

A Tome of Weird Artifacts



Vagabundork

A wicked tome presented by
the Chaos Magick-User

ver. 1.0

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Magick Items

These supplement are for the referee's eyes only. Some parts are written as though they are directed to the player, but that's writing style, and I think it's fun to read. When rules and stats are involved, refer to Rules & Magic, from Lamentations of the Flame Princess, but feel free (now why shouldn't you?) to adapt this material for your system of choice.

I call "magic" "Magick" because that's how Aleister Crowley called it and I worship Satan and think it's kitsch and seelie (or silly, if etymology offends you.) It was also common use during the Renaissance Era. Yeah, you could say I'm an edgelord, but I am with irony.

Properties

A magick item's properties can be discerned with the spell "Identify", but only the beneficial ones. It will also give you the impression that there's something odd about the item, but nothing else.

"Dispel Magick" removes the item's beneficial effects for d_4 hours. To remove their powers completely, it must be cast on an item three times within twelve hours, but the curse (let's call it that) remains. "Dispel Evil" will remove the curse if it's cast three times within twelve hours, but it will also

remove the beneficial powers. "Remove Curse" won't work at all, because they're not actual curses, they're weird side-effects.

Some effects are not clearly beneficial or detrimental; it's the referee's call to decide how "Dispel Magick" works on those, so it's suggested they read the item's descriptions carefully before introducing it to their games.

I. General Magick Items

Black Metal Bands

Black ore from the outer regions is imbued with magick. Eldritch entities (what some take for gods) and ancient artisans (Magick-Users) used this dark, steel-like metal to craft jewellery and other objects.

Finding one of these special items should be rare, for they were never produced en masse, nor the black ore was abundant. Each band has one or more powers granted to the wearer, but also a curse (or other downsides), which is explained in their description, and that the player should not be aware of, at least the first time its effects take place.

Absurd Band

You gain a permanente point in Sneak Attack and a +2 bonus to your attacks using strangling weapons, but you become a treacherous little bastard. You will betray your party or some important ally in the worst moment possible, in the most absurd manner. Once done, the band falls from your wrist and guilt fills you. Save vs Magick or your Charisma drops to 3.

This betrayal should be roleplayed either by the player, if the referee allows him to know the curse, or by the referee herself, who takes control of the PC for a moment (but later she must explain why).

Bathory Band

Roll one die the size of your HD. You gain that much permanent hp. While you wear the band, you won't age, but you can't recover hp when you rest unless you drink a pint of blood. If you drink human blood your recovery is normal; animal blood, half recovery, rounded down.

To remove Bathory, you need to sacrifice a virgin (male or female) and bathe in his or her blood. The band can easily be removed while your wrist is covered in this blood, but if you don't, it remains attached and you will need to make another sacrifice.

Brenoritvrezorkre Band

When you wear this band, you roll to understand any invented, encrypted, or secret language (Esperanto, Mangani, Gloatre, Nadsat, Newspeak, Klingon) with a 6 in 6 chance (roll 2d6; you fail only if two sixes come out). You can't speak or understand English, or whatever your natural language is, but you can understand other common languages that you already know (Spanish, German, Latin).

You can't remove this band unless you cut your thumb. This can cause a penalty to attacks, Climbing, Sleight of Hand and Tinkering, as well as requiring a Dexterity check to cast a spell. Additionally, you must save vs Magick or the loss of your natural language is permanent, and you cannot learn it anew.

Covenant Band

In times before the light, the covenant of shadows ruled. By putting on the band and raising your hand, making the sign of the horns, you command the shadows around, producing “Darkness” as per the reverse spell “Light”. The spell works as though it had been cast by a Magick-User of your same level. There’s always a 1 in 6 chance of malfunction. Roll d6:

1. You have gone blind (temporary, 3 turns per your level)
2. You cast “Light” instead (the area area you is lighted)
3. You cast “Light” on yourself (you emit light)
4. One ally goes blind (temporary, determine randomly)
5. You cast “Continual Darkness”
6. You go permanently blind

You can remove the band casting “Light” on it.

Dissection Band

To dissect false from truth, wear this band. It works as the spell “True Seeing”. You can use it once per day; each time, the referee must make a secret save vs Magick on the player’s behalf; if he succeeds, you can use “True Seeing”; if he fails, you are subject to “False Seeing” (its opposite effect, as described in the spell’s entry.)

