

Create Talisman of Hishna



Alteration, Enchantment/Charm

Level: 5

Range: 0

Components: V, S, M

Casting Time: 3-18 months

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: None

This is the procedure by which a master artisan creates an item of hishna, talon magic. The object is more than a magical item; it is a work of art, and a piece of great personal pride to the artisan.

As with talismans of pluma, the listed items are a representative list. They are not of the "blow up the village" power level. If this restraint is kept in mind, player and DM designed talismans of hishna can be invented and added to the campaign easily (see Typical Talismans of Hishna).

Notes: Restricted to practitioners of hishna magic (the Maztica setting); common.

Typical Talismans of Hishna

Fire Peppers: This enchantment creates 4d20 tiny round objects. Each is bright red and the size of a small pebble. They can be used to immobilize the unsuspecting (or do worse).

When dissolved in up to a gallon of drinkable liquid, a fire pepper creates an odorless threat. Anyone who takes an exploratory sip is allowed a saving throw vs. spell. If successful the person is incapacitated for 1 d6 rounds, gasping and choking and writhing on the ground in pain from the hot burn of the drink, and takes 1 point of damage per round. Anyone failing a saving throw, or who takes an unwary drink of the liquid is incapacitated for 2d6 rounds and takes 1 point of damage per round.

Someone tricked into eating a pepper whole must make an immediate system shock roll or die. For each pepper beyond the first taken in a single bite, the individual suffers a -5% to the system shock survival chance. Those who survive are incapacitated for 3d6 rounds and take 1 point of damage in each round.

Heartseeker: This is a heavy spear, almost like a footman's lance. Its head of hardened obsidian has been layered with the power of hishna. The weapon has a bonus of +2 to all attack and damage rolls. It is immune to the breakage rules for normal obsidian. When it hits on a natural roll of 20, the weapon strikes the heart, and the foe loses all remaining hit points.

Sandals of Speed: These stout leather sandals increase the wearer's base speed to 18. However, unlike boots of speed, they confer no Armor Class benefit, nor do they require any special period of rest. The wearer can cover vast distances, jogging along for 16 hours a day.

Spiderwalker: The spider-walker is an enchanted being created from the body of a dried tarantula. When imbued with the power of hishna, it becomes a deadly terror.

It can be activated only at night, and will last only for the duration of that night. It ceases to function with the first rays of the sun—even if the sunrise is concealed by clouds or if the spider-walker is indoors or underground.

The creature can spring up to 10 feet to attack. It can drop from any height, falling with great accuracy (+2 to hit) onto a victim below. A spider-walker can be given very specific instructions by one

who knows the command word. It can be directed to strike at a single individual, or to attack as many of a certain type (for example, enemy warriors) as it can encounter.

Spiderwalker: AC-4; MV 6; HD 13; THAC0 7; #AT I; Dmg 1 + poison (save or die).

Talon of Zaltec: This is a small object made from the claw of a jaguar. The tip contains a lethal venom (-4 to saving throws). The wielder of the talon must make a successful attack roll in hand-to-hand combat; the individual struck must make a successful saving throw vs. poison or die. A single talon contains enough venom for 1d10 doses.

The other use of the talon is contained in the wide upper end of the claw. This contains a small amount of powder. If cast into the eyes of someone within 5 feet, that individual must save vs. spell or be blinded for 2d12 hours. All victims are considered AC 10 for purposes of the blinding powder. The talon contains enough powder for 2d12 uses.