

TWM2

# FEATHERS AND FANGS

## A BOOK OF SPELLS FOR THE TRUE WORLD



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# FEATHERS AND FANGS

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## INTRODUCTION

What is a spellcaster without spells?

In **TWC1 The Maztica Campaign Guide**, the Plumacaster and Hishnacaster wizard arcane traditions were introduced along with a few other classes that had access to the magic of *pluma* and *hishna*.

These new brands of magic exist exclusively in the True World, and their power is great. New spells are being developed every day, while others are simply being rediscovered.

Pluma taps into the hidden power of feather magic and hishna that of talons, claws, teeth and venom; yet they are two sides of the same coin.

Welcome to the magic of the True World; be sure to use its power wisely!

## MAZTICA ALIVE!

In the 1990 Maztica Boxed Set, the name “Maztica Alive” was given to the game book designed solely for the dungeon master. In 2010, when a name was needed to represent the legion of remaining fans and the community that they were slowly forming, there was in truth no name that could have been more appropriate. Fittingly, this community began exactly two decades after the introduction of Maztica. “Maztica Alive!” therefore, has come to represent a growing community of game enthusiasts who are determined to see Maztica survive in each new game incarnation. Currently, the community is most active in the Yahoo Group of the same name. To join the group, simply follow the link provided:

<https://groups.yahoo.com/neo/groups/MazticaAlive/info>

Also, discussions are actively growing in the community known as The Piazza:

<http://thepiazza.org.uk/bb/index.php>

Though the intention of this netbook is to draw in new fans, the group itself is always looking for new authors, artists and contributors. Please feel free to join us at either site and participate in the conversation. Perhaps your material will shape the events in countless future campaigns for future fans!

Keep an eye out for future products from “Maztica Alive!” under the following tags:

TWC – “*True World Core.*” A *Maztica Alive Core setting book*

TWA – “*True World Adventure.*” A *Maztica Alive! Adventure book*

TWN – “*True World Novel.*” A *Maztica Alive! Novel*

TWM – “*True World Mini.*” A *Maztica Alive mini-sourcebook*

## WHAT IS IN THIS BOOK?

This book contains a collection of spells designed for use by spellcasters in the True World. The spells are listed alphabetically and there are spells of every level. Some of the spells are specifically *pluma*, and others are *hishna*. Perhaps some of the spells herein could be researched independently for foreign casters as well, though they would not have the *pluma* or *hishna* tags.

In addition to the spells, this book begins with a description of the two forms of magic, along with the history of how each came into the possession of mankind. There is also a table organizing the spells by level.

# PLUMA AND HISHNA

In the Immortal Era, the gods vied for the attention of the mortals that were their worshipers. They created pluma and hishna so that mankind could better honor them.

## HISTORY

Zaltec, the Bringer of War and Eater of Hearts, brought together the essences of talons, claws, teeth and venom that form the magic of hishna and bequeathed their power to his mortal worshipers.

The magic became the purview of both his priests and powerful new artisans who became known as the hishnapers. Hishnaper continually worked the fetishes of this new magic day and night, and before long, Zaltec was the most honored among the gods. Sacrifice flowed freely and mankind rejoiced in their newfound – yet often cruel power.

Qotal observed the carnage and imbalance that his brother had wrought, but it was in truth his mother Maztica, the Goddess of Life and matron of all the True World who created the magic of feathers known as pluma. She passed this knowledge to her eldest Qotal who then taught it to his own priests. Overnight, the plumaweaver was born and like his brother Zaltec, Qotal became ascendant among the mortals.

Once again balance was found in the True World and ever since the two magics have worked in tandem to advance the lives of mankind.

## PLUMA AND HISHNA TAGS

The following spells may be given either the pluma or hishna tag. Spells with the pluma tag cannot be cast by hishnapers or hisnacasters and spells with the hishna tag cannot be cast by plumaweavers or plumacasters. The sorcerers known as nahualli are known to be able to cast both. Perhaps independently of pluma or hishna

itself, some of these spells could be researched by other classes or even by foreign casters.