To remove Dissection, you need to sacrifice one of your eyes. You probably won’t want to remove this band, anyway.

Dodecahedron Band

When you wear this band shaped as a regular dodecagon and roll damage, you roll a d12 instead of the weapon’s original damage die (unless, for some reason, the original die is higher). When you gain a level, you gain d12 hp. On the downside, when you test a skill, you throw a d12, instead of a

d6. And you are descending Jacob’s Ladder: The sound of flute in dim groves haunts you and doesn’t let you sleep as you understand there are no two sides to a problem, but twelve. Each night you need to save vs Magick at -2 in order to sleep, but you only recover half your normal hp.

No special action is required to remove Dodecahedron, but once removed, it disappears into the twelfth dimension, and you miss it very much. Each night you need to save vs Magick at +2 in order to sleep; after three consecutive nights without sleeping, you fall unconscious for 24 hours, but when you wake up, you feel good, you don’t miss the band any more.

Emperor Band

This band with the Icon E engraved in a blacker hue of black give you +3 to all loyalty and hiring rolls, and your human enemies roll Morale each round they suffer damage. Once a week there’s a 1 in 10 chance a copycat appears and tries to replace you. Nobles and important people see you as their opposition and will put an effort to thwart your actions.

You can take Emperor off if you smear it with dirt, but in doing so, your Charisma is reduced permanently by d3 points.

Enslaved Band

Save vs Magick. If you fail, you are subject to a quest on behalf of Ygg, the frost giant, its creator, as if you were subject to the Cleric spell “Quest”. Ygg will appear in a convenient time in the future and tell you what you have to do. If you refuse, you are cursed (read the spell description).

If you succeed, Ygg will grant you a favor, but it has to do something that you could do yourself, but don’t have the time. Once that either the quest or favor are fulfilled, the band becomes dust, is carried by the wind, and materializes on Ygg’s wrist, wherever he is.

Goatlord Band

That night, the Priestess of the Goatlord, known as the Unholy Black Slut (human/goat hybrid, like those seen in Goya's paintings), comes to you to exchange genetic material. She left while you were sleeping, taking the band with her. You really don't want to talk about it.

What she will do with the sample she took, she only knows; what will happen with the sample that she left inside you, that you will soon discover.

Each new moon you can save vs Magick or become a hybrid yourself (you can intentionally fail this roll). Under this form, you have a +1 bonus* to all your rolls related to Bushcraft, herbalism and magick (except Cleric spells). At dawn, you must make a new save vs Magick to return to your original form, otherwise you will remain in hybrid form for 24 more hours; roll again but at -1, but if you fail again, you will remain in this form for another 24 hours; make a third save, but at -2, and if a third failure occurs, the transformation is permanent.

In order to be rid of this affection, you need to destroy the band and then have someone cast "Remove Curse" on you.

*The spell "Identify" only reveals this bonus.

Hellhammer Band

You become the Hammer of the (Dark) Gods! Your alignment becomes Chaotic, gain +3 to all your m el e attacks with blunt weapons. If you ever escape from a fight, show cowardice, call for god's help, or deliberately help a Cleric or priest of Christian, Muslim, or similar faith (i.e. fake gods), you will be pursued by the [death fiend](#). If you kill it, the next day not one but two Death Fiends will be sent to get you; if you defeat them too, you are free of Hellhammer's curse. No special action is required to take the band off.

Immortal Band

When you die (-3 hp or less), instead make a save vs Poison or Death; if you succeed, you recover and now have 1 hp, but something followed you back from the dead, a [frostdemonstorm](#). Oh, and one of your limbs is sheer black. When both arms and both legs are black, the next is your head, and then your torso. At this point you can no longer benefit from the band's effects, although others can.

When you finally die (i.e., when you fail the save), you are sent to a demon and battle-filled realm of eternal darkness and winter, only known by its name, Blashyrkh. It's up to your referee whether you can fight your way back to life.

You can take the band off only at noon, on a sunny day. Otherwise, it remains attached to your wrist. Limbs retain their new pigmentation.

