

TWMS

# Weaving Pluma and Shaping Hishna



Magic Items of Maztica



# WEAVING PLUMA AND SHAPING HISHNA MAGIC ITEMS OF MAZTICA

## CREDITS:

**Designer:** *Jon Hild*

“Maztica Alive!” Logo: *Cliff Wolter*

**Cover Art:** *Gabriel Rodriguez*

<http://yardarkwood.deviantart.com/gallery/>

<https://gabrielrodriguez.deviantart.com/>

**Watermark:** *Zeezee Canning*

<http://zeezeeazc123.deviantart.com/gallery/>



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# MAZTICA ALIVE!

“Maztica Alive” is the collective name for the adventures and supplements created for the DMsGuild that are inspired by the True World continents of Maztica, Lopango, Anchorome and Katashaka.

Each book, starting with the core campaign guide, can be found in the link below.

<http://www.dmsguild.com/product/171534/TWC1-The-Maztica-Campaign-Guide>

Maztica is the Mesoamerica-derived setting found to the west of the Forgotten Realms’ main continent Faerun. We are always looking for more to join our community and continue building this consistent and fun lore. Join us at anyone of the following three locations to discuss the setting, read up on upcoming projects, or even gain some inspiration to start a project yourself!

*The Piazza – Maztica Subforum*

<http://thepiazza.org.uk/bb/viewforum.php?f=39&sid=30d941372dd2644a7ea6faa9b2beaeca>

*Candlekeep Forum – Maztica Alive Workshop*

[http://forum.candlekeep.com/topic.asp?TOPIC\\_ID=19368](http://forum.candlekeep.com/topic.asp?TOPIC_ID=19368)

## ABOUT THIS BOOK

This project is designed for DMs to add some new treasures to their True World campaigns. Each item includes a description that follows the format introduced in the 5th *Edition Dungeon Master’s Guide*, but also includes a True World specific section on lore which might inspire the DM to delve deeper into Maztican lore or even develop adventures of their own.

Though it is not true of every item, as indicated in the book’s title, the majority of the items herein can be created by the plumaweaver or hishnashaper artisan subclasses found in *TWC1 The Maztica Campaign Guide*.

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## CLAW OF GRASPING

*Weapon (claw), uncommon*

A claw of grasping appears to be a two foot wooden pole with a large raptor talon fused into one of its ends.

The claw can be used as a weapon when open causing 6 (1d10 +1) slashing damage on a successful hit and it receives a +1 bonus to hit.

It may also be commanded to close tightly as an action (at which point its damage becomes 4 (1d6 +1) bludgeoning damage, but once closed it is very difficult for others to force open. This action can clasp a door shut (DC 20 Strength check to remove) at its hinges so that it can't be opened, or it may serve as a wall mount to anchor a rope. The claw can grasp onto any substance including stone.

As a bonus action, the owner can cause the claw to release from a range of 120 ft. and it can hold up to 1000 lb. without releasing its grip. The claw has an effective Strength score of 25.

**Lore.** Created by hishnashapers as a weapon, clever users have found the *claw of grasping* to have a multitude of other purposes. Creative players may figure out other uses for its powerful grip.

## EARPLUGS OF PAHTLI

*Wondrous item, rare (requires attunement)*

The *earplugs of Pahtli* are bone plugs an inch in diameter that are worn as earrings. They magically extend normal ear piercings to accommodate their size.

*Earplugs of Pahtli* function as a ring of protection and also give the wearer resistance to damage that has thunder as a descriptor. The attuned wearer can also use an action to listen in on any verbal conversations that are in the range of sight and all languages are automatically understood.

**Lore.** Pahtli was a pochteca that spied for the Revered Counselor of Nexal, Naltecona. As a merchant, he was welcome almost anywhere, and would use these earplugs to gather information for the Empire of Nexal.

## FEATHER DARTS

*Weapon (dart), uncommon*

These red feather fletched wooden darts can be thrown as an action. Once used, they multiply and behave exactly like a magic missile spell cast at 5th level. Each dart can only be used once and packs are typically found containing a dozen.

**Lore.** *Feather darts* were created centuries ago by the famed plumaweaver Itzamna Manik who is also known for creating the race of

beings known as the plumazotl (and subsequently being punished by the gods for doing so). The darts were his weapon of choice and he was said to have killed over a dozen xiuhcouatl (*TWC7*) with them before finally succumbing to their attacks. Some plumazotl still pass on the secret of feather dart creation.

