling stare, obsidian blade 3	+1 level of existing divine spellcasting class

Skills (6 + Int per level)

Balance (Dex), Concentration (Con), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (local, the planes, religion), Sense Motive (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex)

Class Features

The following are class features of the thrall of Itzapapalotl prestige class.

Weapon and Armor Proficiency: Thralls of Itzapapalotl are proficient with daggers made from obsidian and are permitted to use no other form of melee weapon. Thralls who ignore this restriction lose access to their special abilities gained from the prestige class for a full day.

Painful Stare (Su): The horrors that a thrall of Itzapapalotl has seen resonates within his or her eyes and three times per day for one round per activation, they may transfer this inner pain into actual pain in others. Any creature that meets the thrall's eyes when they are activating this ability must make a will save or be nauseated for three rounds (DC 10 + 1/2 thrall's class level + thrall's Cha modifier).

Obsidian Blade (Ex): At levels 1, 3 and 5 a thrall may infuse his or her blade with the ability to perform sacrifices more quickly and efficiently whether the prey is restrained or still fighting back. Obsidian blade 1 gives the thrall the ability to ignore damage reduction 5 and infuses the blade with a magical bonus of +1. Obsidian blade 2 allows the thrall to ignore any sundering attempt aimed at the obsidian blade and the blade itself becomes unbreakable. It also receives a +2 magical bonus. Obsidian blade 3 allows the thrall to ignore damage reduction 10 and the blade receives a +3 magical bonus.

Summon Lesser Tzitzimitl (Sp): A second level thrall can summon a lesser tzitzimitl once per day (5 HD). This ability s the equivalent of a 4th level spell. A fourth level thrall may summon a lesser tzitzimitl twice per day. The spell is the equivalent of a *summon monster* spell cast by a 9th level caster.

Agonizing Stare (Su): As Painful Stare above except the victim is also *slowed* for the duration of the effect. A

thrall may only use their abilities to stare a total of three times per day (including Painful Stare, Agonizing Stare and Crippling Stare)

Crippling Stare (Su): As Painful Stare above, except those who fail their save are paralyzed for three rounds and nauseated for an additional three. A thrall may only use their abilities to stare a total of three times per day (including Painful Stare, Agonizing Stare and Crippling Stare)

The Crystal Skulls of the Batrachi

This powerful artifact is a remnant of an age that came shortly after the fall of the great serpent races, but long before mankind came to dominate the face of Toril. Its dual consciousness has existed through the rise and fall of the dragons, giants, elves, and countless petty human kingdoms.

The two Crystal Skulls are made of utterly flawless and unbreakable quartz-like crystal. There are no lines or marks or any sort to indicate that the skulls were crafted, and the race of their origin is not depicted in their shape.

Unknown to all but the Skulls themselves, they were actually created by the batrachi; the amphibian creator race that is responsible for the existence of creatures such as doppelgangers, the eastern tako, and bullywugs. Some say they live yet today in the form of the enigmatic siv, far reduced from their height of power or even as the chaotic fiends known as slaad. The Skulls were in fact created by a powerful batrachi lord from the decapitated heads of minor obyrith lords of the Abyss. He foresaw the fall of his race and has tasked the Skulls with seeing to the rebirth of the batrachi kingdoms.

The Skulls are currently lending much of their power to the Maztican dohwar, but the power comes with a price. The dohwar are the first beings they have come into contact with in thousands of years, and they seek to learn more of the power structures of the modern world. Finding remnants of the batrachi is their primary goal and the semi-aquatic dohwar serve quite nicely in their explorations.

The Crystal Skulls are capable of training individuals as monks and can even impart a single full level in the monk class on any being using only a small investment of their power. This can be done once per year per Skull and can only ever be imparted once on an individual.

In addition, the Skulls can subtly influence embryo development in any egg laying species so that it is born with far greater abilities. This change is permanent and can be passed on to young, essentially creating a new breed. As an artifact of a true Creator Race, this ability is a legacy of the batrachi lord who created the Crystal Skulls.

Besides being physically nearly indestructible, the Skulls are more than capable of defending themselves. Each acts independently as a 20th level sorcerer and each day they are given a full complement of sorcerer spells. Their greatest weakness is their lack of mobility.

