

TWR1

THE SEA DEMON'S PEARL

**A MAZTICAN ADVENTURE AND SOURCEBOOK FOR
FOUR CHARACTERS OF LEVELS 5-7**



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A MAZTICAN ADVENTURE FOR LEVELS 5-7

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MAZTICA ALIVE!

“Maztica Alive!” is a group of enthusiasts whose love of the Mesoamerican setting in the Forgotten Realms known as Maztica continues today - almost thirty years after the setting's introduction. All Maztica Alive products are for use with the fifth edition of the Dungeons and Dragons game.

A few years ago, Maztica Alive reintroduced a number of Maztica Products which can mostly be found on DMsGuild. These include:

TWC1	<i>The Maztica Campaign Guide</i>
TWC2	<i>Lopango – Land of the Sacred Sun</i>
TWC3	<i>Claw and Sting – The Scorpionfolk of the Maztican Underdark</i>
TWC4	<i>Esmeralda – Island of Revolution and Supernatural Threats</i>
TWC5*	<i>Maztican Bestiary – Monsters of the True World</i>
TWC6	<i>True World Bestiary II – Monsters A-H</i>
TWN1	<i>Azure Skies</i>
TWM1	<i>Diamond Eyes – A True World Tale of Betrayal</i>
TWM2	<i>Fangs and Feathers – A Book of Spells for the True World</i>
TWM3	<i>The Grand History of the True World</i>
TWM4	<i>The Penguinfolk</i>
TWA1	<i>The Ruins</i>
TWA2	<i>The Curse of Zarzumotl</i>
TWA3	<i>Blood Offering</i>
TWA4	<i>The Siege of Heroika (Esmeralda)</i>

ABOUT THIS BOOK

This product is the first in a new “phase” of Maztica products which will all receive the new tag “TWR” which represents a True World Resurrection. There is something major afoot that all TWR products will at least partially tie into. Keep an eye out for future installments!

In this book, you will find an adventure set in Far Payit, a jungle nation in the land of Maztica that contains a people who have many similarities (yet many differences as well) to the real world's ancient Maya. New monsters and NPCs from the adventure are found in **Appendix A**.

The remainder of the book is **Appendix B** which describes a whole new form of magic known as teoatl, along with new items and class paths that relate to this form of magic.

RUNNING THE ADVENTURE

This adventure is designed for four players of levels 5-7. Level 5 is the ideal starting point and some of the encounters might need to be adjusted for higher levels. The final encounter is with a CR9 creature, but smart players should have time to prepare.

Other than the basic 5e rulebooks, the only other book that might be necessary is *TWC1 The Maztican Campaign Guide* which is available for free from DMsGuild.

Monsters and NPCs found in the adventure are highlighted in **bold** if they appear in the Monster Manual, and *italics* if they can be found in *Appendix A* of this product.

BACKGROUND

Pearls have brought great wealth to southern Far Payit ever since the arrival of Cordell and the Faerunians over a century ago. Unfortunately, this wealth does not always come without a price paid in blood. The skills necessary to harvest pearls have been passed down through many generations of experienced divers, but every now and again tragedy strikes. Often, this means only the death of the diver, but this time an entire community might suffer due to one overzealous young boy. Can the heroes solve the riddle of the Sea Demon's Pearl before it is too late?

THE TOWN

The arrival of the Golden Legion and the subsequent influx of foreigners over a century ago changed the True World in subtle ways.

One of these changes is the value that has been placed on items and simple objects that once seemed far less important. Pearls are one of these items, and the Faerunian's love of them has spread even among the natives who once thought of them as ornamental at best.

The idyllic town of Cuitzilli sprung up nearly overnight due to this budding fascination. Located south of Tulom-Itzi on the Sea of Azul;

the coastal town is surrounded by tidal lagoons that were at one point exploding with oysters.

Though some of these lagoons have run dry due to decades of overzealous diving, many still remain unexplored and undiscovered.

THE FISHERMAN'S BOY

Asquel is like many young boys in Cuitzilli – brave, adventurous, and the son of a simple, poor fisherman. The divers of Cuitzilli have become somewhat a ruling class, and they guard their precious lagoons from those who would take from their source of wealth. Asquel, at the age of only twelve, had decided he had seen enough of his family's suffering and without their blessing, he sought to make a fortune on his own. Blessed with an almost unnatural talent to remain underwater, he believed that he could sneak into a local lagoon and steal enough pearls to lift his family from poverty. Hopefully, his family would sell his stolen pearls in the marketplaces of Tulom-Itzi without getting caught.

Asquel attempted his thievery in the early hours of the morning, but was captured, beaten and dumped into the ocean by the greedy owners of the tidal lagoon. Slipping in an out of unconsciousness, Asquel survived his ordeal and the flotsam that held him afloat brought him many miles to the north. When he awoke, it was in a large and untouched lagoon far from Cuitzilli. The boy recovered over many days; long after he was sure his family thought him dead.

A tenday into his recovery, Asquel heard a great splash in the center of the lagoon that drew his attention. Having regained enough strength to swim to the location of the sound, Asquel dreamed of the succulent fish he might have for dinner that evening. One more solid meal and he felt he could begin the long journey back home.

When he reached the center of the lagoon, he did not find his fish, but a great shadow drew his attention to the bottom. Asquel dove deep that day, perhaps deeper than he ever had before. He dove until he could no longer bear the burning in his chest and the pounding pressure in his ears. But then he saw it, an oyster bigger than any

ever seen. Not even the boisterous divers of Cuitzilli had ever spoken of one so grand.

Even more remarkably, sitting inside the open shell was a fist sized black pearl. Here, in this distant and hidden lagoon, Asquel had found the solution to his family's poverty. He knew that when he returned home, his family would hail him a hero.

THE SEA DEMON'S PEARL

In Faerun, the dreaded intelligent rays known as the ixitxachitl are a menace in the seas, rivers and underground lakes. What few know, however, is that the creatures did not originate in Faerun, nor are they found in their original, most powerful form.

The Maztican ixitxachitl is a beast to behold. Grander in size, crueller in temperament, cunning, but often less intelligent – they are truly demons of the sea.



Some say the ixitxachitl worship the demon lord Demogorgon, others say their god is the Great Ray, Ilxendren, or even the ancient Dagon. Whomever they worship, the Maztican rays care only for themselves and they are gods in their own worlds and few are willing or able to withstand their great powers. Connected to this power is a fist sized Black Pearl. A Black Pearl is an extension of their dark powers and they can only ever have one which it carefully grows and cultivates in a massive clamshell. The Pearl allows an ixitxachitl to summon all sorts of beasts to its side to obey commands and tend to its needs. The Black Pearl must remain relatively close to the sea demon for its power to work, but the ixitxachitl have been known to allow it to slip into the hands of others on occasion. The sea demon knows that its new owner will be blamed for the attacks that soon ensue and the added chaos brings joy to the cruel creature.