### **GIZZARD OF ENOTEPEC**

*Wondrous item, very rare (requires attunement)*

This bladder like device can be worn like a small pouch or bag. As an action, an attuned owner it's can command it to miniaturize and store a full set of armor or clothing. From that point forward the wearer may switch their current armor or clothing with the set stored in the gizzard as a bonus action. This can be done once between short and long rests.

**Lore.** Enotepec was a child of both Amn and the Payit. He was raised in Payit by his native born mother and did not know his father. For years he admired the set of shining armor his father had left behind and eventually became proficient with its use. In the heat of the jungles, this armor was impractical to wear. Eventually he commissioned a hishnashaper to create this magical storage device so that he could call upon his father's armor when needed. It was forged from the gizzard of a Maztican ahuzotl that he had slain. Since those

early days, the item has been copied numerous times.

### **HEADDRESS OF AWE**

*Wondrous item, very rare (requires attunement)*

The *headdress of awe* is comprised of the long and magnificent feathers of unknown birds and creatures. When worn and attuned to its wearer, it raises the owners Charisma to 20, unless the wearer already has a Charisma of 20 or higher. It also gives the owner advantage on all Charisma based skill checks.

Finally, once between long rests, the owner may use an action to cause the headdress to glow brightly (bright light in 30 foot radius, dim up to 60 feet) for 1 minute. During this time, any humanoid who can see the headdress must make a DC 15 Charisma saving throw or fall to their knees in awe for the duration of the effect. Creatures on their knees are considered prone.

**Lore.** These headdresses are sought after by Revered Counselors and war chieftains across the True World. Beyond being a badge of leadership, it is difficult to resist commands from one who wears one of these items.

It is believed that only two exist and their whereabouts are unknown. Their creation is also a mystery but the existence of these items has been rumored since the time of the first Revered Counselors of Nexal.

## HISHNACOILS

*Wondrous item, rare*

A *hishnacoil* is a 5 inch living ball of tiny snakes that intertwine and squirm incessantly.

You can use an action to speak a command word and throw the *hishnacoils* at a huge or smaller creature that you can see within 60 feet of you. If you make a successful ranged attack roll (using your Dexterity modifier plus your proficiency bonus), the coils unwind and grow wrapping around your target and restraining it. Six snake heads appear among the coils threatening and hissing at the restrained creature.

Once restrained the *hishnacoils* may automatically bite the creature for 2 (1d4) piercing damage and an additional 5 (2d4) poison damage as a bonus action on each of your turns. The *hishnacoils* only attack on your command and you may speak the command word again at any time to release the restrained creature. Once released, the *hishnacoils* returns to its original form.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break out of *hishnacoils*. On a success, the item is destroyed and the restrained creature is freed. If the check fails, any further attempts made by the creature automatically fail until 24 hours have elapsed. Once the *hishnacoils* are used, they can't be used again until the next dawn.

**Lore.** *Hishnacoils* were created by a powerful hishnashaper from Far Payit who enjoyed capturing his enemies before killing them in order to torture them at whim. When he created his first hishnacoils he was able to do both simultaneously.

## IOUN STONE – OBSIDIAN CHUNK

*Wondrous item, rarity varies (requires attunement)*

Different types of obsidian come in irregularly shaped chunks and follow the same rules as the *Ioun stones* found on page 176 in the *Dungeon Master's Guide*. Different forms of obsidian chunks confer different abilities.

**Fire Resistance (Rare).** This snowflake obsidian chunk gives you resistance to fire.

**Absorption (Very Rare).** This rainbow obsidian chunk will negate one spell of each type of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, transmutation) of 6th level or below as either a reaction or action. For each spell cancelled it will lose a bit of its coloration before becoming dull gray when used in its entirety.

**Ablation (Very Rare).** Made from plumastone, this reddish/black Ioun stone absorbs 50% of damage as a reaction for a maximum of 20 hp each day.

**Lore.** Obsidian chunk Ioun stones are occasionally found naturally in obsidian and plumastone quarries. Where the magic comes from is generally unknown, but assumed to be a result of the goddess Maztica's life force that permeates the entirety of the continent.

### **KULTAKAN DEATH WHISTLE**

*Wondrous item, common*

The *Kultakan death whistle* is carved from wood and has an image vaguely reminiscent of a human skull. Its sound is horrifying and can strike fear into opposing warriors.

