

Maztican Region

Payit

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Human, Payit

Regions: Far Payit, Payit.

Racial Feats: Artist, Education.

Payits are the remnants of an ancient civilization that covered most of the eastern jungles of the True World, well before the ascension of the Nexalans. Their civilization was peaceful, favoring both the spiritual and mental pursuits of life. They were able to tame the jungle and live in harmony. This cultural attitude has reflected the Payit as conscientious and friendly people. Their way of life has not changed much, each village keeping these traditions of the past alive.

Payits tend to be of a reddish-bronze hue with smooth skin. They are somewhat shorter than average, and tend to be stout. Like Nexalans, they have dark hair and dark eyes. As the years go by, many physical traits of the people of Amn are slowly beginning to show.

The Payits live their life in simple reverence of the gods ever since the great disaster that destroyed their civilization. The jungle has reclaimed many of their great cities over the past two centuries. Most of their ancient lore has been lost to them, only kept alive by the memory of the elder generations and the few that still remain within the cities.

History

The Payit are descended from the followers of Qotal, those that followed the god as he departed the lands of Maztica. The site would be later known as the Twin Visages, which held the prophecy of his return. This was believed to have occurred around 363 DR, when Qotal left Maztica over a thousand years ago. Over the next two hundred years the people of Payit began to grow and multiply, exploring their lands and making home within the jungles of Far Payit. They were able to cultivate the rich lands of Payit, taming the jungles, and drawing forth the bounty of the sea. The founding of their most prominent cities of Maxal, Tulom-Itzi, and Ulatos were believed to occur sometime during 563 DR. Over the next five hundred years the Payit entered a Golden Age of enlightenment. The sciences of astronomy, biology, literature, mathematics, and medicine began to develop and flourish during this period. The fundamentals of arcane magic were also grasped. The arts of Hishna and Pluma in conjunction with this new type of magic, brought about many wondrous creations. Warfare was largely unknown, and the Payit existed in a peaceful state for many centuries. The Payit also developed roads linking their civilization, created the first written language of the True World, and explored coastal regions of the Teyola and the Sea of Azul.

Sometime around 1100 DR is when the Payit needed its golden age. Apparently this was due to a conflict between the princes of Tulom-Itzi and Ulatos over Aliah. Aliah was known to be the most beautiful of all Payit women. She was the product of many generations of careful breeding, representing the highest ideal of a Payit woman. She was to be married to her half-brother, Prince Xetl. Tacal, the prince of Tulom-Itzi, coveted the princess and wanted her as his bride. The prince of Tulom-Itzi and a band of his warriors attended the festivities leading to the ceremony, in hopes of abducting her. Aliah would make her appearance until the day she was to wed Xetl. When she finally appeared, Tacal and his warriors seized her and fought their way out of the Palace. The warriors of Ulatos pursued them, and also punished them as well. All of the people of Tulom-Itzi that attended the ceremony were killed, their bodies decorating the wall of the palace. Many nobles hung there, including Tacal's parents. Enraged by the horrific scene he beheaded the princess with his maca. Seconds after words he was killed by hundred of arrows fired by the warriors of Ulatos.

Many Payits left their cities and returned to a simpler and more humble way of life. No one reason could explain this behavior. Some say it was the great shame at the loss of life between the Ulatos and Tulom-Itzi that brought about this turn of events. Over the next two hundred years, they quaint live among the villages scattered throughout Payit, enduring occasional raids from the Nexalans.

1363 DR would prove to be a fatal year. Strangers from the east arrived and conquered the lands of the Payit and the Nexalan. The heart of the Nexalan Empire was destroyed. The lands of the Payit now stand occupied by the Kingdom of Amn. Despite being occupied by the Amnish, many Payit were able to retreat

into the jungles of Far Payit. They have reclaimed their ancient city of Tolum-Itza, marking a new age for their civilization.

Outlook

Payits are a very practical people. They see things as how they really are, and often ponder the consequences of their actions. They are not quick to take action, but when they apply their decisions swiftly. Payits are traditional, but they quickly adapt to new situations when they arise.

Generally Payits are considered a friendly, hospitable and helpful people. They often see foreigners as opportunities to learn and increase their understanding of the world. They seek compromise and understanding in almost all they do. In this light, the love of learning and expression is most evident once you see past their practical surface.

They do have a strong moral streak. They are a people who keep their word and reflect on their actions. Payits wish to live in harmony and conduct benign way of life. They do whatever it takes to achieve this goal, often learning patience and tolerance as a result. When they do fail in this, they take it as a personal setback. Many Payits can be brought to edges of despair and shame when these things go wrong. Often being fatalistic in resigning their current situation to some personal failure on their part.

Payit Characters

Payit characters rarely adventure, instead spending their hours into maintaining the well being of their village. Bards, Clerics, Druids, and Shamans do make up the majority of classes found among the Payit. They are mainly responsible for keeping the traditions of the Payit people alive. Clerics, Druids, and Shamans [1] ensure that the balance with nature and the divine forces are maintained. Fighters do exist. Although Payit life often reflects a peaceful existence, they are capable defenders when need be. Jaguar and Eagle Knight can be found as well. Wizards and sorcerers do appear within the Payit, and are accepted with open arms as learned sages. It is believed that these individuals still retain knowledge of old Payit.