Asquel's pearl is one of these Black Pearls, and it has been brought to Cuitzilli. The village elders have decided to purchase the pearl from Asquel personally for a hefty sum and use it as a symbol of the village's prosperity. It will become the centerpiece for a growing community, and Asquel represents what can become of even the lowliest fisherman with hard work and perseverance.

It is now only a few short tendays after the boy's return, the culprits who beat him and left him for dead were punished and their assets seized.

What the elders did not realize, however, is that the Sea Demon has followed the boy, and when the attacks from the sea begin, none are prepared.

ADVENTURE LOCATION

The adventure begins in Cuitzilli, but the reason that the party is in the town is largely left for the DM to decide.

Some possibilities could be centered on the bounty of pearls themselves. The bulk of the recovered pearls are sold in Tulom-Itzi, and the journey through the jungle is a treacherous one for even the hardiest of caravans. The adventures could have been hired in any major

settlement in Payit or Far Payit to guard this caravan, bringing in as much as 500 gq (2,500 gp – see the chapter on currency in *TWC1*) on the journey's completion. The first wave of attacks should begin before the players set out.

CUITZILLI

The map on page 6 represents Cuitzilli. The caverns of the sea demon are only just off the map to the west, deep underwater.

Area 1: Temple to Umberlee. One of the founding members of Cuitzilli was a Golden Legion legionnaire who helped Alanza DaNosta destroy the great Star Worm, H'Calos. A well respected sailor, the legionnaire abandoned Cordell shortly after the beast was defeated and helped victims rebuild their lives here. The sailor worshiped the god Valkur, but understood the importance of keeping Umberlee's wrath from falling upon any who depend on the seas. His stories of Umberlee grew in local legend until eventually some of locals began to worship her, and the name of the town, which means "crooked one of the sea" is an homage to the goddess. Very few townsfolk worship the Bitch Queen, particularly after the century long silence of the gods, but almost all respect her power and realize that much is dependent on her mercies. When the attacks begin from the sea, naturally her displeasure is a perceived cause.

Area 2: Plaza. What might appear to be the largest temple is actually a bustling marketplace for fish, fine objects of pluma or teoatl art (and the occasional work of hishna), exotic birds, etc. Pearls, of course, are abundant, and typically worth only 75% of their normal value due to a flooded market. Teoatltamers (see *Appendix B*) here have cleverly learned to use the sea's bounty within their works of art, and they are well known elsewhere as far as Kultaka. This form of craftsmanship here has become quite commonplace, and beautiful art abounds which consists of kelp, corals, scales, and of course – pearls.

Area 3: The Ball Game. In Cuitzilli, the Maztican ball game is taken quite seriously, and

its stadium is also the location of the town's administrative center. Elders frequently meet here with the most prominent divers to decide regional disputes and diving rights. This all occurs of course, after they all attend a match and bet vigorously on their favorite players or team. Most meetings involve copious amounts of the alcoholic beverage known as octal.

One whole side of the court is removable, and is only put into place at the beginning of a match in order to let in the throngs of attendees.