The whistle can be blown as bonus action and affects all creatures hostile to the blower within a 30 foot radius of the whistler who fail a DC 12 Wisdom save. Affected creatures suffer disadvantage on their next attack roll.

A creature may only be affected by a death whistle once in a 24 hour period.

**Lore.** Kultakan death whistles are said to be carved from wood found only in Land of the Dead Mictlan. When at war, regiments of Kultakan warriors typically have at least one who is using a death whistle as they march into battle. The cumulative sound typically allows Kultakans to overwhelm their enemies early in battle.

### **MOCCASINS OF THE POCHTECA**

*Wondrous item, rare (requires attunement)*

When you wear these moccasins your walking speed becomes 30 feet, unless your walking speed is already higher. Your speed also isn't reduced if you are encumbered or wearing heavy armor. In addition, you may designate a location as a designated "return point" to which you may teleport to unerringly once between long rests. The return point, once designated, cannot be changed unless you attune to the moccasins once again.

**Lore.** The pochteca are the famed traveling merchants of the True World. The Grand Pochteca, merchant lord of Kolan, is said to have created the first of these moccasins personally and grants them to those who have performed tasks for him.

### **MOTHER'S TOKEN**

*Wondrous Item, uncommon*

This small token is made of tightly woven feathers and has a tiny, but recognizable image of the goddess Maztica on one side.

Once each week, A character can mutter a small prayer as a bonus action to Maztica at which point the character will be granted inspiration. If the character has inspiration already

the token will not work and its use will be wasted for the week.

**Lore.** Maztica's druids work in tandem with plumaweavers to create these tokens and spread their goddess' influence in the True World. They are typically given to heroes who perform some great task for the goddess or for her worshipers.

### **NOSE RING OF THE AHUIZOTL**

*Wondrous item, rare (requires attunement)*

These blue rings of turquoise are worn in a pierced nostril rather than on a finger. Once attuned the wearer of a *nose ring of the ahuizotl* can breathe underwater and has a swim speed of 30 feet. In addition, the wearer grows a long, prehensile tail tipped with a fully functional hand from their backside. This hand can perform any task a normal arm can do including wield a weapon.

**Lore.** Teotl magic is a relatively new branch of True World magic similar to hishna or pluma but it is a water based magic. The *nose ring of the ahuizotl* is often found in coastal towns that have practitioners of this form of magic.

### **OCTLI OF STRENGTH**

*Potion, rare*

Octli is an alcoholic beverage made from the fermented sap of the agave plant. Octli of Strength is an

enchanted version known to be both a blessing and a curse. It typically comes in sealed clay containers with 1d4 doses.

One dose of Octli of Strength gives its imbiber advantage on all Strength and Constitution based saving throw and skill checks and disadvantage on all Dexterity and Wisdom based saving throws and skill checks for 1 hour. It also functions as a potion of hill giant strength giving its drinker 21 Strength for the hour.

**Lore.** *Octli of strength* was created by the Kultakans for special regiments that like to overwhelm enemies quickly. In Kultaka, it is a serious offense for any but these warriors to imbibe or even own such an elixir. Even the young have been known to face execution for stealing and drinking *octli of strength*.

### **PLUMADRESSING/**

### **HISHNADRESSING**

*Wondrous item, rare*

*Plumadressing* consists of leather straps decorated with blue feathers that can be wrapped or tied around other objects. *Hishnadressing* is similar, but made of sinew and decorated with a variety of animal fangs.

A magic item that is bound in *plumadressing* or *hishnadressing* does not count against the limit of magical items that a character may be attuned to. A character may only receive the



benefits of one plumadressed and one hishnadressed item, effectively raising the maximum number of attuned items to five. Determining which items can be bound with *plumadressing* and *hishnadressing* is up to the DM.

**Lore.** Plumaweavers and Hishnashapers are known for their creation of powerful items at higher levels. These items are often responsible for much of their individual power but the limit of attuned items often caps the extent of their power. During Maztica's exile on Abeir artisans of both forms of magic worked together to develop these charms in order to help combat the horrors of that foreign world.

### **RING OF THE EAGLE**

*Ring, uncommon (requires attunement)*

Once each day the attuned wearer of a *ring of the eagle* may use an action to polymorph into a giant eagle (*Monster Manual* page 324).

