



**CASTLES[®]
&
CRUSADES**



**MAGNIFICENT
MISCELLANEUM**

VOLUME III

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MAGNIFICENT MISCELLANEUM – VOLUME 3

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MYSTICAL MAGIC ITEMS AND AMAZING ARTIFACTS

RUBY SKULL: This item is a blood-red translucent skull 6" tall, apparently carved from a single ruby. Though the skull is human, it is also of unusually robust appearance, with heavy brow ridge, thick jaw, and large incisors. By legend it is hundreds if not thousands of years old, found in the ruins of one or another of the most ancient and evil civilizations known. Whoever touches the skull is immediately imparted with knowledge of its salient abilities and the method of attunement; however, the potential downsides are glossed over or skipped entirely. Whoever wishes to use the Ruby Skull must first become attuned to it by willingly making a sacrifice of their own blood onto the skull – one point is permanently lost randomly from Strength, Dexterity, or Constitution. This is a definitively Evil act, and should shift the character's alignment one slot toward Evil if not there already. Once attuned, the owner can use the following abilities:

- She commands undead as a cleric of her level, or if already a cleric of three levels greater;
- She may use the following spells: animate dead 1/day, create undead 1/week, and create greater undead 1/month; each is cast at the minimal needful level if the owner is not of the level required;
- She may, after sundown, by touching the skull place her own soul in the skull, as per magic jar, though her psyche remains in her body. By doing so she gains all the powers and abilities (as well as weaknesses and vulnerabilities) of a vampire. She does not gain any increase in hit dice or hit points. If slain while in vampire form, her soul is forfeit to the extra-planar beings that provide the entropic energies of the skull. If she dies in this way she cannot be raised or resurrected.
- Once she returns to the skull to reclaim her soul – and she must touch the skull to make the swap – there is a 1% chance per hour that she remained in vampire form that her soul has been claimed as per above, and she forever after remains a vampire. She can still use the other powers of the skull.
- Even if she does not become a vampire permanently, every time she uses the skull to become a vampire, there is a 1% cumulative chance that she goes insane, becoming a homicidal psychopath. If using the Amazing Adventures Sanity system, each use of the skull in this fashion requires a Sanity check; failure indicates the loss of 1d6 points of Sanity, with the usual effects as per AA.

VRIL DISKS: These items are 3", 6", and 12" diameter gear disks of orichalcum, a burnished coppery-gold metal, engraved with strange runes and sigils on both sides. On one side these are connected by a series of channels from a central pool at the hub, on the other side a spindle stands at the center for spinning. They were long ages ago designed to hold vril (a potent magical fluid) in the central pool, then set to spin in a gear box such a way that the vril flowed through the channels to the sigils and runes, producing a potent magical effect around the spinning disk. As vril is no longer available (at least, not as far as is known), the original functions of the

disks are lost. Today, because of their long use ages ago, they can be used to enhance the casting of spells and use of psychic powers, and to cause terrible destruction or engender powerful healing. The disk must be held, either in hand or as part of a staff or rod or similar item, or worn as part of a necklace, crown, ritual breastplate, or similar device, to be of any use.