In **TWC1 The Maztica Campaign Guide**, the spells Protection from Hishna and Protection from Pluma were introduced, which also have their own effect on spells with these tags. Otherwise, the tags themselves have no actual game effects.

## SPELLS FROM TWC1

The following spells and their effects are already described in detail in TWC1.

Spell	Level	Tag
<i>animal senses</i>	1st	Hishna
<i>arrowflight</i>	1st	Pluma
<i>bafflement</i>	3rd	Pluma
<i>bird charm</i>	1st	Pluma
<i>breath of Qotal</i>	3rd	Pluma
<i>breathsense</i>	2nd	Pluma
<i>cat charm</i>	1st	Hishna
<i>cool</i>	1st	Pluma
<i>eagle flyby</i>	2nd	Pluma
<i>elevate</i>	1st	Pluma
<i>exhausting wave</i>	2nd	Hishna
<i>eyes of the jaguar lord</i>	3rd	Hishna
<i>feather darts</i>	1st	Pluma
<i>giant eagle</i>	4th	Pluma
<i>great screech</i>	6th	Pluma
<i>heart ripper</i>	7th	Hishna
<i>heartsense</i>	2nd	Hishna
<i>hishnahide</i>	1st	Hishna
<i>incubation</i>	6th	Pluma
<i>jaguar claw</i>	Cantrip	Hishna
<i>jaguar pounce</i>	2nd	Hishna
<i>Kiltzi's love</i>	2nd	Pluma
<i>magnificent headdress</i>	3rd	Pluma
<i>mayz of the Plumed Father</i>	6th	Pluma
<i>obsidian shards</i>	1st	Hishna
<i>obsidian tomb</i>	7th	Hishna
<i>omen</i>	5th	Hishna
<i>path of the pochteca</i>	5th	Pluma
<i>plumastone</i>	1st	Pluma
<i>protection from hishna</i>	3rd	Pluma
<i>protection from pluma</i>	3rd	Hishna
<i>scalesnare</i>	2nd	Hishna
<i>slashing plumage</i>	2nd	Pluma

<i>snake charm</i>	1st	Hishna
<i>spearflight</i>	1st	Hishna
<i>stoneflight</i>	1st	Pluma
<i>tickle</i>	Cantrip	Pluma
<i>warmth</i>	1st	Pluma
<i>Zaltec's fury</i>	3rd	Hishna

## SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

### AMBUSH

*1st-level illusion [hishna]*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to 10 minutes

When you cast this spell you touch a willing creature and all allies within a 30 foot radius of that creature gain advantage on Dexterity (Stealth) checks as long as they remain within that range of the affected creature.

The spell is based on a subtle camouflage illusion so any actions that draw attention end the effect.

### AVATAR OF AZUL

*9th-level conjuration [hishna]*

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (a gift of gems, jewelry or works of art worth 1000 gp or more; items made of hishna magic can cost half that in price to the summoned dragon)

**Duration:** Concentration, up to 1 hour

You summon a young tlalocouatl which appears in an unoccupied space that you can see within range. The dragon disappears when it drops to 0 hit points, is dismissed, you lose concentration, or the spell's duration ends.

The dragon is friendly to you and your companions for the duration. Roll initiative for the dragon, which has its own turns. It obeys verbal commands (no action required).

### AVATAR OF THE PLUMED DRAGON

*9th-level conjuration [pluma]*

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (a gift of gems, jewelry or works of art worth 1000 gp or more; items made of pluma magic can cost half that in price to the summoned dragon)

**Duration:** Concentration, up to 1 hour

You summon a multihued, feathered dragon (treat as a young red dragon) which appears in an unoccupied space that you can see within range. The dragon disappears when it drops to 0 hit points, is dismissed, you lose concentration, or the spell's duration ends.

The dragon is friendly to you and your companions for the duration. Roll initiative for the dragon, which has its own turns. It obeys verbal commands (no action required), as long as you don't require it to commit evil deeds.

### BLOSSOM

*3rd-level transmutation [pluma]*

**Casting Time:** 1 action or 8 hours

**Range:** 150 feet

**Components:** V, S, M (an ear of mayz and a skin of water)

**Duration:** 8 hours

This spell is similar to the Faerunian spell *plant growth* in many ways, but there are significant differences.

