



**CASTLES[®]
&
CRUSADES**



**MAGNIFICENT
MISCELLANEUM**

VOLUME IV

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MAGNIFICENT MISCELLANEUM – VOLUME 4

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MYSTICAL MAGIC ITEMS AND AMAZING ARTIFACTS

DIAMOND SKULL

This item is a crystal-clear translucent skull 4" tall, apparently carved from a single diamond. The skull is oddly shaped, with a slightly larger than normal cranium. When touched, the skull imparts its abilities and powers, as well as its activation words telepathically in a dry, monotone voice, but cannot otherwise communicate. The skull is used to imprison and either slay or blackmail an entrapped victim. When found, there is a 5% chance that it already has a victim trapped within. The skull can only be used by spell casters (wizards, illusionists, clerics, druids, arcanists, and the like, optionally psychics as well at the CK's option), though anyone (or any thing, including undead) can be trapped therein. Only one victim can be held at a time; if already occupied, it cannot be used to trap another victim.

The skull must be held, either in hand or incorporated as a part of a rod or staff, worn as part of a helm or necklace, etc. The wielder must choose a target within 60 feet and speak aloud the magic words. A beam of blazing white light then strikes at the target; if she fails a Charisma save against a CL equal to the level of the wielder, she is taken, body and soul, into the diamond skull. Any being carrying or wielding an artifact or relic-level magical item is immune to the effect. While trapped in the skull the victim appears as a miniature version of herself. She needs not breathe, eat, sleep, or otherwise rest, and does not age. While so trapped she cannot cast any spells, use psychic abilities, or use any magical devices, or rather, she may do so, but any such attempts are completely ineffectual, save to provide a flashy show within the skull. She cannot be harmed by anything, other than through the abilities of the skull employed by the wielder as enumerated below. She cannot be found or contacted by any sort of magic or psychic power, i.e., locate spells, telepathy, etc., all are useless. She can speak and be heard by anyone within 10 feet of the skull, and the wielder of the skull can hear her speak and speak to her from

wherever he is through telepathy (the owner may tune her out if he so wishes).

Once trapped, there are three things that can be done with the victim: she can be tormented and/or slain, imprisoned, or blackmailed. The only way to harm the victim is for the wielder to cast a spell into the skull. Whatever the spell might normally be, in the skull it takes the form of a series of blazing lightning bolts that deal 1d6 points of damage per level of the spell (1d3 for a 0-level spell). The victim gets no saving throw against the damage. While trapped the victim cannot heal any damage, whether naturally or magically. If the victim dies while trapped, she is destroyed utterly, and can only be returned to life through a wish spell cast by a divine being. All items carried with her are also destroyed. The wielder of the skull knows how close to death the victim is at all times, and can relate this to her, and she will know it to be true.

If used as a prison, there are a handful of limitations that must be met. First, the skull cannot be thrown into the ocean, or the sea, or even a large lake; if such is done, it is cast up the next day on a far shore, and is never covered by sand. Similarly, it cannot be cast into a bottomless pit, a volcano, outer space, or the various planes; it simply reappears somewhere safe and mundane on the material plane. It can be hidden in a box or chest or sack; locked in a vault deep in a dungeon; or squirreled away in a giant's sock drawer on a floating island. It must be kept somewhere that a mortal can find it without extraordinarily powerful magic. As such, the victim remains trapped within the skull, alone and un-aging, until someone else finds it and releases her.

Thirdly, using a combination of threats of extended imprisonment, further painful torment, or utter obliteration, the wielder can cajole the victim into giving up one item or discrete bit of information, with the promise (guaranteed



by the skull and known innately by the victim) of freedom afterward. The victim can only be forced to give up something trapped with her in the skull; if the item is given, the item appears in the hands of the skull's wielder and the victim is teleported without error 100 miles away, to some safe and normal location. The victim shall similarly be freed if she gives the skull's wielder the information that he desires. Information must take the form of one discrete bit of information or the knowledge of a single spell. Discrete being the location of a lost dwarven tomb in a mountain range, not all known ruins in said range; one secret of a single noble lord, not all his secrets, or one secret each from many nobles. The skull knows if the victim is lying (no saving throw), and only frees her if she tells the truth. Spell knowledge given is taken from the mind of the victim and implanted in the mind of the wielder; the spell need not be memorized, but the victim no longer knows the spell and the wielder need not make any attempt to learn the spell (though he must write it down in his spell book before he can use it). The victim can re-learn the spell as normal, though she must have a different source than her original spell book.