- A disk provides the wearer with additional magical and psychic power, enhancing the level of effective casting level of spells or use of psionic abilities by 1, 2, or 3 levels, depending on the size of the disk. However, there is a 1% chance per level of the boosted spell or CL of the boosted psionic power that the disk drains the wearer in order to empower the effect. This drain takes the form of 1 point of attribute damage to a random attribute. This damage heals normally.
- If a spell caster casts a spell into the disk, the next round the caster must use the disk to loose a reddish-purple bolt of pure magical energy from the disk. The bolt deals 2d6 points of damage per level of the spell cast into the disk, up to 18d6 for a 9th level spell. The bolt is 5' wide with a length equal to 20' per level of the spell. All those within the area of effect may make a Dexterity save to take only half damage. However, when used this way, if the spell used is of greater than 1st, 2nd, or 3rd level (for 3", 6" and 12" disks respectively), there is a 1% chance per level greater than the suggested maximum that the disk explodes on the spot when charged with the spell, dealing maximum damage to the caster and regular damage to all within 5' per level of the spell.
- A mentalist or other psychic can project their psychic abilities through a disk to cure wounds (all disks); cure disease or remove blindness and deafness or restoration (6" and 12" disks); and raise the dead (12" disks). To cure wounds the mentalist must expend their own hit points, taking subdual damage. For every point they spend in this way they cure 1d4, 1d6, or 1d8 points of damage (for disks 3", 6" or 12" in diameter) on any one target within 240'; a beam of dazzling bluish-white energy courses from the disk to the target. Curing disease, removing deafness and blindness, and restoration work in the same way, though require that the wielder suffers a point of damage to a random attribute (this damage heals normally); 6" disks operate as per a restoration spell, 12" disks as per a greater restoration spell. Raising the dead requires the permanent sacrifice on the part of the wielder of one point from a random attribute score; this lost point can only be restored through a wish.
- Every time the wielder uses a vril disk there is a cumulative 1 in 1000 chance that he is attacked by vril ghosts. If a character has used three vril disks a total of 187 times, the next time he uses a vril disk there is a 188 in 1000 chance he will be attacked. Vril ghosts are the spirits of the ancient makers of the vril disks. They are equivalent to spectres. 1d4 spectres appear for a 3" disk, 2d4 for a 6" disk, and 3d4 for a 12" disk. All the powers of the vril disks are useless against the vril ghosts.

2 CASTLES & CRUSADES

WHITE BOX MENACES

MONSTER (SIZE)	HD	SV	AC	# OF ATTACKS	DMG
Buziqua (S)	2d8	M, P	12	Zap or Gas Cloud	1d8 or Special
Dukkelfor (S)	3d10	P	16	Grapple, Sting	1d4 + Possession
Gvelimepi (L)	10d8	M, P	16	Bite x4 + Whip + Sword	1d6 + Poison, 1d4, 2d6
Manjubaya (S)	1d12	M, P	18	2 Claws	1d2/1d2
Oighearshruth (L)	5d8	P	20	Tongue, Bite	1d4 + Grapple, 2d4
Olkhavum (M)	4d12	M, P	15	2 Claws	1d4/1d4 + Slime
Patrankh (M)	9d12	M, P	20	Bite	4d4
Piskledning (M)	6d8	P	15	2 Tentacles	1d4+1d6 Electricity
Putikahas (L)	7d8	P	16	Slam	1d6 + Constrict + Acid
Razingbah (L)	8d8	P	14	2 Claws/Bite	1d8/1d8/2d6

BUZIQUA: Buziquas are 3' diameter translucent orbs filled with whirling gasses. They result from alchemical experiments gone awry. They leave other beings alone unless they are bothered or they sense magic items (90' range). They usually attack with a burst of force energy (10' base range). Three times per day they can attack with a cloud of gas (15' radius). Roll d8 for effect: 1 Cause Light Wounds, 2 Poison, 3 Gaseous Form, 4 Slow, 5 Age 1d10 Years, 6 Blindness, 7 Deafness, 8 Curse. A different result can occur with each attack; save for half damage or no effect, as per the spell. They are highly resistant to magic (SR 15). Buziqua are attracted to magical items. If given 10 minutes alone with a magical item, they can reproduce, splitting into 1d3+1 new buziquas. A potion or scroll is drained, but permanent items are unharmed; they can only use any item once to reproduce. Buziquas do not keep treasure, but there is a 6% chance that when encountered, they are near a hidden magical treasure that they can sense but cannot access.

DUKKELFOR: Dukkelfors are alien mentalities placed in magical bodies that seek to rebuild their own lost empire. Dukkelfors are small clockwork spiders with a stinger on their belly and a nozzle instead of fangs. They are able to project webs like a true spider from the nozzle, and can climb webs, walls, and ceilings like a spider. If they have surprise they get a +4 to hit with their grapple attack; if the grapple is successful, in the same round they position themselves on the target's back and try to sting into the spine. If the sting is successful it deals 1d4 points of damage and the target must make a Charisma save or become possessed, per the magic jar spell. Though they are mechanical in nature, they are not constructs, and can be affected by mind-affecting spells. They speak telepathically with one another, but cannot physically speak unless they possess a target, and even then can only speak the languages their victim knows. Dukkelfors do not keep treasure until they have possessed a victim. Once they possess a victim they can use any sort of magical item or device. Usually 1 to 4 dukkelfors are encountered at a time.