Marduk Band

You are immune to all diseases, but you are a carrier. Everyone who is in contact with you for more than a few minutes a day (including other PCs) must save vs Poison or Death, or will get the disease you carry. NPCs who will suffer some effect at the referee's choice. PCs who fail will follow the rules of Disease (Rules & Magic p. 35). If the referee doesn't have special rules for different diseases, the PC is infected with Green River Fever (same page).

To remove the band, you must take a saucy bath in oils and herbs; use scented soap for better results. You must immediately save against poison or death (adding +1 if you used scented soap) and, in case of failure, you contract the same disease you have been spreading. The Angel of the Scourge protects his children in mysterious ways.

Mayhem Band

You gain +2 to attack, and damage dice increase one step (d4 damage becomes d6; d12 or higher damage become +1 instead), but you exude a funeral fog that makes all enemies wanting to deathcrush you (this fog is metaphorical, of course). All your foes focus on you and get +2 to attack, but this bonus is lost when they attack someone else (after they had you killed or you had fled.) Oh, and, when you remove the band, which doesn't require any special action, you have to save vs Magick or (try to) commit suicide.

Morbid Band

This band helps you focus your dark subconscious. If you concentrate during a round, not taking any other action, you gain +2 to attack and +2 to AC if you are a Fighter or Specialist, or you cast spells as though you were a level higher if you are a Magick-User or Cleric; this effect lasts for the rest of the encounter, or until you suffer the maximum damage that a weapon can cause (4 in d4 weapons, 8 in d8 weapons, etc.) Also, your enemies will make a Morale test every time one of them is hit by you (if there are several groups of enemies, only that to which your target belongs to makes this test), because they will unconsciously know that "something is not quite right" with you.

And something is not right, indeed: Each enemy you kill will raise on the third day as a [necrodead](#), and it will be full of hatred towards you.

After you have used the band in this way, the next time you are alone or vulnerable (for example while watching during the night), you will be attacked by all the necrodead you have created (and haven't disposed of). If they kill you, you will get up on the third day turned into a necrodead.

Ravencult Band

It grants two abilities to the wearer, but it can only be used safely once a day; a second try, of either ability, needs a save vs Magick to work, or it

activates the curse; a third or further try activates the curse automatically. If the band is removed, save vs Magick, and if you fail, roll a die: an odd result activates curse 1, and an even result activates curse 2.

1) The outer god Mighty Ravendark grants you its aid. The [tormentors of flesh](#) (a murder of nebular crows) are sent to help you; they can obey simple commands (attack, defend, watch, make noise). They'll be around until a service is fulfilled, they're dismissed or one turn per class level passes. Curse 1: They attack you, causing a total of 5d4 damage, meaning the outer god has withdrawn its support. The band falls and the crows take it with them.

2) You can turn into a crow for up to a number of turns equal to 3 ± your Wisdom modifier; if the result is zero, the change lasts only one minute. Curse 2: You become a crow for 24 hours; then save vs Magick again or remain a crow for 48 hours; then save again or remain a crow forever, meaning the outer god won't support you any more, and you become one of its servants.

Sarcófago Band

You have the feeling that someone is dancing, or maybe even fornicating, on your grave. It makes you angry. Angrier than you've been in a long time. Your strength increases by one permanent point. But now you're always angry, and your Charisma is reduced by two permanent points. When you encounter undead, you focus on them, ignoring any other enemies until all the undead are defeated (or the others attack you).

You can remove the band only in a cemetery at midnight, and then 3d4 undead of several kinds will raise and surround you. Save vs Magick or you think you are an undead yourself, thus not recognizing the danger, and being vulnerable.

Summoning Band

Whenever a random encounter occurs, the band grants +1 to the initiative roll (either group or individual). After initiative is rolled, the referee rolls a d6* and in a result of 1, during your first action, the band automatically casts the spell Summon as a Magick-User of the same level than you. The entity it tries to summon will be of one level more than you. You have to make all the rolls, including saving throws, as though you had cast the spell yourself.

*If you are a merciful, god-fearing referee, you can roll d8 instead.

Thorns Band

This band takes root in your flesh. The roots grow inside you and produce thorns, with which they suck your blood to feed the outer spirits attached to the band, or the band itself. Every morning, you suffer damage of 1 hp per HD. In return, your senses are sharpened: a) You get +1 to your Bushcraft and Search rolls; b) You are only surprised in a roll of 1, if you aren't, you can perform any action you want during the surprise round.

