

MZM1

TEOATL MAGIC



The Sea Magic of Maztica
by Jon Hild





TEOATL MAGIC

The magics of Maztica known as *pluma* and *hishna* are two forms unique to the True World which deal with either feathers or claws and talons respectively. What is less known, and only a recent addition to the Maztican arsenal however, is the powerful magic of the sea known as *teoatl*.

INTRODUCTION

This product is the first in a series of supplements tagged with **MZM**, each of which represents an article sized supplement for the Maztica Campaign. While these products can be used as a standalone item, they find their greatest use in conjunction with **MZC1 The Maztica Campaign Guide** and other associated Maztican supplements.

As mentioned previously, *teoatl* is a new form of magic that can be used much in the same way *pluma* and *hishna* magic is used. This book is a book of options with a collection of new spells, items, subclasses and other ideas that are all related to this new form of magic.

While *teoatl* was designed for Maztica, it much of what can be found in these pages can be raided for campaigns that have nothing to do with Maztica. If you strip the "teoatl" tag from the spells, for example, they are easily usable in Faerûn or even on other worlds. Much of the magic here has been inspired by prior sources from earlier editions.

HISTORY

Hishna was one of the first great gifts to mankind by the powerful Maztican gods. In fact, Zaltec experienced an age of prominence after he taught its ways to his priests and artisans.

Pluma was created by the goddess Maztica and passed on to her firstborn Qotal. Qotal in turn, passed it on to mankind at which point he too grew in prominence.

Teoatl is known to have been brought to mankind by the sister goddesses Nula, Watil and Eha with the quiet backing of Azul. Some believe that Azul is in fact the progenitor of *teoatl*, having grown jealous of his two elder brothers, yet he passed its knowledge onto his sisters in order to not draw their ire.

The sisters are also no longer content with taking a backstage to Zaltec and Qotal and the three goddesses are likely destined to receive a surge in reverence as *teoatl* grows in usage. Coastal villages and towns, many of whom rely on the sea's bounty, most certainly have begun to pray to the three goddesses more fervently.

Such a gift does not come without its drawbacks however. Umberlee the Bitch Queen, a cruel goddess who commands the seas, considers the sisters upstarts encroaching on her domain. Where this rivalry will eventually lead is a matter of much debate.

There are also questions as to the source of the magic itself. The sea is not known for so easily giving up its secrets and some claim the goddesses instead stole the magic from the palophonti; an ancient race of giant scorpionfolk who live in the deepest trenches.

Whatever the source, users of *teoatl* are appearing throughout the True World. Research into new spells and uses for existing spells are growing and though it does not yet have the prominence of *pluma* or *hishna*, its usage is no longer uncommon.

There are currently two ways of gaining access to *teoatl* spells. One is by taking the *teoatl magic* feat, and the other by selecting a subclass which uses *teoatl* magic.

NEW FEAT: TEOATL MAGIC

You are trained in the ways of the Maztican sea magic known as *teoatl*. You gain the following benefits:

- You add 1 point to either Intelligence, Wisdom or Charisma (your choice) to a maximum of 20.
- You add all spells with the *teoatl* tag to your spell list.
- You add the Maztican language to your known languages.

Note that this feat is an extension of the *Maztican Magic* feat from page 71 of **MZC1 The Maztican Campaign Guide**. The *Talisman Wielder* feat from that source also extends to include *teoatl* magic talismans.

NEW SPELLS

The following spells are all tagged as *teoatl* magic and can only be used by a character or creature who is capable of casting *teoatl* magic.

Some of these spells have equivalents elsewhere on Toril that do not have the *teoatl* tag, and some might have slight variations in their descriptions.

AIRY WATER

4th-level transmutation [*teoatl*]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pinch of alkaline salts)

Duration: 24 hours

This spell changes normal water into a frothy, airy substance in a radius of 30 feet centered on you that moves with you for the duration of the spell. The airy water is breathable by creatures that can only breathe air and those that can only breathe water.

Movement through airy water is easier than water for normal movement and does not cause a movement penalty. However, swimmers find it difficult to navigate and it costs 1 extra foot for every foot of movement when swimming.

If both the attacker and target are within the area of the airy water, melee attacks do not suffer disadvantage like they do in water regardless of weapon type. Under this circumstance, ranged attacks also do not suffer disadvantage or automatically miss beyond normal range.