The means of destruction for the Crystal Skulls is not known in modern times, but magic or the interrogation of a true batrachi could reveal that the Skulls would be utterly destroyed if they were consumed by a slaad lord such as Ssendam, Ygorl, or particularly Bazam-Gorag.

Rumors and Leads

The following set of rumors and leads could draw native Maztican characters or immigrants from either wildspace or Faerun into adventures of your own devising. None of these rumors have been substantiated and where they lead is entirely up to you.

Lutum

Even the youngest Maztican child knows the legends of how Kukul formed mankind and of his many prior failures. A shapechanging race of clay bodied beings known on many worlds as the lutum bear striking similarities to one of Kukul's earliest attempts to create man. Is there a connection? Did the lutum originate here in the True World, and if so, how did they find their way to so many other worlds?

The Lizardfolk

Despite their often barbaric existence on Toril, lizardfolk in wildspace can be just as intelligent, cultured and capable as any of the other major spacefaring races. An interesting theme for many of these lizardfolk in Realmspace and beyond, however, has been a similarity in dress and adornment to those found in Maztica and even Lopango to the south. Did these spacefaring humanoids originate on Maztica? If so, what caused them to leave? How did they receive spelljamming capabilities in the first place?

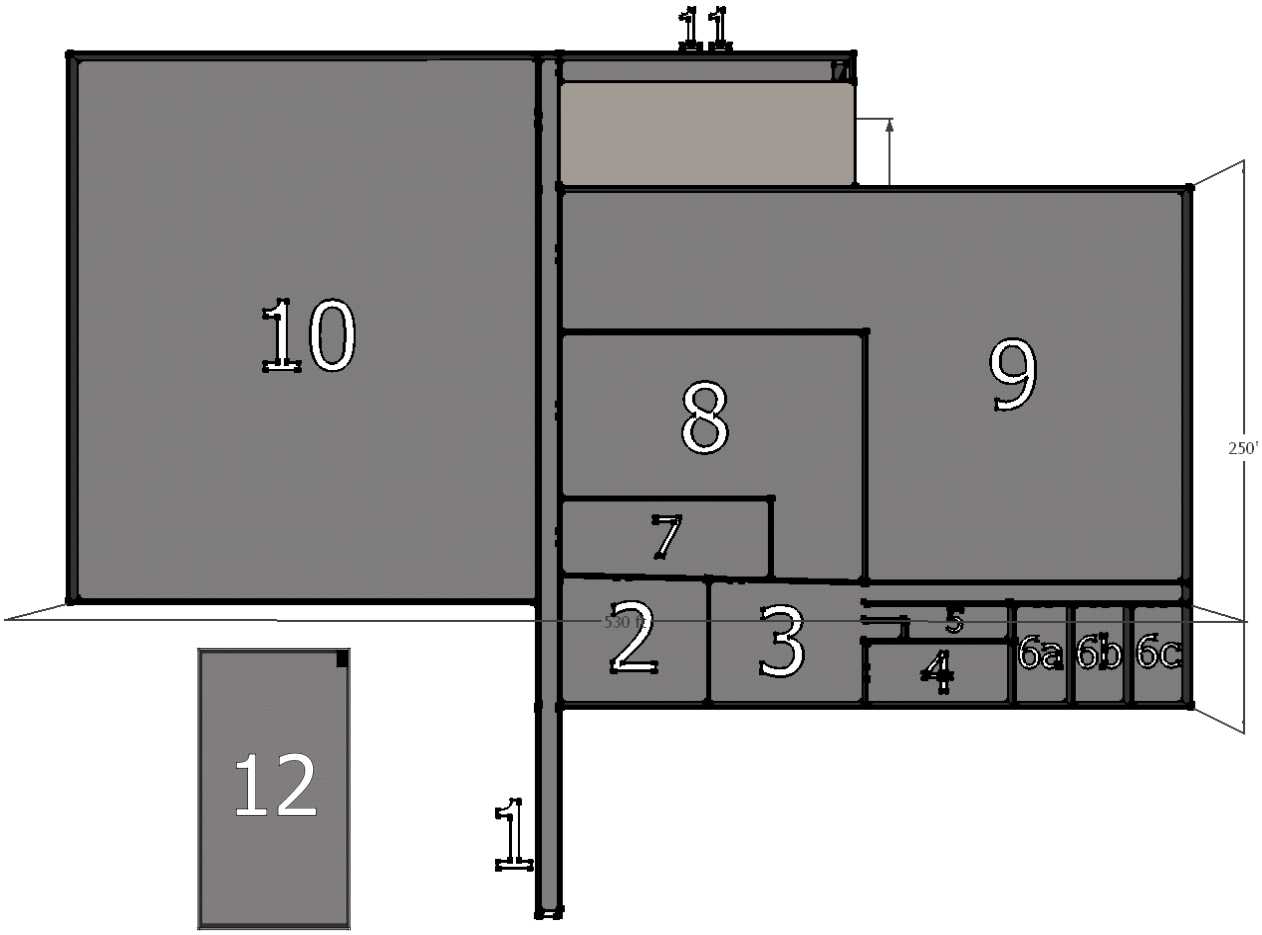
The Omara

The manatee-like omara and their cousins, the omm-wa, are content in their undersea world, but knowledge of other worlds in the Great Skyhome above has reached their ears. Perhaps it was the dohwar (with whom some omara have made contact) that have told them stories of great worlds comprised entirely of massive seas. The Omara want to visit the worlds known as Karpri and Chandos, and perhaps even begin new colonies in their great seas. How will they get there? What will be the reaction of the planets' inhabitants when the manatee-men arrive?

Star Worm

H'Calos was a menace to Maztica and before its defeat, entire cities had been laid to waste. It is well known fact that the creature came from the stars ages ago, but is it alone? Are there more of the creatures on H'Catha itself? The greatest clue may in fact lie with the anadjiin as images of great worm-like creatures appeared on wall carvings in the caveship found by the Ihuacatlan. Perhaps one still survives, sleeping in the deserts of Anadia?