The wielder can also free a trapped victim simply by speaking the magic words backwards; in this case, the victim reappears anywhere she wishes within 100 miles of the skull.

There is one major drawback to using the diamond skull. Every time that a target makes her saving throw against being trapped in the skull, there is a 1% cumulative chance that the effect rebounds on the wielder and he, instead, is trapped in the skull with no saving throw against the effect. Note that this drawback is not mentioned by the skull when first touched...

FIRE-STORM

This 6' long magical spear is made of an unknown red hollow metal tube topped with a red crystal spear point shaped like a burning flame. It is warm to the touch, glows slightly, gives off a low sound of crackling flames, and if the spear tip is held to tinder or other similarly flammable material for two rounds the tinder bursts into flames. It can be wielded one-handed as per normal, having a +1 magical bonus to hit but no bonus to damage. It deals 1d6 points of damage plus 1d6 points of fire damage per hit. Once per day if given the command "Fire Storm!" as it is thrown, the spear bursts into a 6d6 fireball when it strikes. If it hits its target, the target takes the normal 1d6 damage + 1d6 fire damage, and gets no saving throw against the fireball damage; otherwise, whatever targets are caught in the area of effect based on where it lands get their normal Dexterity saving throws. The wielder can also use this ability while in melee, but suffers damage from the fireball like all others in the area of effect. The wielder can also call down a final melee strike with

the spear by calling out "Hellfire and Damnation!" when thrusting the spear at the target. The spear then explodes, whether it hits or not, incinerating the wielder (who is automatically slain, no saving throw, even if immune to magical fire) and the target suffers 18d6 damage (with no save if hit by the spear). Those within 20 feet suffer 12d6 and those between 20 and 40 feet suffer 6d6 (Dexterity save for half). The spear reforms 4d6 hours later, growing forth from a bubbling morass of melted metal and fiery crystal.

KNEE-BREAKER

This magical maul is a large, two-handed hammer. The haft and head are of oak bound with rune-covered spiked iron bands. The maul has a +3 magical bonus to hit but does not provide a bonus to damage. Instead, on any roll to hit of Natural 20 the target must make a Strength save against a CL equal to the damage dealt or suffer a broken knee. A victim with a broken knee moves at only half speed and can only either move or attack in the same round, never both. A victim with two broken knees cannot move at all, loses any Dexterity bonus, and suffers a -2 penalty to hit and to AC. A broken knee requires one week to heal per point of damage dealt in the knee-shattering wound.

POTION OF SPELL RESISTANCE

This potion grants the imbiber a Spell Resistance of 10 for 1d4+4 turns. Unfortunately, if the imbiber is a spell caster, he must also roll against the SR in order to successfully cast a spell during that time, each time he wishes to cast a spell.

WINGED KNIVES

These magical daggers, found in a bandoleer of three, are small throwing daggers with ivory handles, the ivory carved into the shape of hawk wings. They have magical bonuses of +1 to hit and +1 to damage. All three can be thrown in one round if so desired. The daggers spin, soar, and swoop through the air, slashing their targets rather than stabbing them, and spin, bounce, and fly back to the thrower the next round. If the thrower cannot use his entire round to grab the daggers from midair, they keep flying back and forth within 20 feet of the thrower, even as he moves, until he can take a full round to pluck them from the air. He can pluck all three from the air in the same round if he so chooses, and grabbing is automatic and without fail. Others within 20 feet of the thrower can try to pull one dagger from the air each round; this requires a Dexterity check against a CL equal to the BtH of the thrower plus his Dexterity modifier. Failure indicates the attempt results in a slice to the hand for 1d4+1 points of damage; success means the dagger has been grabbed, is no longer flying, and can subsequently be thrown by the new wielder.