Like *plant growth*, the spell *blossom* channels life energy into plants within a specific area. It can be cast using 1 action by choosing a point within range. All plant life within a 100 foot radius becomes more robust and any flowering plants instantaneously bloom. If such plants are available, all creatures hostile to the caster within the area are subjected to the overwhelming calming smell of the blooming flowers. This forces them to make a Charisma saving throw and if they fail, they become indifferent to the caster while in the zone affected by *blossom*. At the end of each of their turns they may once again make a Charisma

save to shake off the effect. If they are attacked during this time, the indifference also breaks.

If you choose to cast this spell over 8 hours, The area within a half-mile radius centered on a point within range immediately becomes more verdant and fertile than it was before – if it was dry, the soil grows moist or if it was fetid swampland, the water drains away to reveal fresh loam. As the spells title suggests, flowering plants also blossom within this range instantaneously, but do not have the same effect as the other use of the spell.

### BREATHWEIRD

*5th-level conjuration [pluma]*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small quaff of water)

**Duration:** Concentration, up to 1 minute

You vomit forth a line of water five feet wide and any length up to the maximum range of the spell. The water does 2d8 bludgeoning damage to the first target it hits, though the target may make a Dexterity save to take half damage.

The water then animates into a water weird (**Monster Manual**, pg 299) under the mental control of the caster. The water weird remains animated until the caster dismisses it, loses concentration, or 1 minute passes.

### FEATHERWEAVING

*Evocation cantrip [pluma]*

**Casting Time:** Special

**Range:** Self

**Components:** S

**Duration:** Concentration

A plumaweaver who knows the cantrip *featherweaving* can heal him or herself when creating talismans or even simple nonmagical items of art.

The plumaweaver may cast this spell as long as he or she is not engaged in battle or otherwise breaking concentration. At the end of each consistent and unbroken hour of featherweaving, the plumaweaver regains 1d4+1 hit points.

### FISHER'S LUCK

*2nd-level enchantment [pluma]*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (golden fish scale worth 100 gp)

**Duration:** Concentration, up to 1 minute

*Fisher's luck* was developed by plumaweavers long ago in response to the *hishna* spell, *hunter's call*. It too was used to help their adopted villages find food when it was scarce. Other uses have since been discovered.

You choose a point anywhere within 60 feet of you. Any fish or fish-like creature (including creatures like *sahuagin*) within a 30 foot sphere must make a Wisdom saving throw or be drawn to that point and remain as close as they are physically able for the duration of the spell. At the end of each of their turns, affected creatures can make another Wisdom saving throw to break the effect.

Noncombatant regular fish do not receive a saving throw (fish with a CR of 0).

### GUARDIANS

*2nd-level abjuration (ritual) [pluma]*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (owl beak wired with silver worth 10 gp)

**Duration:** 8 hours

Guardian is a spell that has similar uses to the more common Faerunian spell *alarm*; but it is slightly more powerful and gives a party of resting adventurers an opportunity to ready themselves for battle.

Choose an area within range that is no larger than a 30 foot cube. Until the spell ends, the sounds of screeching owls alert you whenever a creature of Tiny or larger size enters the area. If you are sleeping the sounds will awaken you.

In addition, 1d4+1 spectral owls (treat as owls from PHB) are summoned if the invading creatures have hostile intentions and then attack. The owls last until destroyed or until the

invading creatures are otherwise engaged by you or an ally. At that point, the spectral owls simply disappear.

### HISHNA CURSE

*9th-level abjuration [hishna]*

**Casting Time:** 1 minute

**Range:** 100 miles

**Components:** V, S, M (flesh, hair or other material from the target creature mixed into a clay effigy shaped like the target costing 500 gp per Hit Die of the target for exotic ingredients)

**Duration:** Until Dispelled or Special

Using some part of a creature's body (hair, fingernails, flesh, blood, etc.) and expensive oils and clay, you may create a small effigy of your target and cast this spell on it if it's within a 100 mile radius of you. The creature must make a Wisdom saving throw or fall comatose. If it makes the save, the effigy melts in your hands and must be recreated. While they are comatose, victims do not need to eat, drink or even breathe, and they do not age.