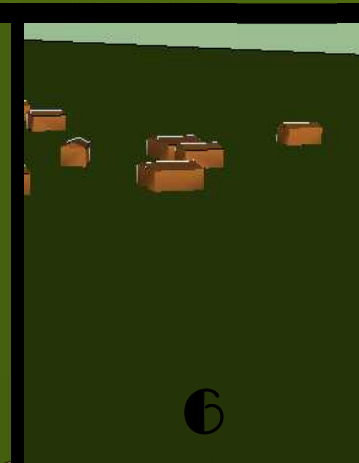
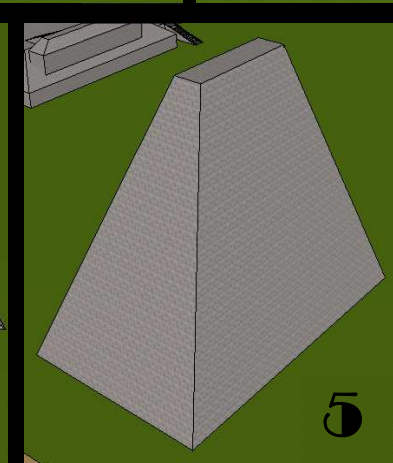
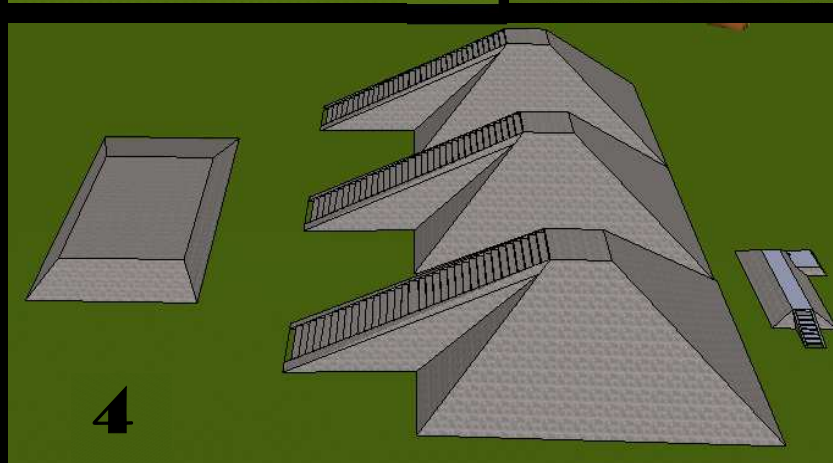
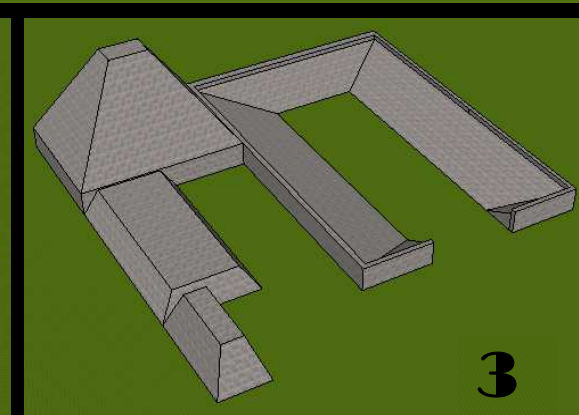
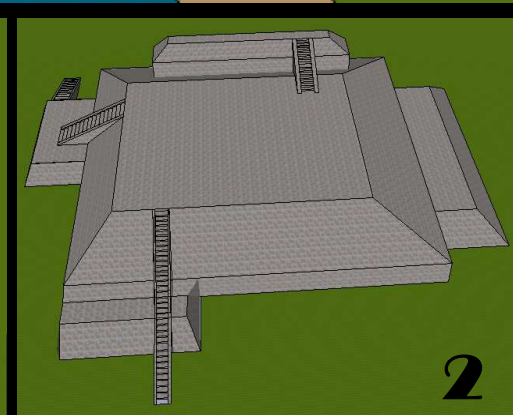
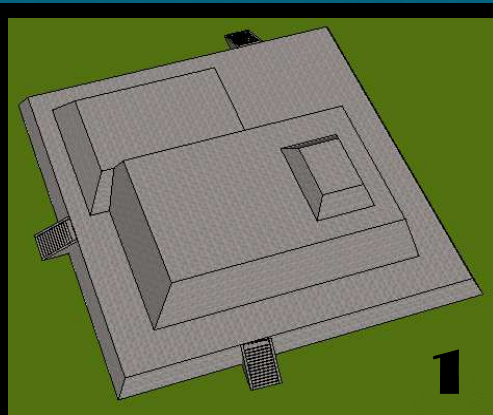
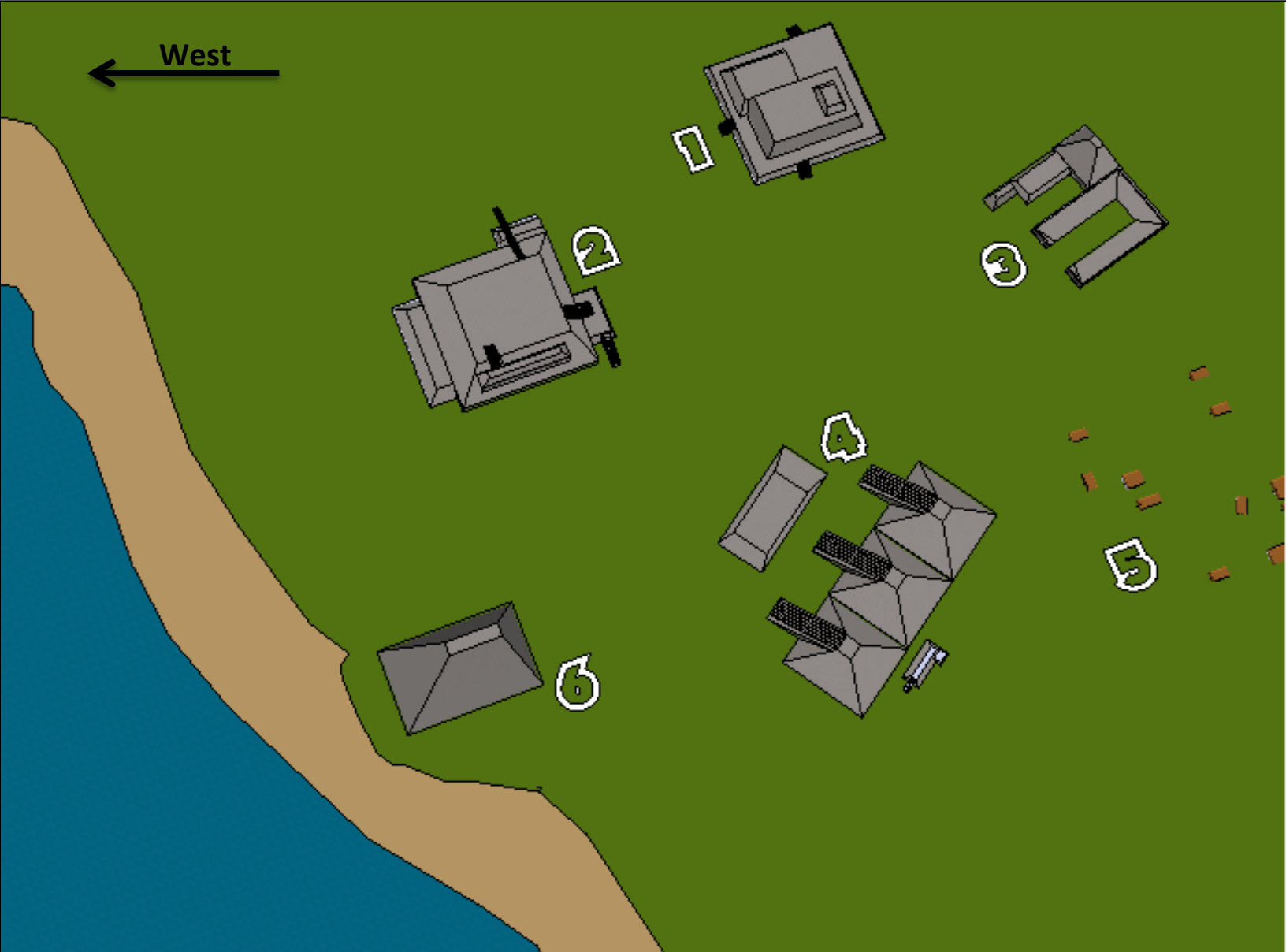
The Black Pearl is kept here on display for all to see, and it typically has visitors at all times of the day. The pearl is heavily protected.

Area 4: Triplet Temple of the Sisters. While Umberlee is appeased in Cuitzilli, the sister goddesses Nula, Eha and Watil are the most commonly worshiped. As the goddesses of animals, the wind, and plants respectively, the sisters are ideal for a society that is so dependent on the natural world around them. These temples are also heavily guarded and said to hold one of the greatest stores of pearls known in all of Maztica, if not the world. Female teoatltamers and casters are common here. Much of the research into their relatively new source of magic has been done deep within the temples. The sister goddesses are known to approve of their efforts, and have contributed much to the development of the magic.

Area 5: Residences. These are the homes of the typical resident of Cuitzilli, though dozens more are located further east of the town itself. Many of these homes form what can almost be seen as small communities of their own with Cuitzilli proper forming a community epicenter.

Each home is made of typical Far Payit housing materials such as wood, thatch, vine and reed, though they also tend to use a strong variety of kelp found in the sea nearby that dries as strong as hemp rope.

Area 6: Temple to Qotal. Qotal, like in most of Payit and Far Payit, was once the prominent deity in Cuitzilli. His worship, however, declined precipitously during the long silence of the gods and his great pyramid lies all but abandoned. There is a long platform atop the



pyramid which is still used to spot fisherman far out to sea and on the darkest or foggiest of nights, large fires are set atop it to guide them back home.