WHITE BOX MENACES

Monster (Size)	HD	SV	AC	# of Attacks	DMG
Faphakai (M)	3d12	M, P	14	Beak or Lightning	1d6
Kuzlohomar (L)	4d8	M	18	2 Claws	1d8/1d8
Llyngyrhudh (L)	5d12	P	16	Bite and Sting	2d8/1d6 + Poison
Minohyazu (M)	6d12	M, P	16	Bite or Gas	2d4
Santukaro (M)	2d12	P	18	Bite or Trip	1d8 or Trip
Thuxmax	9d8	P	20	Bite and Tentacle	2d6 or Constrict
Tuzmacska	10d12	M, P	15	2 or more Fiery Slams	1d6 + 1d6 Fire each
Unesialik (L)	8d12	M, P	15	Bite	2d6
Vishaminu	7d8	P	17	Bite and Tail Slap	2d4/2d4
Xuthalla (S)	1d5	P	16	Beak	1

FAPHAKAI [FAH-pfah-kai]

These extra-planar beings are from the Arcanaic Spheres, and 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 pint of the summoner's blood (1d4 hit points of damage) upon agreeing to serve and every week thereafter. They have the appearance of a 4-foot long furless albino badger with red eyes and a fanged black duck beak. The creature's limbs are atrophied and useless, as it can magically fly and can blink at will like a blink dog. It is always absolutely silent, and only speaks telepathically out to a 480' range. It can read any non-magical language. It attacks with its fanged beak or it can spit lightning three times per day; the lightning is a cone 30' long by 10' wide at the end and all within the cone suffer 3d6 points of damage (Dexterity save for half). They can only be hit by weapons made of bronze or magical weapons. It can use mage hand and open/close at will (it can manifest a pair of mage hands). It can use the following abilities: sleep 3/day, unseen servant 3/day, knock 2/day, levitate 2/day, dispel magic 1/day and stinking cloud 1/day. Faphakai collect poetry, often spending their free time reading through books and scrolls filled with treacle-sweet drivel and sad doggerel.

KUZLOHOMAR [KOO-zloh-OH-mahr]

These very rare creatures are 8' long lobsters with a beautiful male or female human face in place of the normal lobster face. They are solitary, found in northern bays and fjords; native tribesmen avoid these areas, for they know the kuzlohomar are dangerous. This creature can use the following magical abilities: charm person 4/day, hypnotic pattern 3/day, suggestion 2/day, and rainbow pattern 1/day. It can summon 2d4 giant crabs once per day; the crabs arrive in 1d6 rounds. It can also administer a kiss that will enable the recipient to breathe water for 24 hours; the ability can be rescinded by the kuzlohomar at will if the target is in line of sight. These creatures like to enchant humans, elves, and halflings to serve them in their underwater grotto lairs. They

are anthropophagus, and will try to eat anyone who resists their charms, as well as "friends" and servants who bore them. They collect treasure because they know that foolish adventurers will seek it. Their lair is always guarded by 1d4 giant crabs and is often visited by 2d4 crabmen, which revere the kuzlohomar as a divine being.

LLYNGYRHUDH [HLEEN-gheer-hooth]

These strange creatures have a thick, grub-like 10' long body with a dozen thin, spindly scorpion-like legs, giant beetle-like mandibles, and a retractable 20' long whip-like tail with a sharp stinger at the end. They attack with their bite and their tail sting, which can whip around to attack the same target as the bite. Victims struck by the sting must make a Constitution save or be poisoned and die in 1d6 x 10 minutes. Llyngyrhudh have Spell Resistance 10, and though they are otherwise unintelligent, they save against all spells as though they had both Mental and Physical primes. These creatures live deep in the bowels of the earth; they are long-lived and can survive without food, water, or even air for centuries, and can come back to life fully active and dangerous within 1d6 rounds of being uncovered. They exist to eat and reproduce. They have a percentage chance equal to their hit points of having 1d4 gems in their gullet. They have a gland near their tiny brain that, when harvested, a wizard or alchemist can distill into a potion of spell resistance at a cost of 250 gp.