You may then choose to keep the creature in this state indefinitely or cause 10d10 damage once, with a damage type of your choice (you burn the effigy for fire damage, throw it off a cliff for bludgeoning, etc.). Once the creature sustains damage, it awakes from its slumber and can never again be affected by you casting this spell.

The spell may be ended prematurely if it is successfully dispelled by a *dispel magic*.

### HUNTSMAN'S CALL

*2nd-level enchantment [hishna]*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (golden tapir statuette worth 100 gp)

**Duration:** Concentration, up to 1 minute

*Huntsman's Call* was developed long ago by hishnashapers to help their adopted villages find food when it was scarce. Other uses have since been discovered.

You choose a point anywhere within 60 feet of you. Any animal or animal-like beast (including creatures like hakuna) within a 30 foot sphere must make a Wisdom saving throw or be drawn to that point and remain as close as they are physically able for the duration of the spell. At the end of each of its turns, the target can make another Wisdom saving throw to break the effect.

Noncombatant normal animals do not receive a saving throw (animals with a CR of 0).

### HYPNOSIS

*3rd-level enchantment [hishna]*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

When you cast this spell you attempt to charm a humanoid within the spells range that you can see and that can also see you. It must make a Wisdom saving throw and if it fails it will mindlessly follow all of your commands. This effect is ended if you command it to harm itself or if you or your allies actually cause the humanoid harm.

During the time that the creature is under your influence, you may implant a single suggestion, as per the spell in the **PHB**, which may take effect up to one week in the future. When the spell ends, the humanoid has no recollection of what occurred during the time it was under your influence.

### MOVE WATER

*6th-level transmutation [pluma]*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a tiny vial of water that has been naturally purified)

**Duration:** Concentration, up to 2 hours

Choose a body of water or portion of a larger body of water which is no larger than 40 feet on a side within range. You may raise or lower the depth of water within this region up to 20 feet or

change the direction in which the water is flowing in cases where a current exists.

It takes ten minutes for these changes to fully take place and you may choose a new area at the end of every ten minutes.

If there are creatures within the water, you may create a current that either adds 20 feet to their walking speed or subtracts from it.

## NET

*Conjuration cantrip [hishna]*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You conjure a rope net from your outstretched hand and fire it in the direction of one creature. If the creature is Large size or smaller, and you are successful in a ranged spell attack, the creature is restrained until it is freed. A net has no effect on creatures that are formless or larger than the indicated sizes. A creature can make a DC 10 Strength check to free itself or another creature within its reach. Dealing 5 slashing damage to the net destroys the net and frees the creature without actually harming it.

The net dissipates after 1 hour.

## PESTILENCE

*4rd-level conjuration [hishna]*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a piece of rotting mayz)

**Duration:** Concentration, up to 10 minutes

You conjure thousands of tiny crawling insects such as ants, roaches, weevils, and caterpillars at a point within range. These tiny biting creatures fill an area within a 60 foot radius of the target.

Creatures hostile to the caster in range suffer a number of negative effects from the creatures. The tiny bites cause only 1d4+1 points of damage per round, but if an enemy caster is attempting to maintain concentration within the spell's effect, he or she must make a Wisdom save at the beginning of each turn in order to do so.

Also, hostile creatures within the area suffer disadvantage on all Dexterity checks within the spell's area, due to constant itching and scratching.

## POWER WORD BLIND

*7th-level enchantment [pluma]*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You speak a single word of power which causes a single target you can see within range to lose its sight. If the target has 150 hit points or fewer, it is blinded. It may still "see" if it has blindsense, but both regular sight and darkvision do not function. Otherwise the spell has no effect.

A blinded target may make a Constitution saving throw at the end of each of its turns in order to end the effect.

## SCROLLSEE

*2nd-level illusion [hishna]*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, M (one blank scroll of expensive parchment worth at least 20 gp)

**Duration:** 1 minute

Casting this spell only requires a word and a blank scroll in your possession. The scroll then records whatever you see and hear for a full minute. At any point from there on, the scrollsee can be commanded to play its recorded observations. It can only be played once, at which point the scrollsee crumbles to dust. In some libraries (such as in Tulom-Itzi), hishnashapers have figured out how to make them permanent, though at some great expense.