If the damage caused by the band reaches zero, the thorns have caused severe damage to your body;

If you bring any of these bands to your ear, and carefully concentrate for a round, you will be able to listen to [the music of the outer spheres](#). Save vs Black Magick or lose your soul.

one of your physical abilities (Con, Dex, Str), chosen randomly, is permanently reduced by one point. This effect is cumulative.

To remove it, a barber surgeon has to make a Tinkering roll; no matter the result, there's a 1 in 10 chance that you will lose your hand (and one additional point of either strength or Dexterity, randomly determined).

Thyrane Band

When you try to recruit mercenaries or workers, your Charisma rises to 18 while negotiations take place. However, the spirit of rebellion cannot be completely subdued. At the most opportune moment for them, or most inopportune for you, their rebellion will break out, and whoever is their will try to overthrow you.

Venom Band

+3 to all poison-related saves. A failed save vs Poison or Death won't kill you, but will remove one class level; immediately make another save vs Poison or Death with your new level (without the +3 bonus granted by the band) or the band breaks.

Masks

Entities from the outer regions lack a physical body, at least not complete, when they come to our universe, where physical laws work differently from how they work in their place of origin, more strange than a black hole.

In order to interact with our world, they have created different technologies that, in our eyes, are magick. A magick so strange that it's impossible for us to replicate. When one of these entities is returned to their world by force, or destroyed, some of it, and of its technology, remain here. These masks are the form that these residues acquire when they are abandoned here.

Anhedonia Mask

Featureless mask. You become dispassionate, cold and detached. You are never surprised in an encounter, you can act during the surprise action even if your fellows are surprised and lose their action for a round. You are immune to fear, anger, despair, and other emotionally detrimental effects, either mundane or magickal. Likewise, you are immune to beneficial effects that would otherwise affect emotionally affect you, like courage, valor or faith. Mechanically, you suffer neither emotion-based penalties nor bonuses.

Beak Doctor Mask

This leather-like mask resembles those used by plague doctors, but there is something odd about it. You can see well through fog and smoke; you gain +4 to saving throws versus sleep-related effects (including being unconscious) and you can't sleep any more. If you are subject to a "Sleep" spell or effect, you never wake. Well, never, unless a Magick-User researches an "Awake" spell specific to you.

Black Hole Mask

When you put on this simple black carnival mask, it merges with your face, and your face becomes a black hole. At will, you can try to absorb any object or living being not bigger than an adult human; inanimate objects, and most NPCs,

animals and plants, require a save vs Paralysis as a 0-level Fighter; anyone else, according to their level or HD. If this save is failed, they will be dragged by the gravity force of the black hole and never seen again. The mask cannot be removed (except if a Magick-User researches a spell specifically to remove it), but the black hole can be hidden behind a common mask and a hood.

Serpentine Mask

Jade mask depicting the Goddess Cihuacoatl. On the forehead, it has a symbol consisting of three Ss in a circle forming a spiral, engraved in obsidian. Twice per day, you can bite for d6 damage, and the victim must save vs Poison or take an additional d4 damage for d4 rounds. When it's removed, you must save vs Poison; if you fail, you are infected by Cihuacoatl's Filth (see [below](#).)

Shadow Mask

This black cloth mask without holes for the eyes, nose or mouth, covers your entire head; you can see and hear because it's translucent as a pantyhose. When using it, you gain a +1 bonus to Sneak Attack and Stealth, +2 bonus to Attack, and a -4 penalty to AC. Bonuses are only obtained if you wear leather armor or none at all.

Skull Mask

Flat and skull-shaped, this bone mask fits perfectly to any face. When you put it on, undead ignore you unless you attack them. When the mask is removed, you must save vs Magick or your face will be removed with surgical precision and without pain, remaining stuck in the inner part of the mask, leaving your skull exposed; your Charisma will fall to 3, but the original effect of the mask will be permanent (although it can be eliminated with "Dispel Magick").