MINOHYAZU [MEEN-oh-HYAH-zoo]

These extra-planar beings are from the Arcanaic Spheres, and 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 an elven sacrifice upon agreeing to serve and every week thereafter. These man-sized beings are humanoid crocodilians with human hands and the head and face of a lamprey eel. They attack with their great wide fanged maw; if a bite hits, they automatically latch on and continue to drain 2d4 points of damage each round until the

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victim makes a Strength check. Twice per day they can also release a noxious gas from the nether orifice of their body; this gas radiates out to a 15' radius and all within (except other minohyazu) must make a Wisdom saving throw or be turned into gaseous form for 1d4+4 x 10 minutes. They can speak and read any language known to their summoner. They can only be hit by weapons made of bronze or magical weapons. They fear amethysts, as the presence of such gems cause them pain and if touched with such, they suffer 1d4 points of damage per round. They possess the following abilities: detect magic and detect poison at will, detect secret doors 4/day, detect undead 4/day, darkness 3/day, silence 3/day, dispel magic 2/day, cause blindness or deafness 2/day, sending 2/day, plane shift 1/day, banishment 1/day. It can also summon up to 12 HD of other beings from the Arcanaic Spheres each day; these cannot remain longer than 20 minutes. Other beings from the Arcanaic Spheres include Faphakai (3 HD, MM04), Manjubaya (1 HD, MM03), Minohyazu (6 HD, MM04), Olkhavum (4 HD, MM03), Patrankh (9 HD, MM03), and Unesialisik (8 HD, MM04).

SANTUKARO [SAHN-too-KAHR-oh]

This undead creature is the animated, worm-infested corpse of a large dog. Its eyes glow an eerie green, it is surrounded by a greenish mist, and such flesh as remains on the bones is writhing with maggots. Santukaro result from loyal guard dogs, war dogs, and dungeon dogs that are abandoned by their masters to die on the field or in the dungeon. They rise again to hunt down and punish their former masters, but are not averse to slaughtering others along the way. Once per day they can give off an unearthly howl that causes any within 60 feet who fail a Charisma save to become confused in terror, as per the confusion spell. They attack with a vicious, diseased bite, and still have the scent, track, and trip abilities they had in life. Any who are bitten must make a Constitution saving throw for each bite, or contract a rotting disease of the mind that causes 1 point of Wisdom damage every day the character does not make a Constitution save. Every day the character fails a save, in addition to losing 1 point of Wisdom, he is confused all day long as per the spell. Once he saves three times in a row, he is cured, but until then the Wisdom damage cannot heal, and if reduced to 0 Wisdom he dies, and rises again as a ghoul. Santukaro travel in packs of 2 to 8 and are nomadic.

THUXMAX [THOOKS-mahks]

These giant round beetles look like ladybugs painted by a mad artist. Their 9' diameter carapace shimmers with a rainbow-like sheen; those who look upon it must make a Charisma save or be hypnotized into paralytic inaction for 1d6 rounds. They have large, sharp 4' long mandibles and rather than legs, move on a teeming mass of 3' long tentacles. Two much longer and stronger tentacles can erupt from the mass underneath, out

to a range of 20', in any direction. The thuxmax grapples targets with these tentacles, constricting them as would a giant snake, and weakening them to be drawn in close to their mandibles to be sliced into pieces and eaten. Thuxmax are solitary hermaphroditic creatures, spawning by laying an egg in the body of a victim. A young, 1 HD thuxmax hatches seven days later, and gains 1 HD per week provided food is plentiful. These creatures are found in jungles and warm, wet subterranean territories. Their shell can be used to make expert and masterwork shields; the masterwork shields maintain much of their hypnotic luster, and if enchanted and properly manipulated by the wielder, can cause the paralytic effect in an opponent.