EVENTS

Only shortly after the PCs arrival in Cuitzilli, the ixitxachitl appeared in the waters just off the town's shore and it located a cavern large enough to hold its bulk and form only a temporary residence. Maztican ixitxachitl actually prefer to roam open areas they have claimed as their territory and this is far from its home lagoon to the north.

This particular sea demon is not yet ready to make its presence known. Instead, its close proximity to the Black Pearl has allowed it to activate the pearl's ability to summon sea creatures from the deeps and command them. The ixitxachitl has no control over which types of creatures are summoned, but those that do come are directed to attack the shores immediately.

Event 1: Plesiosaurs. A typically beautiful afternoon in Cuitzilli is shattered by the sounds of frantic horn blowing coming from the top of the old Temple of Qotal.

Watchman are typically hired by fisherman and stationed atop the temple whenever they are out checking nets or attempting to bring in a profitable haul.

Bellowing with a conch shell and pointing towards the sea, a watchman has the attention of everyone on shore. Within moments, four men board canoes armed with spears and plumastone tipped harpoons. In the distance, swirling waters and an occasional fin surround the last upright canoe of three. Men and women from the two overturned canoes scream and splash at the water around them when suddenly a long, snakelike head appears from the sea and snatches a helpless victim. The water turns red and his life is over in moments. You see a few canoes that remain on the shore only a short row from the battle.

The canoes on the shore are not designed to hold more than two medium sized creatures and the party will likely have to split up into pairs. Three could fit into a single canoe, but doing so would risk the canoe overturning during battle. With three in the boat, every time a player makes an attack they must make a DC 12 Dexterity check or fall prone. A missed check by 5 or more causes the boat to overturn, dumping everyone in the water. Players in the water suffer disadvantage against the plesiosaurs on attack and defense rolls due to the flotsam, churning waters and general chaos. They also instantly become targets for all remaining plesiosaurs.

In the time it takes for the players to reach the battle, another canoe has been tipped and both a plesiosaur and an armed fisherman have been killed. The remaining three rescuers are engaged with another while two beasts go for the defenseless humans floating by their canoes. The players can only save everyone by splitting up their attacks since the plesiosaurs are cunningly choosing to separate their prey.

If the players defeat their opponents they can help the two fishermen (who have the statistics of a **tribal warrior** from page 350 of the MM) fight off the remaining plesiosaur. The statistics for the three **plesiosaurs** can be found on page

ELEUIA'S BRACELET

Wondrous item, very rare (requires attunement)

Eleuia's bracelet is a permanent teoatl talisman that has been infused with magic of the sea. The bracelet has numerous shark teeth and small pearls interwoven in its band.

If the wearer is in or on a sea which would normally contain reef sharks, he may summon 1d4 to come to his aid once each week. The sharks can understand simple commands even from underwater, but are not intelligent enough for complex actions.

In addition, the wearer has advantage on all checks that involve swimming and may hold his or her breath for twice as long as normal.

80 of the MM.

The slain fishermen were all members of a rather popular family who were known for their generosity with the poor and talents for crafting teoatl talismans. If the players bravely faced the plesiosaurs and managed to prevent further death, the house matriarch named Eleuia offers them each 400 gp worth of raw pearls. If one player stood out among the party, she offers him or her a small hemp bracelet with shark's teeth and pearl charms as a token of her appreciation. This bracelet has the magical ability to summon creatures of its own and its full abilities can be found on the previous page.

Event 2: Sahuagin. Not long after the bodies (or what remains of them) are laid to rest the second attack comes from the sea in the form of a sahuagin raid. The attack occurs at night and takes the form of squads of 8 **sahuagin** or 1 **sahuagin baron** with three normal sahuagin accompanying it. Attacks occur at areas 1, 4 and 5 and the players should attempt to thwart however many they can. Only higher level parties (or those with greater numbers) should face the baron led groups, and adjustments to the number of normal sahuagin encountered should be made as the DM sees fit.

At the battle's conclusion, the townsfolk will start to become suspicious of the frequency of attacks. Two in as many days is unheard of but it could still be coincidence.

At the moment, there are a number of theories that are beginning to gain momentum. Some believe it (rightfully) to be the Black Pearl, most think it is simply Umberlee's will, and a small but growing number blame the attacks on the presence of the characters themselves!

The young farmer boy Asquel (who originally found the pearl) is convinced of the truth, but he greatly fears the repercussions for his family should it be found out. Occasionally, the players will see him in a crowd staring at them. He doesn't quite know what to make of them yet, and he will not respond to being hailed.

Event 3: Sand Sharks. There is at least 200 feet of sandy beach at any given point near town and there is always over a dozen men, women and children on it either working or playing at any given point in the day. If the characters set

foot on the beach at any point during the day read to them the following scene.

Cuitzilli is a town of impressive folk with strong wills. Despite the tragedies of recent days life is going on as normal, and as it always does on clear, hot days such as today – the beach is noticeably occupied.

The sun glare on the white sands is overwhelming and you are not quite sure you see what you think you are seeing, but it looks as if a fin just surfaced not from the water, but rather cutting through the sand itself.

You look around yourselves and realize this is no hallucination – there are undoubtedly fins in the sand and you aren't the only ones to have noticed. A woman screams and grabs her child as a fin approaches. Another woman, possibly an aunt or friend, gets between the mother and the strange beast brandishing only a piece of driftwood. Others around you scream and run for the temples.

A bizarre school of creatures known as sand sharks have been called by the Black Pearl despite the fact that they are no longer creatures of elemental water. They are cunningly intelligent and malicious creatures who swim through the sand as a regular shark would swim through water. Incapable of "swimming" through anything harder than soft sand, they can at best travel *under* the ocean to find prey from beach to beach. The creatures are thankfully rare, but there are a half dozen total on the beach at the moment. Sand shark statistics can be found in **Appendix A**.

The sand sharks can be easily avoided if the players decide to flee to the town, but this will mean at least three townsfolk who were too slow are killed.

When the sand sharks are disposed of and the characters return to town, an elder (and the famous pearl diver) Icnoyotl will summon them to area 3, first to watch a ball game, and then to discuss the recent attacks.

Event 4: Icnoyotl. When the sand sharks are disposed of and the characters return to town, an elder (and famous pearl diver) named Icnoyotl (statistics as **noble** from page 348 of **DMG**) will

summon them to area 3 via a young messenger, first to watch a ball game, and then to discuss the recent attacks. When they arrive at the ball game and Icnoyotl finds them he approaches and begins to speak. Read the following to the players.

“Welcome to our growing town of Cuitzilli. Had I known folk of your renown had come to my home we could have prepared a meeting under more pleasant circumstances.