Tamoacha Interior Top View

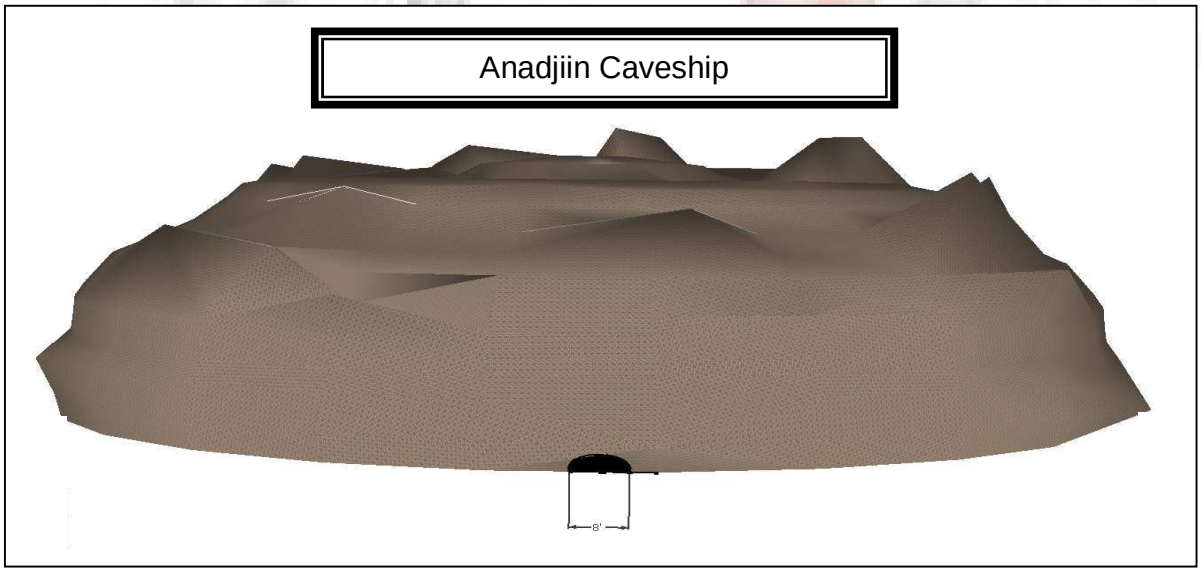


Tamoacha: Interior Key

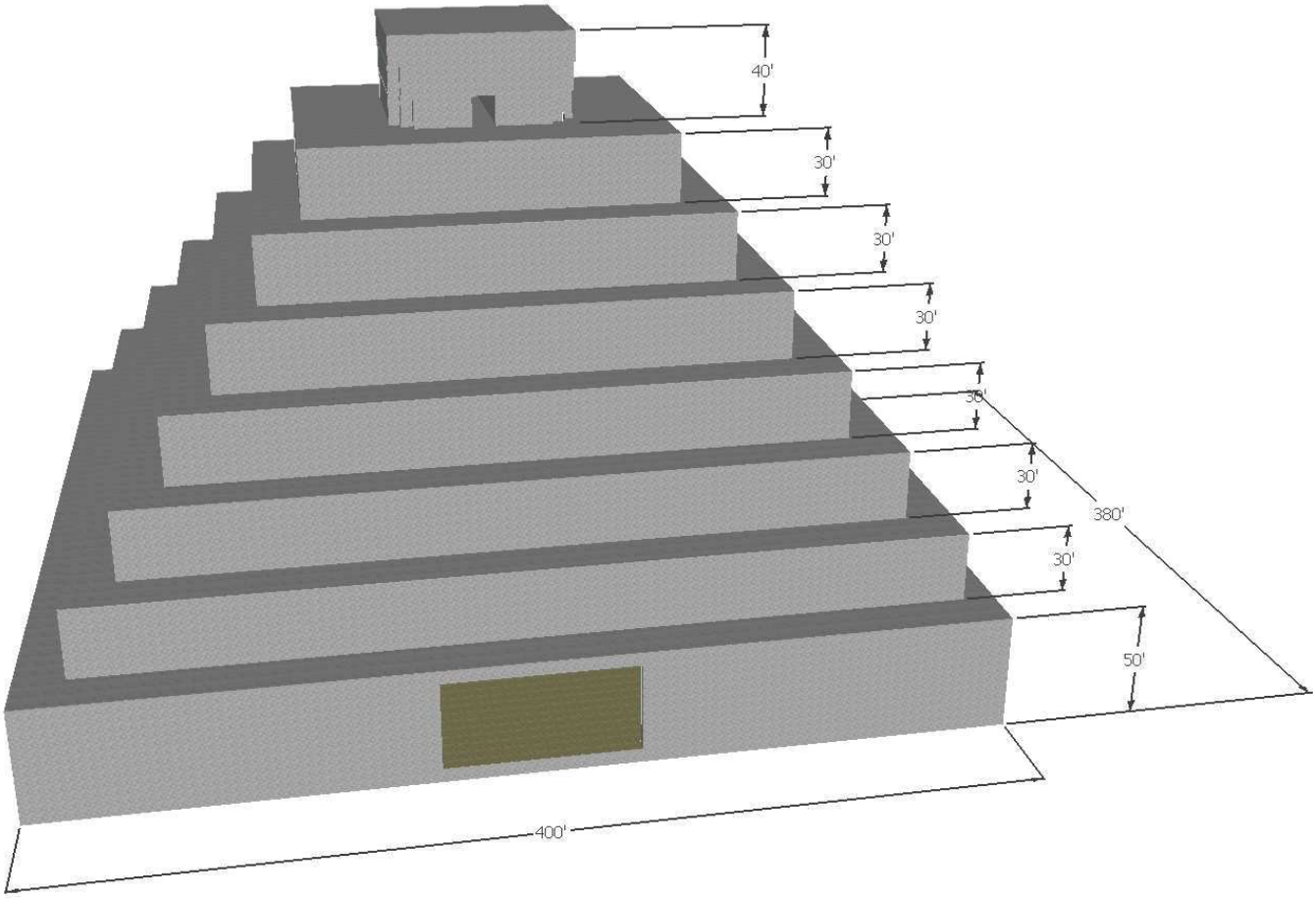
1. **Hallway** – A four-hundred foot long cold and dark hallway that leads throughout the complex.
2. **Larder** – Where foodstuffs are held for prisoners.
3. **Guard Room** – Guarded by human Thralls of the Itzapapalotl
4. **Guard Chamber** – Residence of human guards.
5. **Torture Room** – Playroom for Itzapapalotl and her sadistic servitors.
6. **Cells** – These cells are for special prisoners only, or ones that are soon to be tortured.
7. **Treasure Chamber** – Contains all of the substantial wealth gained by Itzapapalotl and her servitors.
8. **Throne Room of Itzapapalotl** – Where the Obsidian Butterfly spends the majority of her time.
9. **Grand Hall** – Meant to impress and intimidate the rare visitor.
10. **War Chamber** – Captured humans are forced to do battle here for Itzapapalotl's pleasure.
11. **Hallway** – Cold and dank hallway that leads to the Pit of Despair.
12. **Pit of Despair** – A large room that is filled with the starving and stinking barely living bodies of captured humans.