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TUZMACSKA [TOOZ-mahks-kah]

The tuzmacska is a rare form of undead that is created when a large number of animals or even humanoids are all burned to death at one time together. Tuzmacska have been encountered that take the form of a swarm of roaches, rats, cats, dogs, a herd of horses, and once a gang of young street urchins. The tuzmacska takes the form of a flaming swarm of the dead creatures, the bones made of coals, the flesh of flames, the eyes of pure white fiery hatred. The flames of the tuzmacska do not usually harm inanimate objects, but the purposeful touch of the creature causes 1d6 points of fire damage. The undead thing is 10' in diameter and can slam twice per round if made up of small creatures; 15' in diameter and can slam three times per round if made up of medium creatures; and 20' in diameter and can slam four times per round if made up of large creatures. Each slam deals 1d6 points of damage plus 1d6 points of fire damage, and the victim must make a Dexterity saving throw or catch on fire, suffering 1d6 points of damage each round until the flames are put out. Three times per day a tuzmacska can use pyrotechnics, and once per day it can create a 10-die fireball. Tuzmacska are immune to normal weapons, being struck only by magical weapons, and have all the standard undead immunities. They usually manifest only in the area where they died, though if they were slain purposefully they might haunt their killer.

UNESISALIK [OON-eh-SEE-sah-likh]

These extra-planar beings are from the Arcanaic Spheres, and 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 halfling sacrifice upon agreeing to serve and every week thereafter. They take the form of an 8' long sail-backed lizard with a wide maw, small legs, and long tail. Coloration is metallic; usually a whirling combination of copper, silver, and gold, and its eyes are like large glowing red gems. They attack with a bite or by constricting a target with their 10' long tongue. They can speak any language known to their summoner. They can only be hit by weapons made of bronze or magical weapons. They possess the following abilities: dancing lights and ghost sound at will, charm person 4/day, sleep 4/day, spider climb 4/day, magic mouth 2/day, pyrotechnics 2/day, fireball 1/day, and gaseous form 1/day. Once per week they can enchant a victim that fell to their sleep power such that he will continue to sleep forever, until some form of attainable action is performed

(a gem stolen from the idol of a devil, true love's kiss, etc.). As its mortal world form attracts fleas and ticks, it uses its charm person abilities to gain servants to groom, tend to, and polish its skin. These are rewarded handsomely for good service, devoured if they are inept.

VISHAMINU [VEE-shah-MEE-noo]

These 7' long fish look like a monstrous bastardization of alligator gar and shark, with a long snout-like mouth filled with shark-like teeth, glistening black eyes, long sleek green-scaled body with tall fin, and strong tail. They bite and slap their targets with their tail. Three times per day a vishaminu can spit a paralytic poison up to 30 feet; those struck must make a Constitution save or become paralyzed for 1d4+4 x 10 minutes. Usually this means falling into the water, as the vishaminu uses this attack on creatures close to or on the water. Vishaminu are found in warm slow rivers, marshes, and swamps. The poison sac, if properly harvested by an assassin, barbarian, or ranger, can yield up to three doses of the poison.

XUTHALLA [ZOO-thah-hlah]

These small parrots have red, white, and blue feathers, scarlet beaks, and glittering obsidian black eyes. They are only encountered on volcanic islands, where they are servants/extensions of the local volcano/magma spirit/deity, and exist only to bring it sacrifices. To that end, the xuthalla fly onto the shoulders, hats, and heads of unsuspecting victims who simply think they are friendly birds. Three to eight xuthalla can perch on a human-sized target; immediately upon landing, the xuthalla seek to enchant the target and gain control of their mind and body. The Charisma save is made at a CL equal to the number of xuthalla perched on the target. Xuthalla can only attempt to control any one victim once per day. If control is established, it is absolute, with the victim immediately heading to the lip of the volcano. The xuthalla has their victim defend against any who try to stop them on their mission. Any attempt to hit a perching xuthalla that misses must be rolled as an attack against the victim. Whenever a xuthalla is slain or knocked from its perch, the victim gets another saving throw. Splashing xuthalla with water forces them to abandon their perch and flee. Xuthalla are encountered in flocks of 4 to 24. They have no treasure, but if a dead xuthalla is kept in a cage hung from a staff, and the staff is held in hand, any fire-based spell cast by the wielder deals 1 extra point of damage per die of damage.