I am Icnoyotl, and though time may have stolen my talent from me, I was once regarded as the greatest of pearl divers as my father Zomantzin had been before me. Now I am sought after for the wisdom that comes from experience and I do what I can to help my beloved Cuitzilli continue to grow strong for my children and grandchildren.

Is there anything you wish to know about Cuitzilli before we discuss the matter at hand?”

Icnoyotl is a braggart and quite greedy, but he does have the town’s best interests in mind. The old diver has skin like darkened leather but his blue-green eyes indicate at least a modicum of non-native ancestry.

The retired pearl diver is willing to give the entire history of Cuitzilli to the characters and he describes its main areas if they are curious. After a bit of discussion, he invites the characters to come join him for some entertainment at the nearby ball court. The game being played is known as òllamaliztli and it is relatively common in Maztica. There are differing versions throughout the True World, but this one has removed the stone rings that typically accompany a court of this size. The characters might not understand the rules, but it is obvious that the athletes may not use their hands.

Icnoyotl explains to the characters that he has placed quite a large wager on this particular game and at its conclusion; his excitement about winning is palpable.

Icnoyotl offers each character a wooden cup of octli (an alcoholic beverage whose description can be found in *TWC1 The Maztican Campaign Guide*) and finally gets down to business.

“As you have seen, and I thank you eternally for your assistance, my home is currently under siege for unknown reasons. Attacks are not unheard of here in Cuitzilli, but three so close together can simply not be coincidence. There is a reason these creatures are attacking our town and though I am unsure of the specifics, I believe it to somehow be related to the displeasure of Umberlee. Do you know of the Crooked One of the Sea for whom our town is named?”

If the players already know this bit of history, Icnoyotl continues.

“You have proven yourselves recently and unlike others in town, I do not believe that your arrival has led to these attacks. However, I do believe you can help us stop them. Our warriors are few, and they are needed to guard the town in case of another raid. Would you help us find the cause of Umberlee’s displeasure?”

The players are not in any way obliged to help, but the attacks will continue in the coming days with increasing frequency until the town itself is finally abandoned. Fishing and pearl diving for certain are put on hold, and they are unfortunately crucial to the town’s economy and survival. The ixitxachitl will not be content with the return of its pearl and it will remain to ensure Cuitzilli’s destruction.

If the players refuse to help but remain in town, the townsfolk will increasingly place the blame on their presence as the attacks continue. At some point, the players may be dealing with an angry mob in addition to the threat from the sea.

Icnoyotl explains that the village elders would likely reward them with a fortune in pearls should they bring back proof that they stopped the attacks from continuing.

THE SEA DEMON

The players may determine the source of the attacks through a number of means, including a

variety of divinations, but if they become stumped, the young brash farmer boy with a growing sense of guilt approaches them.

“Greetings brave ones. I believe I may know the reason the Cuitzilli is under attack. I have angered the Crooked One, and she has cursed us – can you please help me?”

Asquel knows there is something in the waters just off the coast that is directing the attacks and he suspects it is all connected to the pearl. If the players agree to help, he reaches into a bulging pocket and pulls out the Black Pearl, which he has stolen once again.

“I don’t know if I can be saved, but hopefully Umberlee will take her mercy on Cuitzilli. She is here, just a short distance off the shore and I believe she waits for this to be returned to her. I do not know if the goddess will reward you or destroy you, but I myself cannot return it. I fear her anger at my theft will not even allow me to get close.”

Asquel is correct that the attacks originated from the theft of the pearl, but the Maztican ixitxachitl is no goddess and returning the pearl will not satisfy it. It is a cruel being who can command the pearl’s magic from afar and it will not be satisfied until the town is abandoned or destroyed.

If the players decide to destroy the pearl or bring it out of the range of the sea demon’s control, the daily attacks will stop, but the beast itself will not leave the nearby waters and it alone can effectively halt the town’s growth and economy. It is difficult to maintain a seaborne economy when entering the water leads to a swift death.

Asquel’s theft of the pearl went remarkably smoothly, and the town elders are clueless as to its whereabouts. If they notice the players carrying it, it will require a successful DC15 Charisma (Persuasion) check to convince them of the folly in keeping the pearl. Unconvinced elders will not attack but the characters will never truly be welcomed back in Cuitzilli again. The markets will shun the characters and

Asquel’s family will be forced to return their newfound wealth.

CAVERNS OF THE SEA DEMON

Even in visible range of the shore the water gets too deep to dive very quickly. The ixitxachitl has found some natural caverns on the sea floor where it has taken up at least a temporary residence. It would likely remain here only until it is confident Cuitzilli becomes uninhabited out of sheer cruelty. At such a point in time, it would dismiss the creatures it has summoned and return to its lagoon to the north. The merrow would likely remain and continue to inhabit the caverns.