Prestige Classes: Most Payit tend to favor divine spellcaster prestige classes. The Payit are known to excel in the art practiced by Plumaweavers and Hishnashapers. Arcane spellcasters favor classes that construct magical items or excel in the arts of divination. The Candle Caster is an appropriate Prestige Class for wizards, repressing the use of a lost technology. Fighters usual lean toward a class that relies on defense or protection.

Payit Society

Payits were a culture that was in a social decline. Since the fall of their civilization, many have retreated from their great cities. At the height of their civilization, they were a diverse people with a full of passion and appreciation for life. They were known to be admirers of both beauty and ethereal concepts. They also put an emphasis in understanding the nature of their world and what place they had in it. Payits were known to have excelled in the sciences of biology, astronomy, literature, mathematics, medicine, and philosophy.

When the great disaster struck, many abandoned their city lives and returned to the more rural way of living. Yet despite the loss of a metropolitan lifestyle, they still retained much of their of their outlook. Learning from the shame of their leaders, they began to live a simple and humble life. Although the focus of their society had shifted greatly, they kept what they could alive.

Since the fall of the Nexalan empire and the arrival of the foreigners, their way of life has changed again. Their society is slowly being absorbed and destroyed by the Amnish in the occupied lands of Payit. They endure and accept this change, for it is what it is.

Ironically many were displaced during the conflict and fled into Far Payit, increasing the populations of Tulum-Itzi and Maxal. This increase has started to revitalize the Payit cultural way of life, rediscovering the ancient lore and practices at the height of their civilization.

Language and Literacy

Native of both Payit and Far Payit speak Payit, many also knowing Huaclai, Nexalan and Payit as well. Payits were among the first of the people of the True World to grasp the concept to form a writing language.

Since the arrival of the Golden Legion of Amn, many Payits quickly picked up Realms Common. They took many of the artistic symbols and categorized them into pictographs, associating various concepts

and ideas to each symbol. These pictographs are similar in nature to those that the Mulan used. It is a very complex form of communication to follow, with thousands of characters expressing thoughts and ideas as opposed to single syllables. However, scholars from Amn favor using the Draconic alphabet when representing the language of the Mazticans.

Payit Magic and Lore

Payits excel in the practice of Hishna and Pluma magics, gifts of the gods Zaltec and Qotal. Like many Mazticans they practice a variety of forms of divine magic. Many are simply traditions handed down by the various clerics of the Maztican Pantheon.

Payits are one of the few cultures to actually practice arcane magic. Sorcerers and wizards are not unknown to the lands and people of the Payit. Sorcerers exist in the rural villages, often assisting clerics and shaman with their activities or serving as village defenders. Wizards are a dying breed they found scattered among the cities and ruins of Payit, grasping to the forgotten lore of their ancient civilization.

Spells and Spellcasting

Payits tend to favor spells that evoke the natural elements or provide some protection against various entities. The magic of shapechanging is also highly useful. Divination magics often practiced as well.

Spellcasting Tradition: Payits are drawn to divine magics. The most evident of these practices are found among the followers of Qotal. They often create items of Pluma that assist day to activities. Their magic mainly used to develop the land and to maintain a healthy way of life.

Arcane spellcasters among the Payit are not common, but have been known to master many of the schools of magic that are practiced throughout Faerûn. It is possible to come upon a native spellcaster that is able to hold his might against wizards of the realms. Divination is widely practiced and is used closely in conjunction with astrology.

Unique Spell: None.

Payit Magic Items

Payit Hishnashapers and Plumaweavers produced the highest quality of magic items found throughout the True World. Most though are small talismans [2], but many wondrous creations can be found that duplicate many common magic items. Although many are developed through the use of Hishna or Pluma magics, some Payit items are arcane in nature. These items are often from Payits golden age, but their manufacture is being rediscovered.

Common Magic Items: Qotal 's [Quaal's] Feather Tokens, and Plumalifers [Flying Carpet]. Garments made of brilliant feathers have many of the same properties similar items made into cloaks and robes. Figurines of Wondrous Power made of Jade are found. Magical candles and Incense are also very popular.

Iconic Magic Item: None.

Payit Deities

Payits hold Qotal as their god. His dogma closely resonates with the Payit way of life. His clerics are the most numerous within Payit. Many of the others gods are revered, but surprisingly the cult of Zaltec is found in scarce numbers.

Payits pay respect and recognize many members of the Maztican Pantheon, most realizing their importance to the maintenance of the world. When needed, prayers and gifts are often given to the appropriate deity.

They are aware that the gods can be jealous, so they tend to keep that in mind when petitioning other deities than Qotal. Followers of Eha, Kiltza, Maztica, Nula, Plutoq, and Watil can be found among within the cities. Often attending small shrines scattered throughout the land. Payits are one of the very few that still recognize Kukul, often paying tribute to the father of the gods.

In the city of Maxal, Azul holds a place in the hearts of the people. Much of that cities welfare depends on what mood Azul holds.