In addition, if both the attacker and target are within the area of the airy water, fire causes normal damage unless the target has normal resistance or immunity. Objects can not be set on fire and normal fires like torches are still extinguished, however.

BIOLUMINESCENT BURN

2nd-level conjuration [teotl]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (bioluminescent algae or plankton)

Duration: Concentration, up to 1 minute

Within range, you create a cloud in the shape of a cube 5 feet on each side of bioluminescence which sheds dim light in a radius of 30 feet. If a creature enters the spell's area, it takes 3d4 radiant damage and is outlined in blue-green light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object cannot benefit from being invisible.

FLAWSIGHT

4th-level divination [teotl]

Casting Time: 1 action

Range: 100 miles

Components: V, S, M (piece of limestone)

Duration: Concentration, up to 5 minutes

By touching a body of water, you may see and hear what is occurring at any location within range that also touches upon that body of water. If the target is a creature, the spell acts identically to the spell *scrying*, including the Wisdom saving throw with all appropriate modifiers to the roll.

A creature that can see invisible objects can see your face clearly within the water.

GARB OF PHOSPHORESCENCE

1st-level enchantment [teotl]

Casting Time: 1 action

Range: Self

Components: V, S, M (pinch of phosphorus)

Duration: 1 hour

When this spell is cast underwater, phosphorescent microbes swarm upon you and form a layer of clothing that glows with a blue-green light that sheds dim light in a 30 foot radius. Also, you make all Charisma based checks with advantage towards aquatic creatures for the duration of the spell as they are positively inclined to the beauty of your garb. If cast above water this spell will not function and the microbes will die instantly if brought into air, ending the spell.

HYDRANT

3rd-level evocation [teotl]

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a full waterskin)

Duration: Instantaneous

A powerful stream of water bursts from your outstretch waterskin in a line towards a point within range. Each creature or object between you and the point takes 4d8 bludgeoning damage unless they make a successful Strength saving throw in which case they take half damage.

If the saving throw is failed, the creature is also knocked prone. This spell can be used to put out a fire in a 20ft. cube centered on the target point.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you inflict an additional 1d8 bludgeoning damage for each spell slot above 3rd.

JAWS OF THE MORAY

Transmutation cantrip [teotl]

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Your mouth grows dagger-like pointed teeth and your mouth extends so that you gain the powerful bite of an eel. Make a melee attack with your bite against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your mouth returns to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

OILSKIN

1st-level transmutation [teotl]

Casting Time: 1 action

Range: Touch

Components: S, M (patch of whale skin)

Duration: 1 hour

The skin of the recipient of this spell gains a slick, oily skin which helps them escape bonds and helps glide through water. A creature with this spell active gains advantage on all Dexterity (Acrobatics) saves to escape a grapple or if they are restrained. In addition, the target creature also gains a Swim speed of 30 or adds 10 to their Swim speed if they already have one of 30 or higher.

RIP CURRENT

3rd-level evocation [teotl]

Casting Time: 1 action

Range: 30 feet (see below)

Components: V, S

Duration: Instantaneous

This spell forces a powerful cone of water originating from the caster's hands. Any creature caught in the spell's range must make a successful Strength saving throw or be thrust backwards to the edge of the spell's range. If there are any objects between the targets and the maximum range, the targets will each receive 6d6 bludgeoning damage as they smash into the object. Targets that make their save suffer no damage but they cannot advance directly on the caster.

This spell is more effective underwater, creating the powerful current of the spell's title. Underwater, the spell's range increases to 60 feet and the damage increases to 8d6 bludgeoning.

SHELL GAME

4th-level conjuration [teotl]

Casting Time: 1 action

Range: 120 feet

Components: V, M (clam shell)

Duration: Concentration, up to 1 minute

You throw a clamshell which duplicates itself twice, grows to the size of a medium creature, and lands in three locations of your choice within range.

Any time you step into one of the clam shells, you may instantaneously appear in either of the two other clamshell locations. You may do this repeatedly until the spell is dispelled, dismissed, the duration runs out, you lose your concentration, or the shells are destroyed. The shells are each AC 15, immune to psychic damage, and can withstand 30 hp before they are destroyed.

You may move and cast spells within the clamshell, but cannot see outside of the shell.

SURF

4th-level transmutation (ritual) [teoatl]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (wooden boards)

Duration: 1 hour

This spell grants up to ten willing creatures that you can see within the range of this spell the benefits received by a water walk spell (PHB page 287) but only in a fresh or salt water medium.