GVELIMEPI: Gvelimepi stand 10' tall at the shoulders. They look like muscular lizard men, but at the shoulders the neck splits into five 10' long snakes, each topped with a cobra head;

the central head is twice the size of the others. Each lesser head has 10 hit points, while the main head shares the body's points. The gvelimepi wields a 20' whip and a sword. It uses the whip to grab targets and drag them into range of its sword and bite attacks. It gets four bite attacks each round plus the whip and sword attack. The whip attack counts as a grapple that also deals damage; if the grapple is successful the monster drags the target in for four bite attacks and a sword attack. It can also divide its attacks against more targets as needed, including creatures behind it. The bite attacks are venomous, snake venom Type 6. The gvelimepi regenerates 1 hit point per round (for the body first, then to re-grow heads) and it can turn invisible twice per day. These creatures are only ever encountered singly, and usually are leaders of primitive tribes of lizardfolk. They love gems and jewelry, especially royal regalia.

MANJUBAYA: These extra-planar beings can be summoned using any of the summon monster spells. They can remain to serve after the normal duration of the spell if they were the only monster summoned by the spell and if offered a live giant insect upon agreeing to serve and every week thereafter. Manjubaya are 18" wide with a body like a wolf spider, with six spidery legs, two spindly arms with sharp clawed hands, and a frog-like head. Whenever it speaks it croaks and burbles, as a swampy, stinky black bile continually oozes from the corners of its mouth. They can walk on walls and ceilings like a spider, and jump up to 30' horizontally and 15' vertically. They can speak any language. They are immune to all forms of giant insect venom. They use their unnaturally long tongue to eat insects, and can swallow an insect three times its own size in a single gulp, the insect disappearing in its maw. They can only be hit by weapons made of bronze or magical weapons. They can detect magic, read magic, and detect metals and kind out to 120' at will, and can enable their summoner to use these abilities and to spider climb if allowed to crouch upon the summoner's shoulders and back. They can also cause fear 3/day, web 2/day, and create a stinking cloud 1/day. They do not collect treasure, but love to hoard dead insects as "emergency rations," as they are voracious eaters, and will insist that their summoner carry these with him.

Oighearshruth: This creature is a giant pill-bug like insect that lives on and burrows through glaciers and arctic snows. 10' long, 4' wide, and 3' tall when fully extended, the oighearshruth live off of lichen, moss, and similar growths, but also eat carrion and, when opportunity permits, whatever else they can kill. They have a 20' long tongue, usually used to gather lichen, but in a pinch used to capture more agile prey. A tongue attack is a grapple attack; if the target is hit, he suffers 1d4 points of damage from constriction and is dragged and automatically bitten for 2d4 points of damage. If the oighearshruth suffers more than half its hit points in damage, it rolls up into a heavily-armored ball (AC 25) and lets loose with a freezing spray that deals 5d6 points of damage to all within 15' radius (Dexterity save for half). It can spray but once per day. Oighearshruths are immune to natural and magical cold. They congregate in groups of 3 to 7, and do not collect treasure; however, their fleshy interior tastes like the finest lobster. They are a favored meal of white dragons, remorhaz, and frost giants.