When the Amn began their conquest of the True World, they also brought the worship of foreign gods. Many Mazticans, like the Payit, have been converted by force to the worship of Helm.

Relation with other Races

Payits have only had relations with the savage tribes of halfling [3] encountered within the wilds of Far Payit. These halflings often form fierce tribes, dominated by a single powerful halfling chief. The halflings

tend to be territorial, rarely attempting to raid the villages and cities within Far Payit without good reason. Payits are one of the few humans that have gained any insight to the native halfling culture, which they have deemed the little people. The little people do not look kindly upon weak individuals. Injured and abandoned halflings are encountered in the wilds of the jungles, left to the mercy of the many predators. Payits often rescue and rehabilitate them, showing them kindness mostly because of child-like features. Another race of note has been encountered in the past, and scarcely among the Payit of the coastal regions. The Itzcatli [4], in the past often raided the coastal cities of Payit seeing them as easy targets. This practice was a result of when canoes began to travel along the coast to reach the cities in Far Payit. For years they came from the northern waters, never reaching the Sea of Azul. For whatever reasons the raids stopped after the fall of the Payit civilization. The recent shipping activities of the Amnish, Baldurans, and Waterdavians may bring them back.

It wasn't until after 1363 DR, that the Payits had to deal with other races. Elves, Dwarves, and Half-Humans so came in droves with the other humans. The average Payit tend to view these races based upon their individual merits and with some curiosity. They do not judge them or have any particular bias toward them. Only those few Payit that have traveled to Amn have the chance to actually associate with these races. Unfortunately, Amn has been successful in restricting contact between those from Faerûn and the True World.

Payit Equipment

Payit equipment is as varied as that found in most marketplaces of Faerûn. Many recognizable items are spotted. Everyday items are available, mostly constructed either from gold, jade, and common stone. The jungles provide a rich variety of base materials to construct almost anything needed. Payits are the only natives of the True World that can also produce silk. The ground itself is rich with gold, jade, and limestone. Since Payit itself is a huge peninsula surrounded by the Sea of Azul and Tayola, many items common to coastal regions are found within the jungles as well.

Arms and Armor

Weapons constructed from stone and wood are found. Spears, daggers, axes, and various bows can be easily constructed. Weapon made from gold or jade can be found, but most serve a ceremonial purpose. Sharper weapons needed often use shells bought in from the coastal areas. Fighters often favor spears and bows, and excel at the use of these ranged weapons.

Payits armor tends to be light and non-cumbersome. Most are simply cloth or skins enhanced with Pluma or Hishna magics. Suits of padded cotton are common northern areas of Payit. Suits used by Jaguar and Eagle Knight are found as well. Shields constructed out of wood are common.

Common Items: Slings, Spear, Bows, and items constructed from Shells.

Animals and Pets

Payits usually favor rather practical pets, birds being the most common. They are often prized for their vibrant plumage. Many varieties are very popular, from songbirds to flamingos to parrots. Their plumage highly sought for Plumaweavers.

Freshwater fish are also prized, many decorating public ponds and private pools. A lush variety of these fish are often found in the rivers of the Payit jungles and bought back to the cities and villages.

Insects are also favored by many, caterpillars being most popular. These short lived pets, are held in awe as they transforming into a stunning display butterflies. Beetles and cicadas are also kept for their entertainment value. Either providing a novelty of a flying bug on a string or the soothing sounds of chirping.

Many small animals found within the jungles region make interesting pets. Small monkeys are most popular, and can be found in the market place, making interesting playmates for small children.

Payit Region

The Payit region is divided into three climes. Coastal, Jungle, and Plains. The people of Payit farm their rich land, and harvest the bounty of the sea. Those of Far Payit fair the same within their jungles. The Payit region though borders the Nexalan Empire, which had to deal with minor invasions every so often.

Those Payits of the plains region have been occupied by the people of Amn, and are restricted in their activities. Some have traveled along with the Nexalans as far as the Sword Coast. Those of Far Payit still

retain their independence, and have rediscovered much of their former culture.

Preferred Classes: Payits tend to pick professions that will benefit their communities lifestyle. Fighters are found in equal numbers to those of clerics and shamans. Bards are also found, keeping the oral traditions and history of the Payit alive. Arcane Spellcasters though are very uncommon.

Automatic Languages: Payit

Bonus Languages: Nexalan, Pezelec, Payit,

Regional Feats: Artists, Education.

Bonus Equipment: (A) Spear and Wooden Shield, (B) Quiver of 36 Flight Arrows and Bow (Short of Long) or (C) 1st level Pluma or Hishna Talisman.

REFERENCES

Maztican Box Set, TSR1066, Douglas Niles.

Endless Armies, TSR9340, Jeff Grub.

Lands of Intrigue Box Set, TSR1159, Book Two, pgs 60-63 .Steven E. Schend.

[1] Oriental Adventures 3E, pgs 22-24.

[2] Oriental Adventures 3E, pg 61.

[3] Similar to Ghostwise halflings, but adjusted to a jungle environment.

[4] Saughin found in the oceanic regions of the True World. See illustrated map in Maztican Box Set.