Spelljamming Locations in Maztica
Itztli
Ihuacatl
Tamoacha
(on Wildspace border)
Bareega
Tlachinolli found on Anadia
Frythosford
Zilhatec Island
Mothla Strait
Sands of Itzcala
The Borderl
Mt Chalcopan
Mt Cuitotic
Mt Coyoalica
Otomi
Olbi
Huetle Island
Ixit
Huacli
Honal
Pulco
Azcat
Ixtal
Pillar of Tezca
Zopal
Kultaka
Mt Plutoq
Palenol
New Waterdeep
Maztapan Island
Gulf of Cordell
The Green Sisters
The Great Lighthouse
St. Ippen Island
Helmsport
Twin Visages
Mazti
Bomak Jungle
New Amn
Patil
Payit
Pezelac
Ozalt
Nexal
Tezat
Mt Popol
Azatl
Zokil
Patul
Cordotl
Mt Zatal
Pezmiy Forest
Lake Kiltezi
Hatl
Chuapli Forest
Bay of Coxi
Coxi
Maju
Zuni River
Patzcoatl
(the western ocean)
Taylola
(the eastern ocean)
Maztica
The House of Tezca
Cabez
Sunstone
Chical Hills
Ocolan Mtns
Narabatun Jungle
Kolatl
Bay of Kolan
Baya
Kolan
Guatl
Chiavelite Mtns
Nachtal Mtns
Tewahca
Tukan
Tulom-Itzi
Phyakal Mtns
Sea of Azul
Mt Ixtul
Zulan River
Mt Ushtak
Zula
Far Payit
Ocostun Jungle
Mt Mixhuacan
Coxamult Island
Chalcal Mountains
Tlaxacan Forest
Mt Xochipas
Gulf of Qotal
Chapollelel Jungle
The Brown Sisters
Matil
Tecala
Utalan Marsh
Maxal

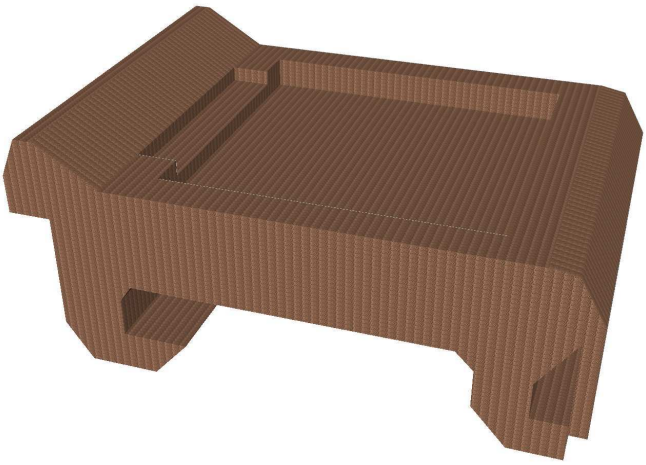
Ships


Anadjiin Caveship
8'

