

## Maztica Conversion

### Races

**Humans** (Follow Player's Handbook except as follows.)

- 1) Automatic Language: Maztican
- 2) Bonus Language: Any

**Dwarves** (Follow Player's Handbook Entry except as follows.)

- 1) Automatic Language: Dwarven and Maztican
- 2) Bonus Language: Undercommon, Drow and Giant.

**Halflings** (Follow Player's Handbook Entry except as follows.)

- 1) Automatic Language: Halfling and Maztican
- 2) Bonus Language: Any
- 3) Favored Class: Ranger

### Classes

**Barbarian** (Follow Player's Handbook Entry.)

**Cleric** (Follow the Player's Handbook Entry except as follows.)

- 1) No summoning and calling spells of any kind are allowed in Maztica. Clerics who travel to Maztica cannot prepare these spells until they leave Maztica.
- 2) Deities – Refer to the list of deities allowed below.

Deity	Alignment	Domains	Favored Weapon	Portfolio
Qotal	LG	Air, Good, Law, Protection, Community, Pluma, Healing, Renewal	Claw (Unarmed Strike)	Eagles, Pluma, Butterflies, Wind, Air, Clouds
Zaltec	CE	Chaos, Evil, War, Strength, Destruction, Hatred, Hishna, Scalykind,	Maca	Jaguars, Hishna, Snakes, War, Combat
Azul	LE	Law, Evil, Water, Storm, Hishna, Renewal	Maca	Rain, Water
Plutoq	LN	Law, Earth, Repose, Time, Cavern, Hishna, Pluma	Unarmed Strike	Earth, Mountains, Time
Tezca	CE	Chaos, Evil, Sun, Fire, Hishna, Suffering	Maca	Fire, Sun
Klitzzi	CG	Chaos, Good, Healing, Community, Charm, Pluma, Creation, Protection	Unarmed Strike	Protection, Family, Love, Peace, Babies
Watil	NG	Good, Balance, Plant, Earth, Pluma	Quarterstaff	Plants, Forests, Mayz
Nula	CN	Chaos, Animal, Travel, Protection	Spear (long or short)	Animals

**Fighter** (Follow Player's Handbook Entry.)

**Ranger** (Follow Player's Handbook Entry except as follows.)

- 1) Rangers do not have any spellcasting abilities.
- 2) Rangers gain a bonus fighter feat at 1<sup>st</sup>, 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup> and 20<sup>th</sup> level. Prerequisites must be met.

**Rogues** (Follow Player's Handbook Entry.)

**Wizards** (Follow Player's Handbook Entry except as follows.)

- 1) No summoning and calling spells of any kind spells are allowed in Maztica. Wizards who travel to Maztica cannot prepare these spells until they leave Maztica.

### Artisan

#### Plumaworker / Hishnashaper

**Hit Die:** d8

**Patron Deity:** A Plumaworker must worship Qotal and a Hishnashaper must worship Zaltec. Plumaworkers and Hishnashapers who turn away from the worship of their respective deities lose their class abilities immediately.

#### Class Skills:

Appraise, Concentration, Craft, Heal, Knowledge (Pluma), Knowledge (Hishna), Knowledge (Religion), Profession, Spellcraft, Use Magic Device.

**Skill Points:** 2 + Int modifier.

**Weapon and Armor Proficiency:** Proficient with dagger, quarterstaff and club. Not proficient with any armor or shield.