In addition, if you stand upon the roughly elliptical wooden boards that constitute the material components of the spell (one per creature affected), a small wave will allow the creature to travel at speeds up to 90 on the surface of the water. If the rider is damaged or attempts to make an attack while surfing, he must make a DC 10 Dexterity (Acrobatics) check to remain on the board. Those who fail fall into the water and end the spell, though they may be successful in their attack.

TIDAL WAVE

7th-level evocation [teoatl]

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You send a shockwave originating on you into a body of water that can be no shallower than 30 feet deep or the spell fails and the spell is wasted. This shockwave triggers a gigantic wave that travels in the shape of a cone from the caster to the spell's maximum range. If a creature or object is less than 250 feet of the caster, the wave does 6d6 bludgeoning damage to it. From 250 feet to 300 feet where the tidal wave crashes, it does 11d10 bludgeoning damage.

Objects which the wave does not destroy stop the wave from continuing to its maximum range. This spell cannot be cast on any medium other than salt or fresh water, and only on the water's surface.

URCHIN

Conjuration cantrip [teoatl]

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You conjure the spines of a poisonous sea urchin that pop up from beneath the feet of a creature you choose within range. The creature must make a Dexterity saving throw or suffer 1d4 piercing damage and 1d4 poison damage from the spines.

The urchins spines will remain for ten minutes unless dismissed and any creature walking on that square in that time will be subject to the spell's effects. Casters often like to use this spell multiple times to set up temporary and impromptu traps.

WALL OF CORAL

6th-level conjuration [teoatl]

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of coral)

Duration: Concentration, up to 10 minutes

You create a sphere or hemisphere of jagged, sharp edged living coral. In water or another liquid medium, the sphere surrounds you completely at a diameter of up to 60 feet. On land, the sphere reached 30 feet above you and you stand at the center essentially forming a dome. Phosphorescence clings to the inside walls illuminating the whole sphere with dim light.

The coral itself is a foot thick, has AC 15 and 20 hp per inch of thickness. In addition, if the wall is attacked with a melee attack with a reach less than 10 feet, the attacker must make a Dexterity saving throw on every attack or suffer 4d6 slashing damage from the coral's jagged edges. A successful save negates the damage, but creatures using a natural attack suffer disadvantage.

The sphere may be dismissed at any time up to the duration by the caster.

WATER FALLING

4th-level transmutation [teoatl]

Casting Time: 1 action

- **Range:** 60 feet
- **Components:** S, M (a small stone)
- **Duration:** 1 minute

You force a target that is a creature and in a liquid medium such as water (though not limited to water) to make a Charisma saving throw. If it fails, it falls through the liquid as if the water were actually air. If the creature hits bottom it takes damage as if it fell. At the end of a fall, the creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Spells like *feather fall* or the ability to fly can mitigate or negate the damage.



MAGIC ITEMS

The following items are created by those who use the Maztican magic of the sea and it includes both normal magic items and teoatl talismans.

Teoatl talismans are created by teoatltamers and might have additional qualities when interacting with feats or class abilities, but otherwise act in the hands of any character as a normal magic item. These items are indicated with the teoatl tag.

Lore specific to each item for the Maztica campaign is also provided.

JAR OF BIOLUMINESCENCE

Wondrous item, rare (requires attunement) [teoatl]

This small glass jar contains liquid water which glows with a beautiful blue-green light after it is jostled with even the slightest movement. It emits dim light in a 30 foot radius when a creature who is holding it takes a move action and for a full minute afterwards. Shaking the bottle (a Bonus Action) also triggers the light emission.

When the bottle is emitting light, an attuned owner becomes immune to necrotic damage which is absorbed by the pure life that inhabits the waters within the bottle.

Every day, the bottle can absorb up to 100 hp of necrotic damage before it goes dark, and it replenishes itself fully in 24 hours.

In addition, the contents of the jar may be splashed upon an undead creature using a ranged attack with a range of 20/40. Undead who are hit take 17 (5d6) radiant damage and must make a Wisdom save with a DC of 8 + your Proficiency Bonus + your Wisdom modifier or be affected as if they were subject to a Turn Undead attack. Once used in such a way, the jar must once again replenish itself and cannot emit light or protect from necrotic damage.