Space Hunter Mask

Biomask with integrated vision modes. Thermal vision highlights all sources of heat from a distance of 100 meters. Ultraviolet vision is useful when you can't detect heat sources, and you can only detect

your targets through their light sources, such as magic light or bioluminescence. It also allows you targeting with greater precision, giving you a +3 bonus to all your missile attacks. Finally, when removing the mask, you must save vs Poison or your vision will be permanently damaged; you will see everything in a blurry red hue, suffering a -4 penalty to all your rolls that depend on sight, including attacks. This visual damage does not affect the functions of the mask.

Thalia Mask

This mask has the face of Comedy, from ancient Greek theatre. The mask of flourishing allows its wearer to re-roll a number of failed rolls equal to its Charisma or Wisdom modifier, whichever is higher, per day; thus, if your modifier is +3, you can re-roll up to 3 failed rolls per day. If your modifier is null or negative, you instead can give a -1 penalty to any roll by any monster or NPC, once a day. Neither effect is cumulative. When you remove the mask, you must save vs Paralysis, and if you fail, you will have a permanent grim Conrad Veidt/Gwynplaine grin, your Charisma will be reduced to 9 (if your Charisma was originally 9 or less, it remains so), and you'll be sad all the time.

Saint Giovanna the Divided

The living body of St. Giovanna was divided into several fragments, then each piece was embalmed and conserved, each with its own blessing, which you can be granted by praying to it in the morning. After receiving one of the blessings of St. Giovanna, you cannot obtain another one after 72 hours.

If all the pieces of St. Giovanna are put together, she will come back to life as a level 9 Cleric, but the trauma and pain caused by her death and the

mutilation of her body, as well as the abuse of her soul (all the blessings she has been forced to grant) have made her completely crazy and irrational. She hates the world and wants to destroy it, and her first victim will be the one who put her body together.

Note that the torso includes the right arm without hand, and the entire left leg.

- Torso: Produces the same effect as the spell “Bless” (d6 + your level). If you don’t spend the free points within four hours, they are lost.
- Head: It will answer to any question you ask, but at the referee’s choice. The dead know a lot, but they don’t know everything and they aren’t forced to tell the truth or being clear. Actually they enjoy being cryptic.
- Tongue: +1 to the Charisma rolls or rolls related to speaking, hiring, buying, selling or manipulating. The effect is active during daylight hours; during nighttime, it reverts to -1.
- Right hand: Your next three saving throws vs Magick gain a +1 bonus.
- Left arm: You can cast a level 1 spell as if you were a level 1 Magick-User (or gain an extra level 1 spell if you are a Magick-User).
- Right leg: In your next encounter that is resolved with violence, your enemies will attack your partners before they attack you, except if it’s absurd (for example if your partners are hidden or outside the range of attack).

2. Magick Weapons

In a weird fantasy world, magick weapons are unique and terrifying. They were produced for a specific purpose and should not be encountered just because, but only when the referee has a good idea about what to do with them, not because they break the game (they won't) but to keep magick weird.

Not all magick weapons are actually magickal, some are simply specially constructed and well designed that they seem magickal, but only mundane craft was used on their elaboration. Still, they can harm entities not normally harmed by mundane weapons.

Dagger of False Truths

When you put the dagger in someone's neck, you can ask her up to three questions that she must respond as a 'yes' or 'no'. When each question is asked, the referee makes a secret save vs Magick, a successful roll means a true answer, a failed roll means a false answer. Damage: d4.

Fist Stick

Become the terror of peasants with this wooden stick made in the shape of a fist. Medium weapon that deals d12 damage (but causes you a limp.) Your movement rate is reduced by half and your movement based skill tests (Climb, Stealth) are rolled with a d8. You will recover your movement rate when you get rid of the stick.

Great Old One

The Great Old One is an ancient half sword, half lance, its blade is as long as tall is a man, and its hilt, a third as long. It deals d20 damage and can harm interdimensional or what we puny humans deem unnatural, or even supernatural, beings. You need to have a positive modifier in Strength to wield it; otherwise, you can only attack with it once per encounter, and at -2. After an encounter, you need to rest for an entire turn before you can take any complex action.

Grime and Glow

A pair of daggers, they allow two attacks per round, each causing d4 damage, and grant you a +1 bonus to AC against m el ee attacks, but you can't wear better armor than Leather, and you must be unencumbered; otherwise, you can only make a single attack per round and lose the bonus AC.