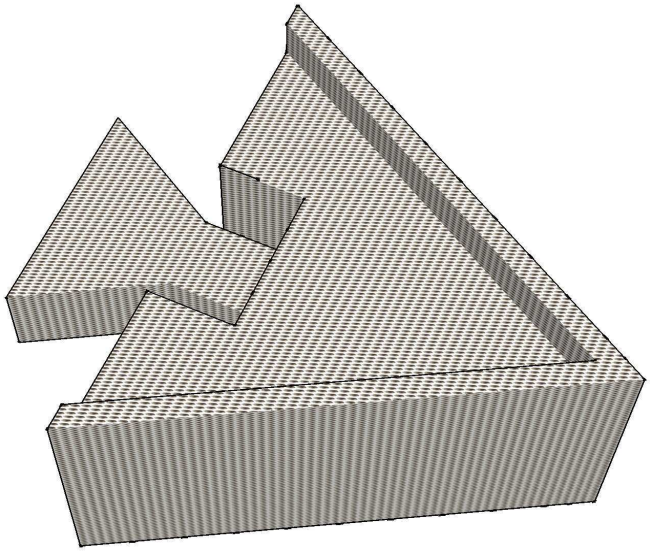
The Pyramid of the Sky



Jaguarship (70’ x 45’ x 30’)



Eagleship (65’ x 50’ x 30’)



Ship Descriptions

Ships mentioned previously in this netbook are briefly described below. Statistics for the ships are not provided, but if necessary, rules for developing these statistics can be found at http://www.spelljammer.org/. In general, these ships are much larger than similar ones that exist elsewhere in the Spelljammer universe, but this is done wholly intentionally. There should be a feeling among spelljamming races that Maztica is "off limits" when it comes to plundering, slaving or otherwise taking advantage of the locals. The Pyramid of the Sky, for example, is a ship with a tonnage of 14,640! Neogi, illithids and even beholders should not find the True World to be "easy pickings" when they come across that beast.

Anadjiin Caveship: Created by anadjiin druids, the caveship is unique to that race. As far as is known, the only other race to currently own a caveship are the Arcane, as it was traded to them by the people of Itztli Ihuacatl as a "down payment" for the creation of the Pyramid of the Sky.

This ship is well disguised in any badlands or desert-like area. It is a slow and barely maneuverable ship, but anadjiin are not prone to exploring space and are rarely involved in actual space battle. Rather, the anadjiin see their caveships only as a source of direct transportation from world to world. Occasionally on worlds other than Anadia, small numbers of anadjiin will actually inhabit a landed ship.

Pyramid of the Sky: The Pyramid of the Sky is a unique ship created by the Arcane for the people of Itztli Ihuacatl. The ship is one of the largest known in Realmspace and it does its job of defending Maztica from outside threats quite well.

The ship itself is immense and has little weaponry of its own, but it carries ten jaguarships and ten eagleships loaded with fanatical warriors on its lower deck. A system of winches and pulleys load all twenty ships when they return from battle and the same system can be used similarly for deployment.

The Pyramid of the Sky and the people of Itztli Ihuacatl have now tasted battle with most of the major races of Realmspace, but neogi in particular have suffered most often.

It is said that to power such a colossal ship would take at least an artifurnace and many believe this is exactly the means behind its mobility. However, a few survivors who have managed to escape the Ihuacatlan have spread the word that a new type of helm actually powers the Pyramid. Far more horrid than any lifejammer, they claim that this helm runs on the sacrifices of fresh beating hearts! It takes hundreds, if not thousands of sacrifices yearly to move such a ship.

Jaguarship: This ship has a much larger cargo hold than the eagleship. This is because the jaguar knights and other warriors that man them need as much space as possible to bring back sacrifices for the helm of the Pyramid of the Sky.

Jaguarships appear roughly like the predator from which they are named. Their decks are typically loaded with growling jaguar knights that are ready to board enemy ships and take as many captives as possible. As part of their agreement with the Arcane, defeated ships with functioning helms are left adrift by the jaguar knights. Arcane scouts pick up these "leftovers," to be repaired and sold once again.

Eagleship: The eagleship is a marvel of plumaweaving. Unlike the Arcane created jaguarships, eagleships are in fact created by Ihuacatlan plumaweavers for the powerful eagle knights. Comprised completely of feathers, one would think the ships to be vulnerable to fire and frail in ship to ship combat. Their maneuverability even at a decent size, however, makes them far more effective than they might first appear.

Also unlike on jaguarships, the eagleships do not capture sacrifices. The warriors of these ships know only how to kill swiftly and mercifully.