Lore. The island of Vakaardo is known for its many mysteries and the great beauty of its intensely bioluminescent waters. Teoatltamers from this isle are known to forge these talismans as both gifts to worthy allies and even the occasional peaceful visitor.

KELP TWINE OF OBSTRUCTING

Wondrous item, rare [teoatl]

This small piece of entwined kelp can be thrown to a range of 60 feet, and its effect is dependent on where it lands.

If the twine lands on solid ground, it instantaneously expands into a mess of soggy, slippery kelp that makes difficult terrain in a 30 foot radius.

If it lands in a body of water, it forms a cylinder with a 30 foot radius that goes down into the depths of the water to a maximum depth of 100 feet. For 20 minutes, any creatures who travels through the affected area must make a DC 13 Dexterity saving throw or be restrained. They may cut their way out by causing 50 hit points of slashing damage to the kelp which has an AC of 13. Otherwise, they may repeat the save each turn in order to escape.

At the end of 20 minutes the kelp returns to its twine form. Once used it can't be used again until 24 hours have passed.

Lore. Developed by teoatltamers who come under frequent attacks by sahuagin raids, these items are used to slow the advance of the sea devils. Many coastal communities have at least one of these objects which buy precious time for defenders to ready themselves.

NECALLI'S HARPOON

Weapon (harpoon), very rare (requires attunement) [teoatl]

Necalli's harpoon has a reach of 5 feet or it can be thrown with a range of 20/60 and does 1d6 + Strength modifier in piercing damage.

In addition, the harpoon does an additional 1d8 lightning damage and the target must succeed on a DC 13 Constitution save or become paralyzed for 1 minute. Creatures who are resistant or immune to lightning damage automatically make this save.

If the wielder desires, he or she may attempt to pull a creature who has been hit 20 feet towards itself. This only works on creatures of the same size category or smaller and an opposing strength check can be made to avoid the involuntary movement. A paralyzed creature cannot make this check.

Lore. Necalli was a runt of a merrow who was exiled from his tribe on threat of death for his oddly gentle nature and feeble strength.

The clever and gentle merrow managed to gain the trust of coastal humans and was eventually fully accepted into the community.

Over time, the merrow taught the local teoatl tamer mysteries and lore of the sea while the artisans taught the merrow teoatl magic in return.

The first permanent talisman Necalli created was this harpoon, giving him the same advantages a normal merrow might otherwise be born with. It's ability to paralyze compensated for his abnormally low strength and Necalli became a great warrior in addition to his grasp of Maztican sea magi.

RING OF LUSCA

Ring, legendary (requires attunement)

This ring is made of silver and mother of pearl, and its bands are shaped like intertwining tentacles.

While wearing this ring, you can speak its command word as an action to summon a particular luskan. The luskan appears in an unoccupied space you choose within 120 feet of you.

It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 Hit Points.

While summoned, the luskan is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the luskan defends itself against attackers but takes no other actions.

After the luskan departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the luskan dies.

The ring also imparts a *water breathing* on you while you are attuned to it.

Lore. The ring of Lusca is said to be connected to a creature known as Luska who is the progenitor of the species of octopus-sharks known as luskans.

Luska herself is believed to have the head of a titanic dragon, rather than that of a shark.

The existence of these rings are well known by island natives and despite the power that they afford, no islander willingly will wield one. It is rumored that attuning to its power draws the attention of Luska whom the island folk fear greatly.

SKIP ROCK OF BLASTING

Weapon (skip rock), common [teoatl]

When thrown across the surface of water, a skip rock can be used as a ranged weapon that causes 1 point of bludgeoning damage with a range of 40/80.

Skip rocks of blasting are enchanted with teoatl magic so that they explode on contact with a variety of energy types causing an additional 7 (2d6) damage of that sort.

After one use, the skipping stone is no longer magical. They typically come in small leather pouches of 1d8 stones.

ENERGY DAMAGE

Roll 1d8	Damage Type
1	Fire
2	Acid
3	Radiant
4	Necrotic
5	Cold
6	Lightning
7	Thunder
8	Force

Lore. A young boy named Babajide spent many hours of his day skipping stones in the sea of his coastal village until one day the village was attacked by sea devils (sahuagin). At just the age of 11, his aim had become so precise that he was able to fell on of the creatures just as it emerged from the sea.