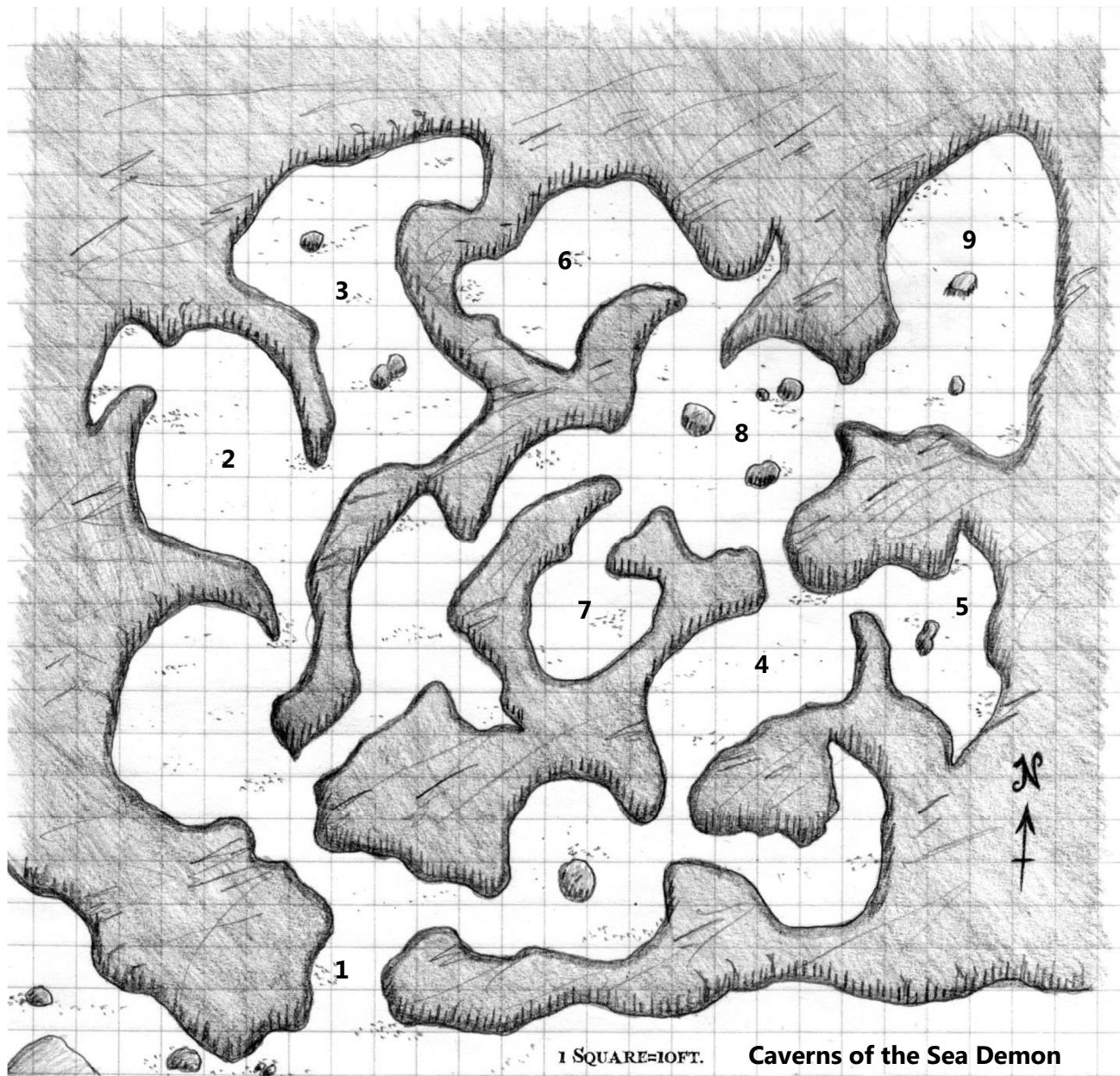
Room 1: Entrance. The entrance to the caverns are covered in a thick bed of kelp obscuring the entrance. Even so, the sea floor is otherwise nondescript, and the contrast makes the entrance relatively easy to find (search DC10). What the characters will likely not notice however (search DC20 to notice is the carnivorous, ambulatory kelp that intermixes with the more mundane varieties. The kelp is fast growing and its spores permeate the mundane varieties. Every day they return to the caverns, it will have fully regenerated.

Unless the players decide to spend an entire week of their time (during which the ixitxachitl will continue to summon sea creatures) removing every last bit of weed, there is no way for them to permanently remove the recurring menace.

The statistics for the *carnivorous kelp* can be found in **Appendix A**.

Room 2: Cavern of Merrow. The merrow (page 219 in *MM*) in rooms 2 and 3 were actually the first creatures summoned by the Black Pearl, but the sea demon finds them pleasing, and prefers to use them as valuable guards rather than raiders. Three occupy this chamber at all times, with the rare exception of when one is searching for food.

The merrow carry a total of ten small pearls worth 25 gp each in this room.



Room 3: Merrow Hoard? Only two **merrow** occupy this cave and they seem to be guarding a sunken treasure chest. The merrow make a good show of defending their “hoard,” which is in fact a **mimic** (page 220 in *MM*). Should the PCs get to within reach of the mimic, it will attempt a surprise attack.

Room 4: Effervescent Chamber. As the characters get closer to the south most portion of this cave from elsewhere in the caverns, they will notice a definite drop in the water’s temperature. The cave’s ceiling is higher

than others, reaching almost 40 feet at its highest point and the top half is filled with foul, but breathable air. A rare aquatic offshoot of **brown mold** has grown in this chamber and it keeps the other inhabitants away. The air is a byproduct of the mold’s natural body processes and small bubbles can constantly be seen floating up from the cave floor, causing an almost effervescent affect that isn’t quite enough to obscure sight.

Every turn that the PCs start in this room, they will have to make a DC12 Constitution saving throw. Any who fail take 22 (4d10) cold damage. The mold is part of the reason this

branch of caves and tunnels is mostly unoccupied, and pearl controlled creatures will only follow the PCs here if directly commanded by the ixitxachitl. The sea demon itself will not pursue characters fleeing characters here, but will instead attempt to head towards the merrow rooms to eventually cut them off from escaping at Room 1.

Room 5: Pillar Room. The temperature in this room is still noticeably uncomfortable, but it is not damaging and it is safe to rest in here, as no minions will willingly pass through Room 4 to get here. There is a long, thin stone in the rooms center which almost reaches the ceiling and looks somehow out of place. The pillar is not free of sea flora but with a successful search (Wisdom (Perception) DC10), the players will find the symbol below engraved on the rock.



Make an Intelligence (Religion) check based on the characters' background (DC10 for native born, or DC15 for Faerunian characters) to pick up on the fact that the symbol is of the mother goddess Maztica

Any player who touches the symbol will suddenly feel warm despite the chilled waters and have a vision of the dead goddess who beckons them from atop a pyramid that stretches beyond the edge of sight. Before the character can do anything the vision ends. At this point the character will gain inspiration. Each character can only have the vision and gain the inspiration once; however, they are now also

immune to the cold damage dealt from the aquatic brown mold.in Room 4.

Room 6: The Artist. The only remaining resident of these caves prior to its occupation by the ixitxachitl is a strange **chuul** (MM page 40, except alignment is CN) with a penchant for artistry. As the players enter this chamber, read the following.

A greenish glowing light permeates the chamber and you see a large tentacled lobster like creature in the far corner of the room. Its back is turned to you and it seems to pay you no mind.

The glow comes from what you can only describe as "paintings" on the inside of large clamshells that are scattered throughout the room. For every shell that glows, there are ten scattered about that appear to have gone dark.

Unlike the vast majority of its kin, this chuul is not necessarily hostile and it is content to be left alone. Long ago, the chuul was under the direct influence of an aboleth that fled for other regions. The sudden disconnect drove the chuul slightly insane and it discovered that it had an ability to take phosphorescence from surrounding waters and create a sort of a living pigment. Using the insides of giant clamshells, the chuul started to calm its mind by creating what it considers art using its tentacles and these new aquatic pigments.

The ixitxachitl finds the chuul's art pleasing and has left it alone.

There is a form of aquatic sea lice in this cave that can easily become agitated and cause severe itching if the characters initiate any violent or sudden movements. If the PCs attack the chuul, they will suffer disadvantage on all melee attacks and casters will have to make a successful DC10 Constitution check to successfully initiate or maintain concentration. This effect wears off after the PCs leave the cavern.

