

A faint, circular gold-colored seal is visible in the background, partially obscured by the title text. It appears to be a historical or heraldic emblem.

# **MAGNIFICENT MISCELLANEUM**

**VOLUME II**

**JAMES MISHLER AND JODI MORAN-MISHLER**



# MAGNIFICENT MISCELLANEUM – VOLUME 2

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# WHITE BOX MENACES

MONSTER (SIZE)	HD	SV	AC	# OF ATTACKS	DMG
GLOEDFOER (M)	2d8	P	14	Jump and/or Void Fire	1d6 and/or Fire
MAJAMADHU (S)	2d8	P	16	2 Claws and Bite	1d6/1d6/1d3 + Turn to Stone
MUHAFITAZ (M)	9d10	M, P	20	1 Stab	2d8 + Special
MWIZIKILI (M)	5d8	M	15	1 Touch	Special
NAJANMA (S)	1d10	M	18	Fly Through	1 Energy Level
PANKHALIYA (L)	3d8	P	16	2 Hooves or Gore	1d6/1d6 or 3d4
SONGDUTHA (L)	10d8	P	18	Pummel	4d6 + Stun
THITWEE (L)	9d8	P	15	Roll	2d8 + Smother
THÛTUSZLAK (L)	7d8	P	15	Spit	2d4 or Slime
VARASUMA (S)	3d6	M	16	Tickle/Slap or Pick Pocket	Stun/Confuse or Steal

## GLOEDFOER

Gloedfoers are large sheep with red wool and black skin, hooves, and horns. Their horns are translucent like obsidian with flames at the tips, and they can walk and dance on their hind legs for a few minutes at a time. Gloedfoers are immune to natural and magical fire. They attack by jumping on their opponent's head; if the attack is successful, they continue to jump up and down on their opponent's head or they jump onto another opponent's head and attack them. They can jump up to 30' in a single leap, and take no damage if they miss their target. Whenever they jump, either up and down on an opponent's head or onto another opponent's head, as they jump they void a fiery muck from their bowels on the head of their opponent. This flaming muck is sticky, and targets must make a Dexterity save or be covered in burning muck. Every round they are covered in this muck the target suffers 1d6 points of fire damage; the muck burns for 1d4 rounds. Every additional

pile of muck on top of a target adds 1d4 additional rounds. A gloedfoer can void 1d6 piles of flaming muck per day. Gloedfoers do not have any treasure, and are usually found in herds of 4 to 24.

## MAJAMADHU

Majamadhu are small, 2' tall imps with monkey bodies, serpent faces complete with fangs, a snake tail, and vulture wings. When a medusa has her head cut off there is a percentage chance equal to her hit points that 1d3 of these creatures grow from the blood that drips out of her neck. It takes them 1d4 hours to form. They know instinctively where to find the murderer of their dam, and hunt him down with great zeal. They attack with claws sharp as knives. A bite attack turns the target to stone unless he makes a Strength save. The transformation takes 1d4 rounds, during which the victim is slowed as per the spell. Once per day they can give off a howl; any being within 30' of that howl must make a Charisma save or be paralyzed for 1d4+1 turns. The slayer of their mother suffers a -2 penalty to this saving throw. After they have slain their target, these beasts go off and seek to do whatever mischief they can find. They keep jewelry, as they like to wear it.

## MUHAFITAZ

These translucent crystalline constructs usually are given the form of beautiful, nude maidens wielding two-handed spears. They can only be hit by magic weapons of +1 or greater enchantment. They have a special Spell Resistance of 12; any spell resisted is actually reflected back on the caster. Spells that are not resisted, other than those that deal sonic damage, are absorbed as a coruscating rainbow of energy dancing within their translucent form. This energy is released when next the muhafitaz attacks with its spear, as it gains a bonus to hit equal



to the level of the spell, and if the attack hits, deals an extra amount of damage, 1d6 per level of the spell (Charisma save for half). If the muhafitaz has more than one spell stored, the highest-level spell is used first. Sonic spells, when not resisted, automatically deal maximum damage to the muhafitaz, which must also make a Physical save or be slowed for one round per level of the spell. Muhafitaz are created to protect special treasures, often magical ones, and are usually created in pairs.