Level	BAB	Fort	Reflex	Will	Exp. Reserve	Special
1	+0	+0	+0	+2	20	Artisan Item Creation Feat
2	+1	+0	+0	+3	40	Magic I
3	+1	+1	+1	+3	60	
4	+2	+1	+1	+4	80	
5	+2	+1	+1	+4	100	Artisan Item Creation Feat, Magic II
6	+3	+2	+2	+5	120	
7	+3	+2	+2	+5	140	
8	+4	+2	+2	+6	160	Magic III
9	+4	+3	+3	+6	180	Artisan Item Creation Feat
10	+5	+3	+3	+7	200	
11	+5	+3	+3	+7	220	Magic IV
12	+6/+1	+4	+4	+8	240	
13	+6/+1	+4	+4	+8	260	Artisan Item Creation Feat
14	+7/+2	+4	+4	+9	280	Magic V
15	+7/+2	+5	+5	+9	300	
16	+8/+3	+5	+5	+10	320	
17	+8/+3	+5	+5	+10	340	Artisan Item Creation Feat, Magic VI
18	+9/+4	+6	+6	+11	360	
19	+9/+4	+6	+6	+11	380	
20	+10/+5	+6	+6	+12	400	Magic VII

## Features:

**Artisan Item Creation Feat:** Bonus Item Creation feat gained at the indicated levels. Whenever an artisan crafts, he may select a spell from his spell list and add it to his crafted item to be used as a spell like ability. This comes at no additional cost. Spells that have an experience cost are not allowed to be imbued into an artisan item.

Level 1, 2 or 3 spell – 3/day

Level 4, 5 or 6 spell – 2/day

Level 7, 8 or 9 spell – 1/day

**Experience Reserve:** This experience reserve is used for crafting items only. Once a new level is reached, all previously unused experience points are lost.

**Magic I:** Choose six 1<sup>st</sup> level spells from your spell list. You can cast these spells as a spell-like ability 5/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

**Magic II:** Choose six 2<sup>nd</sup> level spells from your spell list. You can cast these spells as a spell-like ability 4/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

**Magic III:** Choose five 3<sup>rd</sup> level spells from your spell list. You can cast these spells as a spell-like ability 4/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

**Magic IV:** Choose five 4<sup>th</sup> level spells from your spell list. You can cast these spells as a spell-like ability 3/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

**Magic V:** Choose four 5<sup>th</sup> level spells from your spell list. You can cast these spells as a spell-like ability 3/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

**Magic VI:** Choose three 6<sup>th</sup> level spells and two 7<sup>th</sup> level spells from your spell list. You can cast these spells as a spell-like ability 3/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

**Magic VII:** Choose two 8<sup>th</sup> level spells and one 9<sup>th</sup> level spell from your spell list. You can cast these spells as a spell-like ability 2/day in any combination. If the spell requires an experience cost, you must pay it when you use the spell-like ability.

### Artisan Spells

Level	Plumaworker	Hishnashaper
1	Charm Person	Animate Rope
	Comprehend Languages	Magic Mouth
	Feather Fall	Sleep
	Remove Fear	Command
	Detect Evil	Detect Good
	Endure Elements	Divine Favor
	Obscuring Mist	Magic Fang
	Sanctuary	True Strike
	Unseen Servant	Mage Armor

	Hypnotism	Magic Weapon
2	Calm Emotions	Bull's Strength
	Consecrate	Darkness
	Eagle's Splendor	Death Knell
	Enthrall	Desecrate
	Owl's Wisdom	Hold Person
	Remove Paralysis	Shatter
	Shield Other	Silence
	Animal Messenger	Animal Messenger
	Animal Trance	Barkskin
	Fog Cloud	Cat's Grace
	Gust of Wind	Hold Animal
	Hypnotic Pattern	Locate Object
3	Create Food and Water	Blindness/Deafness
	Magic Vestment	Magic Vestment
	Wind Wall	Contagion
	Neutralize Poison	Magic Fang, Greater
	Nondetection	Sepia Snake Sigil
	Tongues	Hold Person
	Fly	Rage
4	Air Walk	Death Ward
	Divination	Divine Power
	Freedom of Movement	Poison
	Spell Immunity	Flamestrike
	Solid Fog	Stoneskin
	Illusionary Wall	Confusion
	Rainbow Pattern	Wall of Fire
5	Break Enchantment	Command, Greater
	Hallow	Righteous Might
	Spell Resistance	Slay Living
	True Seeing	Unhallow
	Control Winds	Awaken (Jungle cats only)
	Dream	Symbol of Pain
	Seeming	Waves of Fatigue
6	Eagle's Splendor, Mass	Bull's Strength, Mass
	Heroes' Feast	Cat's Grace, Mass
	Owl's Wisdom, Mass	Symbol of Fear
	Windwalk	Heroism, Greater
	Veil	Eyebite
	Mislead	Tenser's Transformation
7	Ethereal Jaunt	Blasphemy
	Holy Word	Repulsion

