

# Create Talisman of Pluma



## Alteration, Enchantment

Level: 5  
Range: 0  
Components: V, S, M  
Casting Time: 1 year + 3d6 months  
Duration: Instantaneous  
Area of Effect: 1 object  
Saving Throw: None

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

The works listed here are not the only items that can be made; they are a representative list. Players and DMs will note that they are not of the "blow up the village" power level. If this restraint is kept in mind, player and DM designed items of pluma can easily be invented and added to the campaign (see Typical Talismans of Pluma).

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

## Typical Talismans of Pluma

**Bands of Might:** These thin bands of pluma are worn around the wrists. They can greatly enhance the wearer's Strength to 18/00, 19, or even 20. The exact increase is determined by the Dexterity and Wisdom ability scores of the pluma artisan; take the lowest score and add +3. This is the Strength conveyed by the wrist bands to the hands and arms of the individual.

The wrist bands benefit crushing and pummeling, as well as weapon-wielding power. They do not allow the casting of boulders. See table.

### Effects of Bands of Might

Strength Rating	Bonuses to Hit	Damage	Open Doors
18/00	+3	+6	none
19	+3	+7	16 (8)
20	+3	+8	17 (10)
21	+4	+9	17 (12)
22	+4	+10	18 (14)

**Feathertoken:** This is a powerful charm of magic resistance and protection. It conveys an Armor Class bonus of +3 and an inherent magic resistance of 90%. The area of protection extends for 10 feet from the wearer. In addition, the feathertoken can effect a feather/all spell once per day. The spell can benefit the wearer of the token and anyone touching that person.

**Moccasins of Free Movement:** These beaded leather shoes are wondrous talismans that convey numerous effects: They function as boots of elven kind in regards to allowing silent movement. They allow the wearer to move at his full rate, whatever the footing- as long as he is walking. Thus the wearer can cross swamps, wade shallow water (but not swim), even cross a sticky pool of tar, as if he walked upon smooth, level ground.

**Plumalitter:** The plumalitter is a work of featherweaving that is the only Maztican equivalent of a wagon. It is a rectangle of thick, fluffy plumage some 6 feet wide, 10 feet long, and 1 foot thick. It can carry up to 750 pounds. It requires a command word, but not an elevate spell to activate. It will follow the one who commands it, matching his speed at a movement rate of up to 18. It can rise or descend at the rate of 30 feet per round.

**Plumastone:** The artisan who makes this talisman must be a weapon-maker as well as a master of pluma. An item of plumastone is an enchanted weapon with an obsidian tip or edge.

It can be a maca (a club edged with obsidian chips), a knife, a bundle of three spears, or a quiver of ten arrows.

The objects are not subject to the normal breakage rules for obsidian-tipped weapons. In addition, each receives a bonus of +2 to hit and +3 to damage rolls.

**Skin of Pouring:** This is a feathered waterskin that is always full. It can be used to pour forth water at the rate of 1 gallon per round.