### MWIZIKILI

The mwizikili is a strange creature. It seems to be a genderless human with wrinkled, saggy gray skin. The face has no features – no eyes, ears, nose, or mouth – and the fingers and toes are worm-like tentacles twice as long as normal. It makes no sound when it moves, has no scent, leaves no imprint when it touches someone, is tasteless, and is usually invisible to sight. It is visible for 1d6 rounds after it has made an attack, then invisible again after one round of concentration. It gains surprise 5 in 6, and that is if the party has some reason to suspect something is there, otherwise surprise is automatic. It attacks by touch; the target touched must make a Charisma save or lose one of his senses permanently. Roll d10: 1+2 Sight, 3+4 Hearing, 5+6 Touch, 7+8 Smell, 9+10 Taste. Roll again if the sense has already been stolen. Other than the appropriate spell (remove blindness or deafness will work for any one sense), the only way to get the sense back is to kill the mwizikili who stole the sense. Mwizikili are usually only encountered singly. They enjoy gathering treasures of all sorts, as they can use the senses they have stolen to enjoy them in all new ways.

### NAJANMA

Also known as the Unborn, najanma are a horrid form of incorporeal undead, created when a pregnant woman is drained of all her life levels. The spirit of the unborn child takes the form of a floating, incorporeal gray fetus, 1' tall, surrounded by a womb-shaped area of green glowing, silently pulsing cold flame. The end of the phantasmal umbilical cord drips blood-red ectoplasm. Once per day the najanma can let off a horrific, burbling, keening wail. All who hear the najanma when it wails must make a Charisma save; failure means paralysis for 1d4+1 turns. The najanma attacks by flying through its target. Those successfully attacked in this way lose one life energy level, are covered in blood-red ectoplasm, and if not paralyzed must make a Charisma save or be stunned for 1d4 rounds. Anyone slain by being drained by a najanma rises again 1d3 rounds later as a zombie under its control. Najanma can be hit only by magical weapons of +1 or better enchantment. They are immune to any spell that deals physical damage. If they are presented with a rattle or other child's toy, the najanma must make a Mental save or be turned, as though by a cleric.

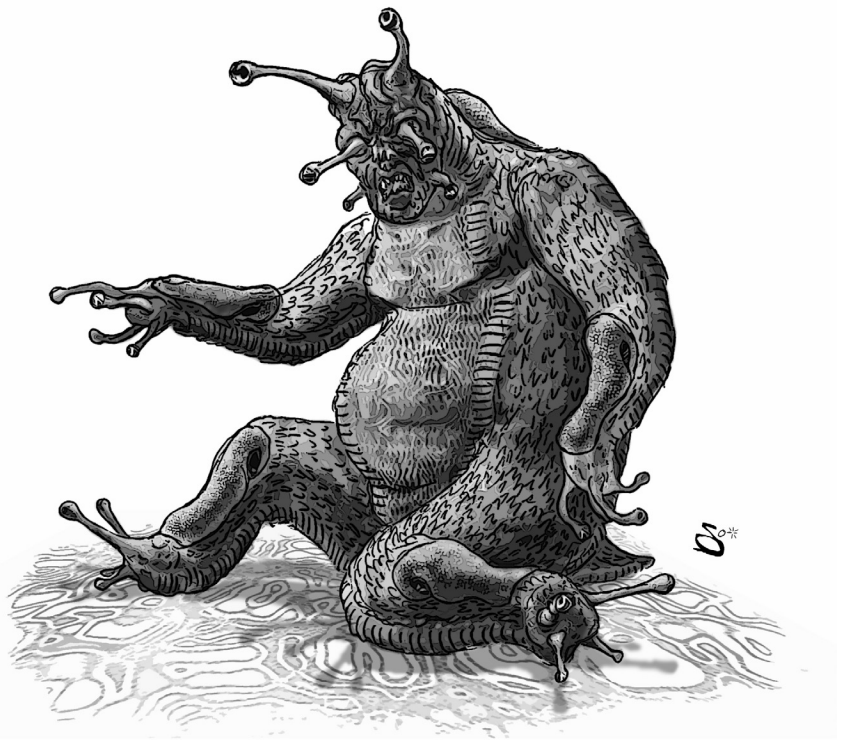
Najanma do not collect treasure as such, but the bodies of its victims can yield loot. Najanma are encountered singly, though there is a percentage equal to its hit points it is accompanied by 1d12 zombies.