Scrollsees otherwise last as long as the parchment, and due to the fact that this is an ancient spell, it is not uncommon to find crumbling scrolls hundreds of years old with still functioning magic.

## SOULMERGE

*8th-level necromancy [hishna]*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a chunk of coal which you crumble in your hands)

**Duration:** Concentration, up to 1 hour

Casting this spell allows you to briefly transform into black smoke which then seeks out a humanoid target within range.

The target must make a Charisma saving throw or your tonalli (soul) merges with its body. Though the humanoid is completely under your control, you share the body with the humanoid and you can hear one another's thoughts clearly.

You now have all of the target's physical characteristics including their Strength, Dexterity, Constitution, hit points and Hit Die, but you retain your Intelligence, Wisdom, Charisma, personality, alignment and class abilities. You do not gain any of the target's class abilities but you can use available racial abilities.

The humanoid still retains its turn and at the end of every turn it may attempt to cast you out of its body by making another Charisma saving throw. If it succeeds, you are expelled through its mouth and reform in an available adjacent space.

Damage you incur while in possession of the body does not carry over to you when you reform your body, but if the possessed humanoid is killed, you immediately reform and suffer 10d10 psychic damage.

## SWARM FORM

*6th-level transmutation [hishna]*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a golden bracelet with charms of each creature whose form you wish to assume worth 500 gp per creature type)

**Duration:** 10 minutes

You assume the form of one of the swarms listed on pages 337-339 of the **Monster Manual**. You gain the swarm's statistics but your alignment,

Intelligence, Wisdom and Charisma are retained. Though you assume the hit points and Hit Dice of your new form, you gain a bonus of 1 hit point per your caster level. You also retain the benefits of any features of your character class, race, or other source, and can use them provided you are physically capable of doing so. This spell does not require that you maintain concentration, and you may continue to cast spells in your swarm form, even if they require components (as long as you had the material components in your possession when you transformed).

Any equipment you carried with you when you transformed either merges with your form or falls to the ground (your choice), but either way, you do not receive their benefits.

If you are reduced to 0 hit points in your swarm form, you revert to your original form, and any damage you have received carries over.

## TALONBLADE

*1st-level evocation [hishna]*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

After you cast this spell using a bonus action your weapon grows talon-like protrusions. If you strike an enemy with that weapon, it causes an additional 1d6 points of necrotic damage. In addition, at the start of every one of the target's turns, it must make a Constitution saving throw or suffer an additional 1d4 points of necrotic damage as the wound bleeds out.

The effect ends on the first successful save, a break in concentration, or when the spell's duration ends.

## TEZCA'S TOUCH

*1st-level evocation [hishna]*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (small bit of rock sulphur)

**Duration:** Concentration, up to 1 minute

Your hands glow with the fire of the god Tezca. You can make a touch attack and if it succeeds you cause 2d6 fire damage to the target. If the target fails a Dexterity save, it is set on fire and must take an additional 1d6 points of fire damage at the beginning of each of its turns until the fire is put out or the spell's duration ends.

### VENOMBLADE

*1st-level evocation [hishna]*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

After you cast this spell using a bonus action your slashing or piercing weapon begins to seep a green sticky poison. If you strike an enemy with it, the weapon causes an additional 1d6 points of poison damage and causes the target to become poisoned.

At the start of each of its turns until the spell ends, the target must then make a Constitution saving throw to end the condition. At the conclusion of the spells duration, the poison disappears from the victim's bloodstream and the effect ends.

### WARD OF ESMERALDA

*7th-level abjuration [pluma]*

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

**Components:** V, S, M (an emerald from the Island of Esmeralda worth at least 100 gp)

**Duration:** Concentration, up to 1 minute

The Island of Esmeralda is a legendary location said to lie off the coast of Maztica which is notorious (among many things) for its dead magic zones and fist sized emeralds.