OLKHAVUM: These extra-planar creatures can be summoned using the summon monster or summon greater monster spells. They can remain to serve after the normal duration of the spell if they were the only monster summoned by the spell and if offered a scroll with a total of three or more spell levels upon agreeing to serve and every week thereafter. They are 6' tall with an idealized androgynous human form, the head of a horse, and long clawed hands. However, rather than flesh and muscle they are made of a translucent red psychedelic slime, the skeletal structure and organs are visible within. Whenever they make a successful claw attack a bit of their slime might get on the target, which must make a Wisdom save or be confused as per the spell for 1d6+4 rounds. They can speak any language. They can only be hit by weapons made of bronze or magical weapons. Olkhavum can use the following abilities: detect magic at will, identify 3/day, augury 2/day, locate object 1/day, and speak with dead 1/week. Once per summons it can be told to bring an object owned by the summoner from wherever it might be; provided the item is not in the possession of another being, it can travel extra-planar paths to get to the item. It returns after 1d100 rounds, and then returns to the plane from whence it originally came. They do not collect treasure, as the scrolls they are given are immediately eaten to provide magical sustenance.

PATRANKH: These extra-planar creatures can be summoned using the spell summon greater monster. They can remain to serve after the normal duration of the spell if they were the only monster summoned by the spell and if offered a human sacrifice upon agreeing to serve and every week thereafter. They take the form of a 6' long monkfish, with large luminous eyes, a huge fanged maw, and a large glowing globe of scintillating colors depending from the growth on its head. They fly though the air as though swimming through water. They can speak any language. Patrankh readily see through illusions, having a +3 bonus to their saving throws against such spells, but are susceptible to non-illusion magic, suffering a -3 penalty to any saving throw against non-illusion magic. They can only be hit by weapons made of bronze or magical weapons. The patrankh

has the following abilities: dancing lights, detect illusion, ghost sound, and mage hand at will; color spray 4/day, hypnotism 4/day, hypnotic pattern 2/day, detect thoughts 2/day, invisibility 2/day, dispel illusion 2/day, hallucinatory terrain 2/day, suggestion 2/day, mirage arcana 1/day, phantasmal killer 1/day, nightmare 1/day, prismatic spray 1/day, and prismatic sphere 1/week. They enjoy collecting gems, which they keep in their bodies in a special pouch hidden in their large mouth.

PISKLEDNING: The piskledning is a strange creature of unknown origins; it is only encountered in deep caverns and dungeons. It looks like some sort of construct, but is apparently a living thing. It is a 2' diameter globe of shiny gray metal at the center of a dozen 10' long tentacles. It uses these to walk and climb walls and ceilings much like a spider. It can use two of these, which can extend to another 10', to grasp and manipulate. It can grab targets and squeeze them, doing both crushing damage and generating an electric shock. Three times per day it can create a lightning bolt, as per the spell, extending from one of these tentacles and dealing 6d6 points of damage (Dexterity save for half). They are immune to fire, electricity, and all forms of gases and poisons. If slain and the round sphere is cracked open, it will be found to contain strange gray flesh, greenish blood, and 1d6+3 random gemstones. Pisklednings are only ever encountered singly. They try to avoid combat unless dwarves and/or gnomes are present, in which case they attack without concern for their own life until the offending creatures are dead.

PUTIKAHAS: These creatures are giant yellow worms, some reaching more than 20' long. They are covered in a sticky acidic slime that helps them burrow through solid rock. They attack by slamming into the target; if the slam is successful, they can constrict the same round (Strength save to avoid). Every round they successfully constrict they deal 1d6 points of damage, plus 1d6 points of acid damage. Three times per day they can spit a cone of acid 20' long by 15' wide at the end. The acid deals damage equal to their current hit points, Dexterity save for half. They are exclusively subterranean, found only in deep caverns and dungeons. They are interested in precious metals and gems, which they can sense up to 120' away, and will attack to acquire. They are natural enemies of xorn, gnomes, and dwarves. If cut open, they might have some raw nuggets or uncut gems still in their gullet.

RAZINGBAH: The razingbah is a great beast with the features of a bear and a cat, though furless with glistening grayish-blue skin, like a dolphin. As large as a cave bear, these creatures live in large lakes and rivers in temperate areas. They usually hunt fish, but happily pick off any game that comes too close to the shore. They can walk, but they are much better swimmers, with large, wide paws and a long and thick fluke-like tail. Three times per day they can bellow like thunder, causing any creatures within 20' to be stunned for 1d8 rounds (Wisdom save to be stunned for merely 1d4 rounds, -2 to save if underwater). They do not collect treasure, and are found singly save during mating season in autumn, when 2 to 5 can be found fighting over mating rights.