### PANKHALIYA

Pankhaliya are large deer with glittering snow-white fur, eagle wings, a long fox tail, and large silver antlers that intertwine in knots. They are magical creatures, cousins of unicorns and pegasi, and are of goodly sort. They can speak Common and other languages native to the area. They live in high forests near the tree line on tall mountains, for they dine on snow and pine needles. If attacked they either attack with hooves or gore with their antlers. They also have magical powers, and can cure light wounds once per person per day with the touch of their antlers, or cure disease or remove curse once per week. They also have the spell casting abilities of a 1st to 6th level wizard; their arcane magic is in their tail; if their tail is stolen, whoever holds the tail can cast the pankhaliya's spells. The pankhaliya doesn't suffer from losing his tail other than losing the ability to cast the wizard spells; he often loans it to worthy heroes in need. Pankhaliya are solitary, and do not keep treasures, though they often guard magical springs and the graves of saints and heroes.

### SONGDUTHA

These beings are living stone menhirs and standing stones that have gained sentience and mobility after long ages of worship by druids. They are nothing more than sentient, living stones; some are carved with runes and sigils, a few have crude carvings of hu-







man or animal figures, while others are plain. All are about 8' to 12' tall and usually half as wide around. They move through a combination of sporadic levitation and hopping about; they attack by throwing themselves atop the target. Any target pummeled by a songdutha must make save against Strength or be knocked down and stunned for 1d4 rounds. They also have the spell casting abilities of a 1st to 5th level druid, and can speak with druids in their special secret tongue. They do not collect treasure. Usually only one stone of a great circle gains sentience, but more rarely 2 to 5 come to life as songdutha.

### THITWEE

A thitwee is a horrible aberration, a gigantic cancerous bag of flesh, blood, and bile 12' across and 6' high. The flesh is covered by bristly hair and warts, and now and again an eye, nose, lips, toes, fingers, and various other appendages and orifices can be seen; it has multiples of each in no particular order or quantity, and in different sizes. It quivers and snorts, moans and burbles. It moves by rolling around and attacks by rolling over opponents. Those who are struck must make a Dexterity save or fall under the rolling creature, suffering damage automatically each round thereafter until it rolls off or is dead. Victims it slays are thereafter consumed by rolling over the body until it is reduced to bits small enough to fit in its toothless maws. A thitwee sometimes consumes gems, jewelry, bags of coins, and other such small items, as it hasn't the ability to remove them from body parts. Thitwees are solitary.

### THUTUSZLAK

These creatures are large gray slugs specially bred by goblins, orcs, ogres, and other subterranean humanoids. They are twice the size of a horse, and trained to take to the saddle (some goblins use howdahs for archers). They suffer no damage from blunt weapons, and because of their size and thick hide, salt does them no harm. They can attack by spitting a highly corrosive acid (20' base range). They have also been bred to house and spit large balls of slime (usually green slime, but others are possible); naturally they are immune to all kinds of slimes. They contain enough slime to spit three times per day, with all within a 10' radius of the strike point having to make a Dexterity save or be hit by the slime (the target hit makes his save at a -4 penalty). A large group of humanoids might have 2 to 5 thûtuszlaks in their group; they are usually reserved for full-on battles or as mounts for important members of the clans. Wild thûtuszlaks can be encountered near ruins of their former masters.

### VARASUMA

These mirthful fairies exist simply to cause confusion and consternation. Rarely seen, they stand as tall as halflings though are quite thin, have long noses, droopy ears, and are bald, and have wings like white moths. They are rarely seen, however, as like sprites they have the ability to attack and steal while invisible. To further cover their actions, they can gather a fog around them, 5' diameter per fairy (i.e., 10' for two, 20' for four, and so forth). Under cover of the fog they move in and

tickle their targets; those tickled who fail a Wisdom save will be stunned with laughter as long as the fairy continues tickling, while another fairy steals something from his target. If accosted, a varasuma can slap a target; if the target fails a Wisdom save, they are confused for 3d6 rounds. If the victims take it all in good humor, the varasuma may return to gift the victims with something better than they stole. They never steal from dwarves, as dwarves have no sense of humor. They always operate in pairs, and usually 1d12 pairs are encountered.

## POTENT PRIESTCRAFT

**BONUMCANIS**, Level 1 Cleric/Wisdom

CT: 1 round      R: Personal      D: 1 Minute/Level  
SV: Special      SR: N/A      Comp: V, S, F, DF

This spell of Lawful Good alignment summons the spirit of a faithful hound from Dog Heaven to serve at the side of the summoning cleric. The hound is summoned when trouble is expected, and the spiritual form of the hound walks at the side of the summoning cleric, wary and watching for trouble. If the cleric might be surprised during this time, he gets two checks, and takes the best one. If approached by a being with evil intent, the hound growls and readies to pounce. If the target actually moves in to attack in melee, the hound automatically gets to interrupt the attack and attack the target first, even if the cleric is surprised or lost initiative.