When you cast this spell, a shimmering emerald globe surrounds you. In this area, spells of 5th level or lower cannot affect creatures, even if the spell is cast using a higher spell slot. Spells of these levels can target creatures or objects within the globe, but cannot affect them. Similarly, area effects from such spells cannot

extend into the globe, though they can flow around it.

Finally, for everyone except the caster or those he designates as allies, magic items that are of common, uncommon, or rare in frequency are suppressed. Such items do not function within the globe's radius.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level, spells of 6th level or lower are blocked and items that are considered very rare are suppressed. If a 9th level slot is used, 7th level spells are blocked and even legendary items are suppressed within the globe.

### WATER SUMMONING

*3rd-level conjuration [pluma]*

**Casting Time:** 1 hour

**Range:** 30 feet

**Components:** V, S, M (a drop of water)

**Duration:** 24 hours

Plumaweavers or plumacasters have used this spell to create tiny temporary oases within desert regions that have allowed mass migrations in the past. When cast, it draws vast quantities of water up from parched ground at a point you designate within range. The stream spews water 4 feet into the air before it splashes back to the earth.

The stream continues for the duration of the spell, so that a high level caster can soak a portion of ground with a 5,000 foot radius

### WIND WARRIOR OF EHA

*8th-level transmutation [pluma]*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a golden bracelet with charms of each creature whose form you wish to assume worth 500 gp per creature type)

**Duration:** 10 minutes

You assume the form of one of an air elemental. You gain the elementals statistics but your alignment, Intelligence, Wisdom and Charisma are retained. You can use any of the elemental's special abilities for the duration of the spell.

You also retain the benefits of any features of your character class, race, or other source, and can use them provided you are physically capable of doing so.

Any equipment you carried with you when you transformed either merges with your form or falls to the ground (your choice), but either way, you do not receive their benefits.

If you are reduced to 0 hit points in your elemental form, you revert to your original form, and any damage you have received carries over.

## WINDRIDER

*3rd-level transmutation [pluma]*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a gold quill worth 10 gp, which is consumed in the casting)

**Duration:** Concentration, up to 10 minutes

Windrider is a more powerful form of levitation that Mazticans typically use to cross dangerous gorges or float a canoe above dangerous waters. It is a favorite of the traveling merchants known as pochteca.

This spell can be cast on any nonliving object which weighs 1,000 pounds or less that is within range of the spell. The object then flies at the will of the caster with a speed of 30 feet. Should the caster lose concentration or prematurely end the spell, the object gently floats to the ground.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level, the duration is extended to 1 hour while maintaining concentration. If a spell slot of 5th level or higher is used, the duration becomes a full day while maintaining concentration.

### PLUMA SPELLS BY LEVEL

Level	Spell Names
Cantrip	<i>featherweaving, tickle</i>
1st	<i>arrowflight, bafflement, bird charm, cool, elevate, feather darts, plumastone, stoneflight, warmth</i>
2nd	<i>breathsense, eagle flyby fisher's luck, guardians,, Kiltzi's love, slashing plumage</i>
3rd	<i>blossom, breath of Qotal, magnificent headdress, protection from hishna, water summoning, windrider</i>
4th	<i>giant eagle</i>
5th	<i>Breathweird, path of the pochteca</i>
6th	<i>great screech, incubation, mayz of the Plumed Father, move water</i>
7th	<i>power word blind, ward of Esmeralda</i>
8th	<i>wind warrior of Eha</i>
9th	<i>avatar of the Plumed Dragon</i>

### HISHNA SPELLS BY LEVEL

Level	Spell Names
Cantrip	<i>jaguar claw, net</i>
1st	<i>ambush, animal senses, cat charm, hishnahide, obsidian shards, snake charm, spearflight, Talonblade, Tezca's touch, venomblade</i>
2nd	<i>exhausting wave, heartsense, huntsman's call, scalesnare, scrollsee</i>
3rd	<i>eyes of the jaguar lord, hypnosis, protection from pluma, Zaltec's fury</i>
4th	<i>pestilence</i>
5th	<i>omen</i>
6th	<i>swarm form</i>
7th	<i>heart ripper, obsidian tomb</i>
8th	<i>soulmerge</i>
9th	<i>avatar of Azul, hishna curse</i>