4 CASTLES & CRUSADES



DRUIDIC LORE

AONFULAINGT, Level 1 Druid/Wisdom

CT: 1 round R: Touch D: 1 hour/level
SV: Charisma negates (h) SR: Yes Comp: V, S, DF

This spell short-circuits the subject's nerves, leaving him unable to feel physical pain or pleasure. In combat it is a most useful spell, allowing the subject to continue to fight when reduced to less than zero hit points. It also makes the subject immune to most toxin and venom-based paralysis and secondary effects based on pain. However, as the subject does not feel any pain, if the subject is a player character, the CK should keep secret exactly how much damage the character suffers and not let the player know where the character stands regarding hit points. The subject also suffers a -2 penalty to any action that requires fine manipulation, such as lock-picking or writing, as he cannot feel what he is doing.

DREOILÍNTHUAR, Level 2 Druid/Wisdom

CT: 10 minutes R: Personal D: Instant
SV: None SR: N/A Comp: V, S, F, DF

This ritual spell first requires that the druid recruit a wren or similar small non-raptor bird to his service through the use of the animal friendship spell. The bird must be trained to dance and fly about whenever the druid plays a wooden flute, specially made for the training of this bird and the casting of this spell with the specific bird. The druid casts this spell to gain wisdom and insight into the potential success or failure of one endeavor, as per the 2nd level cleric spell augury.

To cast the spell, the druid must have the bird, the flute, and the person asking the question present. The druid first blesses the bird and the subject with mistletoe and holly. The casting of this spell involves the druid playing the flute and observing how the bird dances, hops, and flies about and around the subject of the spell he plays. The way the bird dances, prances, and flies informs the druid as to the likelihood of the success of the subject's endeavor.

The bird remains unharmed by the casting of the spell. The flute used in the casting may be reused, but only with the bird to which it is attuned. If the bird dies or is lost, a new flute must be made. Making the flute requires a week of uninterrupted work.

SHAMHAIL BEANNACHT, Level 4 Druid/Wisdom

CT: Special R: 30 feet D: Special
SV: Special SR: N/A Comp: V, S, M, DF

This is a long, difficult, and costly ritual designed to bring good fortune to a community for a full year. It is one of the most feared of the rites of the druids, for it involves human sacrifice; this is the infamous "wicker man" ritual, in which a criminal or non-believer is burned alive inside a wooden effigy.

The construction of the effigy takes place over a full month; all celebrants are required to provide the wood and other materials for the burning, and to participate in the construction of the effigy. The effigy must be made of deadwood, each piece blessed by a druid with holly and mistletoe.

The victim for the sacrifice must be a local criminal who broke the laws of the community, a local who willingly sacrifices himself for the community, or a non-native non-believer (i.e., one who does not follow the druidic faith, and preferably one who persecutes it). The higher the social status of the victim, the stronger the magic and the blessing received by the community. The sacrifice must spend three days being ritually prepared, including baths, blessings, and other preparations. After a final bath the sacrifice is dressed in pure white linens and placed in the effigy. The sacrifice may or may not be offered application of the aonfulaingt spell, depending on their status with the community and their relationship with the druids.

The sacrifice is then burned in the effigy, using blessed torches that must be lit using the produce flame spell. The effigy is lit at high noon as the spell is first cast, and is magically designed to burn until the setting of the sun, the entire duration of which the sacrifice burns alive. While the effigy burns, the druid and the celebrants must dance and sing in a circle around the effigy, singing praises to the gods and goddesses of nature and praying for good harvests and good fortune. If the dance and ritual is prematurely ended before the setting of the sun and the collapse of the effigy, the spell fails.

If all is successfully completed, and if the sacrifice was found worthy by the gods and goddesses of the faith, the celebrants all receive a bonus of +1 to any and all rolls for the following year (to hit, damage, saving throws, etc.), provided they remain in good standing with their deities and the druids.