The target must make a Wisdom saving throw. If the target succeeds, he simply loses his attack for that one round. If the target fails and is of Good or Neutral alignment, he flees as though affected by the cause fear spell. If the target fails and he is Chaotic or Evil, he suffers 1d4 points of damage and must flee as above. If the target is Chaotic Evil, he suffers 1d8 points of damage and also must flee.

The hound disappears after a single attack whether the target saves or not. If the duration expires with no action, the hound licks the hand of the cleric, healing 1d4 points of damage, and fades away.

The focus of this spell is a tooth from a hound that died in service to the temple of the cleric.

**CHOREAMORTIS**, Level 1 Cleric/Wisdom

CT: 1 round      R: Personal      D: Concentration  
SV: None      SR: N/A      Comp: V, S, DF

This spell of Evil alignment allows the cleric to animate a corpse or skeleton, such as is within his sight, and make it operate in all ways as per a zombie or skeleton, as appropriate. The cleric must continue to concentrate on the animated corpse, directing its actions in every way, and the corpse must remain in her sight. The animated corpse can perform any basic, physical actions the state of its decay allows it to, including fighting, picking up items, opening doors, and so forth. If the cleric is disturbed or wounded, she must make a concentration check to keep the spell going; if she fails, the spell ends, and the corpse returns to its former inanimate state.

**LUXBEATA**, Level 2 Cleric/Wisdom

CT: 1 Round      R: Personal      D: Instant  
SV: Charisma      SR: Yes      Comp: V, S, DF

This spell of Good nature creates a brilliant burst of blessed holy light centered on the cleric out to a 15' radius.

All undead caught within the radius suffer 2d8 points of damage (save for half damage).

All living creatures of Evil alignment must save; those who fail must flee in shame, as per the cause fear spell, as they recoil in horror from the revelations of their soul and can no longer face the cleric. Those who make their saving throw are unaffected.

All Good aligned beings in the radius are healed 1 point of damage.

Neutral creatures are unaffected.

**MALUMCALIGO**, Level 2 Cleric/Wisdom

CT: 1 round      R: Personal      D: 1 Round/Level + 1d6 Rounds  
SV: Special      SR: Yes      Comp: V, S, M, DF

This spell of Chaotic Evil nature enables the caster to breathe out a thick, noxious black fog. The fog is centered on the caster and fills the area around her within a 15' radius. The fog provides the cleric a +4 bonus to her Armor Class from obfuscation, but she can see through it with no penalties, and in fact gains a +2 bonus to hit in melee against any target (including an ally) caught in the fog.

Any being that enters the fog to attack the cleric must make a Strength save, as the fog grasps with demon-like hands and tentacles out of the mists to pull their weapons or magical devices away out of their hands. If using natural weapons, the hands grapple the target, to grasp their arms and pinion them to their sides. If the save is failed, the fog has pulled away the item and seeks to keep it away from the character for the duration of the spell, or if using natural weapons, the victim is grappled and may try to break the grapple each round as normal.

Anyone other than the cleric who tries to cast a spell within the fog must make a Concentration check or is choked by tendrils of the fog making its way down their throat.

The material component for this spell is a pinch of boneblack, made from the bones of children, which the cleric must swallow at the beginning of the casting of the spell.

## WONDROUS WIZARDRY

This column introduces the concept of the eyebite, a special spell that can potentially be cast out of initiative order and out of the caster's normal turn in that order. An eyebite effectively works with a mere glance, exclamation, motion, or quick touch of a readily-handled item. For the eyebite to be successfully cast the caster must make a class-based check against her spell casting-based Attribute, with a CL equal to the level of the spell plus any modifiers the CK feels are required. If the check succeeds, the spell goes off at the

desired instant; if the check fails, the spell fails and is lost, and the caster is incapable of taking any other action in that round. Eyebite spells can be cast as normal, on the caster's normal initiative turn, with no need to make a check to cast the spell.

### CALEGRANDT'S CELERITOUS SIDESTEP,

Level 0 Wizard/Intelligence

CT: Eyebite	R: Personal	D: Instant
SV: None	SR: N/A	Comp: S

By means of this eyebite the wizard can sidestep any one non-magical melee or missile attack that otherwise would have hit him, provided he makes the eyebite check. The spell may be cast after the roll to hit has succeeded, but must be cast before the roll to damage is made. No actual movement is made, but the body of the caster can otherwise seem to defy gravity and the laws of physics to twist his way out of the way of the attack.