Babajide grew up to be a talented teoatl tamer but he never quite lost his love for skipping stones. He began to produce hundreds of these weapons in case the sahuagin ever returned.



SPITTING CLAM OF NULA

Wondrous item, rare (requires attunement) [teotatl]

The spitting clam of Nula allows an attuned owner to cast the spell *hydrant* three times each day. The water emanates from the mouth of the clam.

In addition, an attuned owner can burrow with a speed of 30, but only in soft sand or mud.

Lore. These clams are carefully grown by teotatl tamers rather than crafted. Once they are harvested, they become a permanent magical item and are no longer truly alive.

XMUCANE'S CANOE

Wondrous item, very rare

This canoe is a dug out tree trunk with upturned ends and it comes with two long poled paddles intended to be used while the user and an ally stand. It can hold a maximum of 6 people safely and is 14 feet long from tip to tail.

The canoe can be remarkably fast, depending on whom is rowing. To calculate its speed, add the Strength modifiers of the rowers and multiply by ten. For example, two characters are rowing, one with a Strength of 18 (+4) and one with a Strength of 16 (+3). The canoe can travel at a speed of $(4+3) \times 10 = 70$. If only the 18 Strength character chooses to use its move action to row, the maximum speed would be 40.

In addition, the boat is magically stable and any circumstance that would force the riders to make a Dexterity check to avoid falling prone or out of the boat receives advantage.

The paddles are magical and cannot be removed from the canoe, though they can be used as an improvised weapon and in such cases are considered magical as well.

Finally, the canoe has two command words. One changes the canoe into a 6 inch version of itself, and the other returns it to its normal size.

Lore. Xmucane was a priestess of Eha who managed to entrap winds that passed over the sea. She infused this magic into a series of canoes which she built out of the strongest trees she could find.

She had hoped to use the canoes to increase trade with northerly neighbors, but her village used them to war instead which made her grow angry and she refused to share the secret. In her life she created over a dozen of such canoes, but their secret was lost when she died of a broken heart well before her time.

NEW LOCATION

The following new location is for the Maztica campaign, but can be placed anywhere in a tropical setting.

VAKAARDO ISLAND

The isle of Vakaardo is a mythological place, rumored to be one of the most beautiful areas in the whole world of Toril. It has many names, including the Isle of Vakaardo, the Isle of Light, the Sea of Stars and the Phosphorescent Cay.

Vakaardo lives up to its many names and is considered a place of powerful nature magic. The seas that surround it are full of bioluminescent planktons that light up the shores from dusk until dawn every day of the year, even when such displays are out of season elsewhere. The effect is magical, and it is believed that the island is protected by a local nature deity unknown elsewhere.

The island's location is a matter of debate, and it is almost impossible to find. Rumors place its location off the west coast of Maztica at the southernmost point of Kolan, just before reaching Lopango.

Few have made it to the island, but any who do long to return and some have been known to suffer nostalgia that is nearly debilitating in its strength. Vakaardo is believed to be a small slice of a heavenly plane, much like Evermeet is to the elves.

The island is inhabited, but the humans who live there are small in number (believed to be about 500 souls) and of a culture and belief system foreign to either Maztica or Lopango.

NEW SUBCLASSES

The following subclasses and archetypes are related to or use teoatl magic.

ARTISAN ARCHETYPE

The Maztican Artisan class was introduced in **MZC1 The Maztica Campaign Guide**. Up until this point, the only known archetypes have been plumaweavers and hishnashapers.

Artisans may now choose to manipulate the artistry and magic inherent in the seas and waterways to craft beautiful talismans of teoatl magic. Due to their ability to control the ebb and flow of the seas, they are known collectively as the teoatl tamers.

TEOATLTAMER

Artisans who choose the way of the teoatl tamer are most at home in the soft breezes of the golden coasts of the True World. Their skin browns easily and often and their hands are often wrinkled from losing essential oils to the sea. Their hands are strong and tight from working endlessly with shells and fibrous kelp. They often know both alchemical and magical means to make the blue-green glow of phosphorescent plankton permanent, and their talismans are almost always strikingly beautiful.

INNATE SWIMMER

A 7th level teoatl tamer becomes an innate swimmer and gains a swim speed equivalent to their walking speed. The teoatl tamer can share this ability with up to 6 companions once between long rests for up to an hour.