Clothing and other items merge with the giant eagle form and no longer function if magical, except for the ring itself which cannot be removed as long as the wearer is an eagle. Once in the form of an eagle, the wearer may use a bonus action to return to its original shape or it may remain in the form of a giant eagle indefinitely.

Though not intentionally cursed, there is a danger to remaining in eagle

form for extended periods of time. Each dawn, there is a cumulative 1% chance that the wearer loses the ability to return to its original form, living out the remainder of its life as a giant eagle. Only magic as powerful as a wish can break this condition. The chance resets once this ability is not used for a full day.

**Lore.** Created in the prehistoric day of the Aeree kingdoms, *rings of the eagle* still occasionally turn up in long forgotten hoards and ruins. The *rings of the eagle* were used by both the aeree and their aarakocra successors to change fully into the form of a giant eagle for unlimited timespans. Some believe these rings are responsible for the creation of the very first giant eagles and this might help to explain their exceptional intelligence.

While they are in some cases aggravated that this magic so closely mimics some of their own abilities that take years to master, eagle knights seek out these magical items for their own use and pay handsomely for newly found rings.

### **SANDS OF THE ELDERS**

*Wondrous Item, very rare*

This fine sand comes in pouches containing 1d4+1 handfuls. If an action is used, the owner may throw one handful of sand in an adjacent square. The sand opens a small gate to an otherwise unknown demiplane

into which the user and up to 10 companions may join.

The demiplane appears to be an endless desert in all directions and has no features other than sand dunes and a red/orange sun. The owner and his companions may stay safe in this demiplane for up to an hour before returning to their original location. If their space is now occupied, they return to the nearest open location.

**Lore.** The *sands of the Elders* are said to come from the demiplane where the massive beings of the same name originated (the sand elders). Though a user's time on the demiplane is limited, visiting the it might pique interest in the great giants' home world.

### SCALE OF THE XIUHCOUATL

*Wondrous Item, rare (requires attunement, see below)*

A scale of the xiuhcouatl appears to be a fiery red/orange serpent scale about an inch in diameter. It is always warm to the touch.

As a bonus action, the owner of this can force it to merge into any melee weapon. For an hour each day, the weapon has the *flame tongue* property from page 170 of the **DMG**. After the hour is up, the scale emerges from the weapon and is inert until the following morning.

The scale requires attunement normally, but if it is added to a weapon that the wielder is already

attuned to, this requirement is negated.

**Lore.** Tezca is said to create these scales personally and pass them onto the greatest of his clerics and warriors. They are said to all come from his most favored servant - an actual xiuhcouatl of gargantuan size.

## SENTIENT ITEM

### ONOTLATLATZIN

*Weapon (tepoztōpīlli), legendary (requires attunement)*

Once owned by the legendary warrior Necalli\*, *Onotlatlatzin* is a sentient spear that glows as if made of lightning when wielded in battle.

You gain a +3 bonus to attack and damage rolls made with this weapon. It has the following additional properties.

**Immunity.** Whenever you wield *Onotlatlatzin*, you are immune to lightning damage and resistant to thunder damage.

**Call Lightning (Recharge 6).** As a bonus action, you may call lightning if you are under an open sky to infuse the spear with the ability to cause an extra 14 (4d6) damage when you strike a creature.

**Sentience.** *Onotlatlatzin* is a sentient lawful neutral weapon with an Intelligence of 13, a Wisdom of 10 and a Charisma of 17. It has hearing and darkvision out to range of 120

feet. The weapon can speak, read and understand Maztican.

**Personality.** *Onotlatlatzin* is bombastic and aggressive but is usually protective of its owner. It wants glory for itself and its name and believes that by properly serving its master, it will achieve these things. It loudly encourages its owner to take on challenges of increasing difficulty, but it is not suicidal. The only way to incur a conflict with the spear is to truly behave cowardly – typically by fleeing from a far weaker foe.

*\*Note that this item is depicted on the cover in the hands of its most well-known owner – the warrior Necalli.*

**Lore.** It is unknown where Necalli obtained this weapon, but he is well known to have wielded it for many years. A warrior of the far off land of Kolan, long before the Empire of Nexal invaded, Necalli is legendary in his destruction of many terrible creatures. It is said that he once slew an enormous scaled serpent with the six heads of a jaguar. The spear's whereabouts are currently unknown.