The pigments are actually made of millions of microscopic organisms, however, and they tend to eventually die after a time, so the chuul's work is temporary at best. There are currently three "living" clamshells that could fetch up to

3,000 gp each to a buyer and an additional masterpiece worth 5,000 gp, but the phosphorescence dies within a single day out of water, and a week if it remains underwater. If the PCs figure out a way to magically preserve the pigments, the chuul might even agree to trade such knowledge for its masterpiece.

Room 7: Sahuagin Raiders. This cave is where the ixitxachitl allows its next raiding party to settle before they are sent off to terrorize Cuitzilli. Currently there are 5 normal **sahuagin** and one **baron sahuagin** here, a slightly larger raiding force than the PCs might be used to.

The baron sahuagin has some treasure in the form of 6 uncut emeralds worth 200 gp each.

Room 8: Reliquary of the Black Pearl. The only item occupying this large chamber is the empty open clam that once held the Black Pearl of the sea demon. It is surrounded with the same phosphorescent glow that the chuul in Room 7 uses as a pigment.

Surrounded by glowing water, you see what may be the largest clamshell you have ever seen. It is obvious that this must be the one that the young Asquel spoke of. A pad of pinkish flesh lays in the clam's center, openly waiting for its prize.

If the players believe somehow that returning the Black Pearl will sate the ixitxachitl's wrath, they are sorely mistaken, however, they are certainly free to try and trigger this clever trap.

Any PC who places the Black Pearl in the clam will need to make a successful DC13 Dexterity saving throw or become trapped by the clam which instantly snaps shut. The PCs can free their companion by doing at least 100 points of damage to the clamshell (AC16), but each round the pressure exerted by the clam will do 4d8 (18) damage to the trapped victim, who also cannot cast spells or make attacks of their own.

The sahuagin raiders from Room 7 will also be alerted and arrive in a single turn as a large roar emanates from Room 9. This battle could be quite deadly for the PCs if they are short a member.

Room 9: The Sea Demon.

In this, the largest of all the caves you have encountered so far, you see a creature that reminds you of why children sometimes fear the depths of the sea.

Superficially, it resembles the gentle rays of the oceans, but its glowing red eyes and horribly fanged teeth give the creature a demonic countenance.

The sea demon does not address you, or hesitate in the slightest – it immediately goes on the attack.

As a CR9 monster, this is another challenging battle for the players. To make matters worse, if there are any remaining merrow or sahuagin in the caverns, the ixitxachitl will use the Black Pearl (it is not required to actually possess the Pearl) to summon the creatures to its aid. The sahuagin will arrive at the end of the second turn and the merrow at the end of four. The summoning is done as a Bonus Action at the start of the sea demon's first turn.

The *Maztican ixitxachitl* (**Appendix A**) attack, however, is relatively straightforward and if the players are fully rested, the battle is most definitely winnable. The creature is stubborn, and will refuse to flee from what it considers such lesser creatures.

CONCLUSION

As the sea demon breathes its last breath, the magic in the Black Pearl dies with it, but its value as a treasure of the sea remains. Cuitzilli's elders have no desire to see the Pearl returned and consider it a worthy parting gift to the adventurers that saved their town.

Ichnotl is extremely impressed with the PCs and might be the source of additional adventures. While arrogant, he is a trustworthy patron. Though it is slightly out of character, he sees to it that Asquel's family never has need nor want again.

Life in Cuitzilli, thanks to the PCs returns to normal within a few weeks, and the players will always be welcomed here.

APPENDIX A

This appendix contains the statistics of two monsters found in the adventure; the strange sand shark – a predator that clearly defines a “fish out of water” and the Maztican Ixitxachitl, the dreaded sea demon of the adventure’s title.

MAZTICAN IXITXACHITL

Ixitxachitl are a menace throughout Toril. They plague the seas, rivers and most notably the underdark waterways. The Maztican ixitxachitl is similar in shape to its Faerunian brethren, but it is far more primitive of a creature, far larger, and less intelligent. However, its cruelty is known to be just as sadistic earning it the nickname among native Mazticans, the “Sea Demon.”

Primeval Being. If Maztican ixitxachitl are aware of their connection to their lesser kin in Faerun, they don’t show it. Sea demons only know that they always have been and there are legends of their existence from the earliest of ages. Perhaps the giant sea dwelling scorpionfolk known as the palophonti know more of their origins, but they certainly aren’t telling.

Black Pearls. Every sea demon is connected to a fist sized, magical black pearl. The pearl is grown in hidden lagoons that the ixitxachitl protects violently, but once the pearl is fully grown and active, the sea demon allows it to fall into the hands of others. The sea demon can activate its magic at up to a mile’s distance and it can be used to draw evil sea creatures to either the location of the ixitxachitl or the pearl itself. The sea demon can directly command those it draws to its own presence.

Destroying a Black Pearl is simple, but their value at 5,000 gp makes this a rare occurrence. The Sea Demon understands the greed of mankind well enough.



IXITXACHITL, MAZTICAN

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 180 (24d12 + 24)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	10 (+0)	13 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixitxachitl

Challenge 9 (5000 XP)

ACTIONS

Multiattack. The ixitxachitl can use its bite and tail sting.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 27 (7d6+3) piercing damage.

Tail Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 39 (8d8+3) piercing damage.

REACTIONS

Double Sting. When a creature provokes an attack of opportunity, the ixitxachitl can attack twice with its tail sting instead of one bite and one sting.

SAND SHARK

No doubt the result of magical experimentation, sand sharks are strange creatures that resemble normal reef sharks, but live in a far different environment.

Difficult to Kill. Sand sharks are aware that they are nearly indestructible when burrowing. When they are close to death, they will stay deep in the sand until the rest of their pack finishes off an opponent.

Magical Creations. Sand sharks were once normal reef sharks, but undoubtedly some wizard or other practitioner of magic created them to protect the shores of his or her beachfront tower. The sand sharks, whether intended or not, spread out by traveling under the seas along routes of soft sand and sediment.

SAND SHARK

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses passive Perception 12

Languages -

Challenge 1 (200 XP)

Defensive Dive.

A sand shark may only be attacked by melee attacks in the turn immediately after it surfaces to attack itself. If greatly injured (less than half hp), it stays below the sand and waits for the rest of its pack to take down an opponent while they benefit from its pack tactics from close proximity.

Pack Tactics.

The sand shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sand Swimmer.