	True Seeing	Creeping Doom
	Spell Turning	Hold Person, Mass
	Prismatic Spray	Power Word, Blind
8	Discern Location	Earthquake
	Holy Aura	Unholy Aura
	Spell Immunity, Greater	Symbol of Death
	Whirlwind	Binding
	Prismatic Wall	Charm Monster, Mass
	Scintillation Pattern	Symbol of Insanity
9	Astral Projection	Energy Drain
	Etherealness	Implosion
	True Resurrection	Storm of Vengeance
	Freedom	Imprisonment
	Prismatic Sphere	Hold Monster, Mass
	Time Stop	Power Word, Kill

### Prestige Classes

#### Eagle Knight / Jaguar Knight

**Hit die:** d10

**Requirements:**

**BAB** +5

**Feats:** Weapon Focus (Maca)

**Patron:** Qotal / Zaltec

**Alignment:** Any Lawful

**Special:** Must own an eagle cloak / jaguar helm

**Class Skills:** Appraise, Concentration, Climb, Craft, Heal, Jump, Knowledge (Pluma), Knowledge (Hishna), Knowledge (War), Profession, Swim, Survival.

**Skill Points:** 2 + Int modifier.

**Proficiencies:** Proficient with light armor and shields (not tower shields) and simple and martial weapons.

Level	BAB	Fort	Reflex	Will	Special
1	+1	+2	+2	+0	Wildshape (Eagle / Jaguar) 1/day
2	+2	+3	+3	+0	1 <sup>st</sup> level Pluma / Hishna Spell 1/day
3	+3	+3	+3	+1	Bonus Feat
4	+4	+4	+4	+1	1 <sup>st</sup> level Pluma / Hishna Spell 2/day
5	+5	+4	+4	+1	Wildshape (Eagle / Jaguar) 2/day
6	+6	+5	+5	+2	2 <sup>nd</sup> level Pluma / Hishna Spell 1/day, Bonus Feat
7	+7	+5	+5	+2	
8	+8	+6	+6	+2	2 <sup>nd</sup> level Pluma / Hishna Spell 2/day
9	+9	+6	+6	+3	Bonus Feat
10	+10	+7	+7	+3	Wildshape (Eagle / Jaguar) 3/day, 3 <sup>rd</sup> level Pluma / Hishna Spell 1/day

**Features:**

**Wildshape:** Gains the ability to change shape to eagles or jaguars. Refer to druid wildshape ability.

**Pluma/Hishna spell:** Gains the use of one 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level pluma or hishna spell to be used as a spell like ability as listed in the table. Caster level is equal to the knight level and DC is 10 + spell level + charisma modifier.

**Bonus Feat:** Gains a fighter bonus feat at the indicated level.

### Magic

Anyone wearing an item imbued with pluma or hishna magic is totally immune to magic from other sources except other sources of hishna or pluma magic.

#### Domains

	<b>Pluma</b>	<b>Hishna</b>
<b>Level 1</b>	Domain Power: Gains the Wild Empathy ability of the druid. Only applies to birds.	Domain Power: Gains the Wild Empathy ability of the druid. Only applies to jungle cats.
1	Feather Fall	Magic Fang
2	Eagle's Splendor	Cat's Grace
3	Fly	Blindness/Deafness
4	Rainbow Pattern	Poison
5	Control Winds	Righteous Might
6	Owl's Wisdom, Mass	Bull's Strength, Mass
7	Prismatic Spray	Power Word, Blind
8	Whirlwind	Earthquake
9	Prismatic Sphere	Power Word, Kill

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