CALL OF THE DEPTHS

At 11th level, a teoatl tamer may blow in a specially prepared conch shell (using an action) to summon creatures of the sea to do its bidding once between short and long rests. Any single beast of up to CR 3 may be summoned or 1d4 beasts of CR 1 or lower. The effort is wasted if attempted on land, otherwise the creatures arrive at the start of the teoatl tamer's next turn.

Once the beast or beasts arrive, the teoatl tamer may command them and the beasts understand the artisan's commands. The creatures disappear after 10 minutes or if they are killed in combat.

WATER NATIVE

At 15th level, a teoatl tamer can no longer be drowned in liquid water, giving him or her a permanent *water breathing* effect. They also become resistant to cold damage and the bludgeoning damage that results from depths only. These abilities may be shared with up to 6 companions as long as they remain within 60 feet of the teoatl tamer.

PALADIN SACRED OATH

Lodges for Shark Knights have only begun to crop up in coastal villages and towns in the True World. They are not yet as well respected as the more well known Eagle and Jaguar Knights, but they are a force to be reckoned with in communities that they consider under their protection. Mazticans have little to fear from the sea when a contingent of Shark Knights patrols the coastal waters.

OATH OF THE SHARK KNIGHT

The shark knight is thought to have first developed their style of fighting in the salt marshes north of Kultaka and further still in its sahuagin infested waters. Surviving a full year in this region is a rite of passage for aspiring eagle and jaguar knights, yet some who came in contact with the sahuagin too often learned much of their ways and eventually found their own path.

The spreading of this knowledge has been slow but other lodges has appeared in cities as far as the coasts of Kolan, Huacli and Far Payit.

SHARK ARMOR

At 3rd level a shark knight is given his shark armor from the artisans of his lodge. This armor will be the focus of many of his future powers and is always the shark knight's most valued possession. Should the armor be lost, the shark knight can petition his lodge for a new set. However, this is a huge embarrassment regardless of the surrounding circumstances and the lodge will always require the shark knight to complete a major task before replacing the shark armor.

Shark armor is flawlessly crafted from the supple skin of a shark and is treated with alchemical oils keeping it permanently in this condition. Like jaguar armor, the face is exposed and positioned as if emerging from the mouth of the shark. The means of crafting this armor is known only to teoatl tamers who work closely with the respective lodges and the secrets have never otherwise been made available. Owning or wearing this armor is punishable by death for anyone who is not a shark knight.

The armor itself has an AC 14 with a maximum Dex modifier to AC of 2. It weighs 12 lb.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>fog cloud, thunderwave</i>
5th	<i>animal messenger (fish), bioluminescent burn</i>
9th	<i>rip current, water breathing</i>
13th	<i>airy water, shell game</i>
17th	<i>cloudkill, telekinesis</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Slick Armor. As an action, your armor becomes oily and slippery. You gain the benefits of the *oilskin* spell for 10 minutes.

Rubbery Armor. As an action, your armor gains a cushioned protective layer. You gain resistance to bludgeoning damage for 1 minute.

SHARK SHAPE

At 7th level you may use an action to assume the shape of a hunter shark once between every short and long rest. The shark knight may only transform while wearing his shark armor. This ability lasts a number of hours equal to one half of your shark knight level rounded down.

Your statistics are replaced with the statistics of the hunter shark except you retain your personality, alignment, Intelligence, Wisdom and Charisma.

You also assume the hit points and Hit Dice of the hunter shark, but if you fall to 0 hit points, you revert to your human form. Any excess damage is subtracted from your hit point total. Any other benefits of your class are kept except you also assume the senses of the hunter shark. You cannot cast spells in this form, and your equipment merges with your hunter shark form. You may not cast spells in your hunter shark form or use your Channel Divinity ability, but active spells remain.

Your shark armor gains a +1 bonus at this level when you are wearing it.

ARMOR DANCING

At 15th level you may choose to perform a ritualistic dance once between short and long rests. This ability is a reaction to taking weapon damage and halves the damage of the attack against you.

When you assumes the form of a hunter shark at this level, you provoke no attack of opportunity when swimming out of enemy reach.

Your shark armor gets a +2 bonus when you are wearing it.

WAVE OF AZUL

At 20th level you can use the *tidal wave* spell once between long rests, except that this version of the spell summons water from the elemental planes and doesn't require a body of water nearby.