The sand shark can burrow through sand as a normal shark swims in water. It pulls oxygen from the sand much as a shark pulls oxygen from water. A sand shark suffocates if left out of sand for too long.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

APPENDIX B

This appendix contains a new form of magic and the classes that make use of it.

TEOATL

Teoatl is the name of a brand of sea magic unique to the True World. It is considered a “new” and relatively unknown power whose source is only partially understood.

In many ways, teoatl acts like pluma and hishna. It is a magic of powerful fetishes, but where feathers hold the key to pluma and claws, talons and venom are integral to hishna - teoatl is drawn from the shells, kelp, corals, scales and phosphorescence of the sea.

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 herself 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. No longer content with taking a backstage to their brothers, the three goddesses are likely destined to receive a surge in reverence. The coastal towns, many of whom now 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, commands the seas, and she sees the sisters as 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 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 are growing and though

does not yet have the prominence of pluma or hishna, it's use is not uncommon. Below you will find an archetype for the Maztican Artisan (from TWC1), a ranger archetype, and an arcane tradition for use in your game, in addition to some new spells related to teoatl.

TEOATL SPELLS

The spells of teoatl may not be as abundant as those of pluma or hishna, but more are being discovered or researched every year. Its users, however, are not as restricted as those of pluma or hishna, and they may freely use spells of both forms. Conversely, these spells can also be used by both pluma and hishna casters. Each spell is designated as a teoatl spell, which currently has no game effects but identifies the source of magic from which the spells draw upon.

For more spells and the description of pluma and hishna magic, *see TWM2 Fangs and Feathers*, available for download from DMsGuild).

GARB OF PHOSPHORESCENCE

1st-level enchantment

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 greenish light that sheds dim light in a 20 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.

RIP CURRENT

3rd-level evocation

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 casters 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

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 and can withstand 30 hp before they are destroyed.

SPHERE OF CORAL

6th-level conjuration

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes

You create a sphere 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 AC15 and 20 hp per inch of thickness. In addition, if the wall is attacked with a melee attack, the attacker must make a Dexterity saving throw on every attack or suffer 7d8 slashing damage from the coral's jagged edges. Creatures using a natural attack suffer disadvantage on their save. And a successful save negates the damage.

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

SURF

4th-level transmutation (ritual)

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 60. If the rider is damaged or attempts to make an attack while surfing, he must make a DC10 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

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You send a shockwave into a body of water that can be no shallower than 20 feet deep at the

spell's point of origin. This shockwave triggers a gigantic wave that travels in the shape of a cone and does 6d6 (21) damage to all creatures in its range and 11d10 (60) damage to those at the point of the spell's conclusion (which can be determined by the caster within the spell's maximum range). This spell cannot be cast on any medium other than salt or fresh water. The spell damages objects normally.

URCHIN

Conjuration Cantrip

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 (2) piercing damage and 1d4 (2) 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 impromptu traps.

ARTISAN ARCHETYPE

TWC1 The Maztican Campaign Guide introduced the Maztican Artisan as a full blown class. 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 teotl magic. Due to their ability to control the ebb and flow of the seas, they are known collectively as the teoatltamers.

THE TEOATLTAMER

INNATE SWIMMER

A 7th level teoatl tamer becomes an innate swimmer, much like the creatures of the vast oceans. The artisan doesn't need to spend extra movement in order to swim and gain advantage on all checks related to swimming (including Strength checks needed to ignore currents). The teoatl tamer can share this ability with up to 10 companions once between long rests for up to an hour.

CALL OF THE DEEP

At 11th level, a teoatl tamer may blow in a specially prepared conch shell to summon creatures of the sea to do its bidding. Any single creature of up to CR3 may be summoned or 1d4 creatures of CR1 or lower. The creature may have a land speed, but may not be summoned if no significant body of water is in sight. The summoning requires a full action and can be done once between rests. The creatures disappear after 10 minutes or if they are killed in combat. Intelligent creatures will not act completely against their nature and will simply refuse such commands (DMs judgment).

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. The ability to breathe water may be shared with up to ten willing recipients that remain within 60 feet of the teoatl tamer.

RANGER ARCHETYPE

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 villages and towns that they consider under their protection. Mazticans has little to fear from the sea when a contingent of Shark Knights patrols the coastal waters.

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 popped up in cities as far as the coasts of Kolan, Huacli and Far Payit.

SHARK ARMOR

At 3rd level an eagle knight is given his shark armor. Usually it is crafted from the rubbery-smooth skin of a shark by a teoatl tamer and it fits snugly over the full body of the shark knight.

Similar to the armor of a jaguar or eagle knight, this armor will be the focus of many of his or her 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.

ARMOR DANCING

Once the shark knight receives his armor, he may choose to perform a ritualistic dance once between short and long rests. This ability is a reaction to taking damage and halves the damage of the attack against you.

SHARK SHAPE

At 7th level you may use an action to assume the shape of a reef shark (*MM* pg 336) 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 reef shark, but you retain your personality, alignment, Intelligence, Wisdom and Charisma.

You also assume the hit points and Hit Dice of the reef shark, but if you fall to 0 hit points, you revert to your human form (which could lead to drowning). Any excess damage carries over to your normal form.

Any other benefits of your class are kept except you also assume the senses of the reef shark. You cannot cast spells in this form, and your equipment merges with your shark form.

BLOOD FRENZY

Once between long rests the shark knight may gain advantage on melee attack rolls against any creature that doesn't have all its hit points.

TEOATL SPELLS

At 11th level, the close connection his lodge shares with artisans allows the shark knight to pick up a few tricks. A shark knight may learn three teoatl* spells of up to 3rd level. He may cast up to five levels of spells between each short and long rest from this list. The save DC against the eagle knight's spells is Charisma based.

**At the current time, the selection of teoatl spells is limited to those available in this product. As an alternative, allow the shark knight to use any spells that are related to the sea or water from the PHB, TWC1 or TWM2.*

WILD SHAPE

At 15th level a shark knight can infuse his ability to change shape with extraordinary power once between long rests. The ability to transform into a reef shark becomes an ability to transform into any beast of CR 1 or lower and the duration of the shapechange can last indefinitely. Also, the shark knight may change beast forms each turn if he so desires as an action. Finally, if the shark knight is currently in the form of a reef shark or any other form of shark, he may cast the teoatl spells he has known from the class ability of the same name.

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 him 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.

THE TEOATLCASTER

TEOATL 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 full swarm of quippers instead. The quippers share a single hive mind with each other in addition to the typical familiar connection to the caster.

ADEPT SWIMMER

At 6th level, you gain a natural swim speed equal to your normal speed. You no longer have to spend extra movement to swim.

AQUATIC CONJURATION

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

COLD SPELL

At 14th level, 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.