### FOUDRECOUT'S SOMNUSCENT INTERJECTION,

Level 3 Wizard/Intelligence

CT: Eyebite	R: 450'	D: 1 Hour/Level
SV: Special	SR: Yes	Comp: S

This more potent version of the 1st level spell sleep affects but a single target creature of bipedal humanoid sort (human, demi-human, or humanoid, including ogres and lesser giants). A creature of four or fewer hit dice gets no saving throw and falls asleep instantly. A creature of five to eight hit dice can make an Intelligence save to resist the effect; success indicates resistance, but the target is still groggy for one round per level of the caster and suffers a -1 penalty to hit and to saving throws during that time. Creatures of nine or more hit dice cannot be affected by this spell.

**MALENDRIAN'S MALIFIC STUTTERING,** Level 1 Wizard/Intelligence

CT: Eyebite	R: 60'	D: 1 Minute/Level
SV: Intelligence	SR: Yes	Comp: S

By means of this eyebite the wizard causes one target who fails their saving throw to suffer from continuous and highly disruptive stuttering, facial tics, and babbling outbursts of foul language. The victim cannot speak in such a way as to be understood, and in fact, he cannot stop speaking during the duration, but only babbles in foul language. The target cannot cast any spells, nor use any magic activation words. Only remove curse can end the spell before the duration is over.

**VELOPHANDRE'S TOXIC REVELATOR,** Level 2 Wizard/Intelligence

CT: 1 round	R: 50'	D: 1 Round/Level
SV: None	SR: N/A	Comp: V, S, M

This more potent version of the 1st level spell detect poison causes all poisoned and envenomed items within a 50' radius to rise up, fly to the caster, and (safely) dance and cavort around him in midair. The items sprout small mouths that shout and squeak the name of the poison that is within or upon them, as well as the name of the person that applied the poison or, in the case of an unused, unopened vial, the name of the

person who last held the vial. Poisoned items that are stuck within containers, such as a chest or scabbard, seek to break out of said containers, using the caster's Intelligence modifier as though it were Strength. The spell can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

The material component for this spell is a hair from the tail of a unicorn.

## MYSTIC MAGIC ITEMS AND AMAZING ARTIFACTS

Note that with all these items, while an identify spell will reveal the salient abilities of the item, no form of magic will reveal the dangerous nature of the use of the item. Such can only be discovered through legend lore or sad, unfortunate personal experience.

**CLAW OF THE LICH:** Whether this mummified claw is actually the hand of a lich or otherwise, it is still a potent device. It is mounted like a rabbit's foot and hung from a burnished silver chain, to be worn around the neck with the hand in toward the wearer. Three times per day the wearer can use choreamortis (1st level cleric), twice per day the wearer can use speak with dead (2nd level cleric), and once per day the wearer can use animate dead (3rd level cleric). The spells are cast at the minimal level required to cast the spell, unless the wearer is a Chaotic Evil spellcaster (of any type) of higher level, in which case the spells are cast at her level of experience. At midnight every day after the claw has been used, there is a percentage chance equal to the total of all spell levels used that day that, unless the wearer makes a Charisma saving throw (CL 5), she is struck dead and rises again after three days as a wight. Said wight (surely at this point an NPC) will still be able to use the abilities of the item; if the item is not with her when she rises as an undead she will be able to unerringly follow the trail of the item and will seek to kill whoever now has it.

**EYE OF GORGON:** This item is the enchanted, petrified eye of a gorgon mounted in a necklace of gold links. It allows the wearer to breathe forth the same potent petrifying gas as a gorgon four times per day. The wearer is immune to the gas he breathes, but not to the gas of gorgons. Every time the wearer uses it there is a 1% non-cumulative chance that, unless the wearer makes a Charisma saving throw (CL 8), he is polymorphed into a gorgon (no saving throw).

**EAR OF THE FISH:** This item is an enchanted rainbow pearl mounted in a silver earring shaped like a fish. The wearer is able to speak with fishes at will. However, there is a 1% non-cumulative chance every time he uses it that, unless the wearer makes a Charisma saving throw (CL 2), he gains the ability to breathe water, but loses the ability to breathe air (no saving throw).

**JAR OF LIGHT:** This is a crystal jar filled with light. Its holder can command the light to glow from as dim as a candle to as bright as daylight in a 30' radius. Once per day the jar can be called upon by a Good-aligned wielder to cast the luxbeata spell (2nd level cleric) as though the wielder were a 3rd level cleric.

## 6 CASTLES & CRUSADES