ARCANE TRADITION

At this point in Maztica's history, no known "teoatlcaster" are known to exist. The magical discoveries are growing exponentially, however, and it is only a matter of time before one makes his or herself known. The information below represents the likely powers of such an arcane tradition. Perhaps your character is the first known, a legendary character for future generations of wizards.

TEOATLCASTER

You have seen how easily the artisans manipulate the power of the sea and the abundant life that resides within it. You know your skills do not lie in taming such power, but rather dominating it.

PLUMA MAGIC SAVANT

Beginning when you select this type of magic at 2nd level, the gold and time you must spend to copy a spell with the teoatl tag is halved.

VARIANT FAMILIAR

At 2nd level, you add the *find familiar* spell to your spellbook if it is not there already. When you cast *find familiar*, you may choose to summon a steam mephit or mud mephit with an alignment that matches your own in lieu of the other choices given in the spell description.

WATERBORN

You gain a swim speed of 30 feet unless you already have a swim speed of 30 or greater, in which case you add 10 feet to your swim speed. You also gain 60 foot darkvision.

AQUATIC CONJURATION

At 10th level, you can double the number of aquatic creatures you conjure when you cast a conjuration. This cannot be used on spells with an instantaneous duration, such as *find familiar*.

DWELLER IN THE DEPTHS

You gain resistance to cold damage and you gain the ability to replace the damage in any evocation spell with cold damage. A fireball, for example becomes a ball of cold and burning hands becomes freezing hands.

This can be done on one spell between each long and short rest and does not require any other alterations to the spell or the methods of its casting.

NEW MONSTER

The following new creature is an updated classic. Though it can fight back, a DM might want to consider finding one part of a treasure, considering the substantial value of its shell.

GOLDEN AMMONITE

In the darkest depths of the ocean a prehistoric and primitive creature known as the ammonite dwells in unknown numbers. The normal ammonite is a small and inoffensive being, but a much larger and more magical version of this innocuous creature is also rumored to exist. Proof of the fabled golden ammonite has been brought to the surface by treasure seekers who haul its gold shell to land where they can live in luxury for years to come.

Rare in the Extreme. If it were not for their shells, golden ammonites would likely remain a legend unknown to surface dwellers and even to those sea creatures who remain mostly in the shallows. They dwell only in the lightless depths, where only the occasional bioluminescent lure of deep sea predator breaks the endless dark and the cold and pressure could kill an unprotected man in an instant.

It is assumed that they reproduce and live life cycles much like a normal ammonite, but a golden ammonite does not give up its secrets easily. They are clever creatures, eager to escape danger rather than confront it, and they have a number of means to do so..

Golden Shell. The shell of the golden ammonite is of course what it is most famous for. Made of nearly pure gold, somehow the golden ammonite absorbs the substance from oceanic silt as it grows and incorporates the material into its shell. Golden ammonite shells are never found abandoned and it is unknown as to why.

If a shell is to be acquired it is either through violence or in the treasure of an individual who has killed one themselves. Perhaps if a golden ammonite dies of natural causes, its shell dissolves along with the creature. The truth may never be known. A broken golden ammonite shell is worth 1,000 gp and one that is intact can typically fetch up to 5,000 gp.

GOLDEN AMMONITE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	3 (-4)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, cold

Condition Immunities charmed

Senses blindsight 120 ft. passive Perception 10

Languages -

Challenge 5 (1800 XP)

Magic Resistance. The golden ammonite has advantage on saving throws against spells and other magical effects.

Superior Senses. The golden ammonite has evolved to

detect predators or other hostile creatures from great distances. The creature can detect even the smallest movements in water from a great distance, allowing it to evade dangers even before they are aware of the ammonite. This ability gives the golden ammonite "sight" up to 600 feet away even in the dark depths of the ocean.

ACTIONS

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (6d4+3) bludgeoning damage and if the target is a creature, it is grappled (Escape DC 15).

Light Ball (Recharge 5-6). As an action, the golden ammonite may discharge two balls of blinding light, each of which may be aimed at separate targets within 90 feet. The light balls cause blindness for 1 minute if the target fails a DC 15 dexterity saving throw. If the save is failed by 5 or more, the blindness is permanent.



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All additional art was found on www.pixabay.com or www.shutterstock.com and is part of the Public Domain.

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Hydrant spell created by Lee Morgan, *airy water* and *flowsight* inspired by Stormwrack spells of the same name.

LEGAL

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