## ARTIFACT

### THIRTEEN BUTTERFLIES OF QOTAL

The *thirteen butterflies of Qotal* appear to be exquisitely crafted golden butterflies encrusted with

gemstones. Each is just under 6 inches in length but are so perfectly crafted that they might fetch up to 20,000 gp each just for their beauty and materials alone. Anyone who holds one of the butterflies may cast commune once between long rests, but only to contact Qotal.

Each individual butterfly has two minor beneficial properties from page 219 of the *Dungeon Master's Guide*.

In addition, the thirteen butterflies each has a unique special ability. Once this ability is used the power of the butterfly is temporarily drained and the butterfly dissipates into a golden mist. After the passing of a century, the butterfly of Qotal reforms somewhere elsewhere in Maztica. The butterflies are sought out in times of great need. They are hidden by Qotal himself, and cannot be found without his express will. In order to acquire one, Qotal requires that a potential owner undertakes a great adventure and typically forces their appearance at the bottom of great ruins or ancient sites where none will ever be found accidentally. The individual butterflies and their powers are listed below.

**Summon Gargantua.** An attuned owner of this butterfly can cause it to grow to gargantuan size and come alive. The massive creature has 800 hp but has no form of attack. Up to 1,000 medium sized creatures can fit upon its back. This butterfly can be found if a large village or small city is in need of evacuation.

**Part Waters.** An attuned owner of the second butterfly may part entire seas for up to a tenday of travel. Much like the first butterfly, this one can be found when a population must be relocated. However, this butterfly responds more to environmental threats than attacks or other physical threats.

**Imprisonment.** This butterfly can be used to imprison a creature of up to CR25 in a deep slumber many miles below the surface of the planet. The creature is not allowed a save, but each time it is used on a new creature, the prior is freed. Its use might unfortunately replace one threat with another. It is rumored that this butterfly was sought out by Cordell's men to combat the Star Worm H'Calos, but it was never found.

**Lifespring.** This butterfly can spring to life and fly towards a specific location up to a thousand miles away. Anywhere the butterfly passes in its flight becomes verdant and life supporting. The butterfly has only 4 hp with an AC of 10 and can easily be destroyed (at which point it dissipates as if used). This butterfly is said to have been activated just over a century ago to help guide the refugees of Nexal in order to found Tukan.

**Resurrection.** This butterfly can resurrect a hero from ages past with unlimited time between his or her death and the current age as long as some remnant of the hero is used (a body part as small as a fingernail

clipping may be used). Prior to the resurrection, the butterfly's user is permitted to speak to the hero's tonalli (spirit) and convince it to return. If the hero chooses not to, the butterfly dissipates and the hero is not resurrected.

**Transformation.** This butterfly can be used to permanently change the nature of hundreds of creatures in some subtle ways. A hero of Qotal was said to have used this butterfly to transform the dinosaurs of Abeir into the plumed behemoths that protected mankind during the first days of Maztica's exile. (See TWC7 for information on the plumed behemoth template).

**Love Philter.** This butterfly is encrusted with rubies and can fully cause one creature to fall in love with the owner. This love can cut across races and affects creatures up to CR17 without a save. If it is used to lead to actions that will certainly cause the affected creature's death, the charm is broken. Otherwise it is real and permanent.

**Celestial Motion.** This butterfly can temporarily affect the motion of a celestial object. For example, it could be used to prevent an eclipse, or draw Selune momentarily closer to Toril. An impending asteroid collision could also be averted.

**Weather Control.** The lapis and turquoise inlaid golden butterfly can alter weather patterns for up to a year. A drought can be ended and famine could easily be averted using this

power. The range of the ability is up to the DM and depends on need, but the power of the effect dilutes as the radius increases.

***Divine Audience.*** This butterfly can be used to have a face to face audience with the Plumed Dragon himself. Typically, Qotal will be amenable to one request made by its user if the butterfly was earned. Otherwise, Qotal will seek to destroy the hubristic trespasser.

***Instant Ziggurat.*** Much like a *Daern's instant fortress*, this butterfly can cause a structure to spring into being. However, the ziggurat is massive, and can be used to house or defend hundreds.

***Dragon Polymorph.*** The user of this red tinged golden butterfly can polymorph into a massive dragon that has the statistics of an ancient red dragon but appears much like Qotal himself.

***Unknown Ability.*** The last butterfly is left for the DM to decide, but should only appear to combat a specific threat to the whole of the True World or the continent of Maztica.