Lance of the Faithless

It has killed more Christians than any other weapon, less-than-holy blood sharpening its hatred. When used to attack a Christian Church representative (or any religion you hate), it always hits and no attack roll is needed. Damage: d10.

Mace of the Unseelie

When raised above your head and you concentrate for a round, you become 100% invisible (no one can smell, hear, or see you), but also blind. You can break the invisibility at any time, but you must save vs Paralysis or be blind forever. Damage: d10.

Sword of Lost St. Anthony

A crude bronze sword (d6 damage), with it pointed in front of you like a compass needle, you can find your way to the closest Christian church, shrine or temple, even in total darkness. If you attack an enemy with it, there's a 1 in 20 chance that it breaks and lose its magick.

3. A Fantasy of Monsters

A parliament of owls, a pride of lions,
A ballet of swans, an intrigue of kittens,
A murder of crows, a fantasy of monsters.
(Ole Reuben, Poet of the 998th eon)

Death Fiend

ARMOR: 12

MOVE: 120'

HIT DICE: 13

ATTACKS: Warhammer (d12) or Death Stare

MORALE: 12

CLIMB: 5 in 6

This spidery/reptile skull monster is a servitor of Satan sent to arrest you or, if necessary, kill you.

Death Stare. Save vs Poison or Death, or you'll be teleported to your grave to wait for the Day of Judgment, unholy version, when Satan himself comes to judge you. Mechanically, you are dead.

Frostdemonstorm

ARMOR: 16

MOVE: 120'

HIT DICE: 13

ATTACKS: Blizzard (d10) or Frost Sword (d20)

MORALE: 8

This chaotic sphere of ice and snow the size of an elephant moves floating a few centimeters from the ground. It produces a solid ice limb that hits like a sword causing great damage (d20) Every three rounds, it can produce a breath of icy wind accompanied by sharp hail that hits everyone inside a cone 70' long, 5' wide at the origin, and 15' wide at the terminal end.



Necrodead

ARMOR: 12

MOVE: 90'

HIT DICE: See below

ATTACKS: Bite (d8)

MORALE: 12

It used to be a human once, then died, killed. Then, returned to life... a mockery of life. They all look a lot like Per Yngve Ohlin. I could have called it "Zombie" or "Living Dead", but "Necrodead" is more metal, ell em ell.

They have half the HD than its creator, rounded down. So, if a level-5 Magick-User killed a man and a necrodead is created, it would have $5/2$ Hit Dice, 2.5, rounded down it's 2 Hit Die; since a Magick-User's first HD is d6 and the second and following HD are d4, this necrodead would roll d6 and d4 to determine its initial hit points.

Tormentors of Flesh

ARMOR: 16

MOVE: 240'

HIT DICE: 5

ATTACKS: Swarm (5d4)

MORALE: 12

A murder of five demoniac birds, called nebular crows. Their feathers are blacker than black and their eyes, redder than the red fires from hell. Noisy creatures, they don't caw as regular crows; instead, they continuously speak and repeat random words, mainly insults and curses.

Accidental magick: At any time, there is a 1% chance that the cacophony produces actual sense, and the result of this speech is the casting of a random arcane spell (as a level-5 Magick-User).

4. A Forgotten Disease

Cihuacoatl's Filth

If you're exposed to Cihuacoatl's Filth, the referee will make a save vs Poison on your behalf. If this save is successful, nothing happens. If it is failed, your character contracts the infection.

After $2+d_4$ days, you develop yellow, serpentine eyes, and all your rolls related to Charisma are made with a -1 penalty.

1. Once a day, you can hiss an order or ask a question to a person with whom you make close eye contact. She must save vs Magick, or will have to obey or answer immediately. However, after obeying or answering, or if her saving throw was successful, she will consider you inhuman, a demon, a monster, or something appropriate, and she will impose herself the mission of freeing the world from your blasphemous and unnatural existence.
2. Your skin is covered with snake scales that grant you a natural AC equal to Plate Armor, but your Charisma is reduced in 6 points (if this causes your Charisma to drop to zero or less, you fall unconscious for 24 hours; when you wake up, you have 1 point of Charisma.) The scales will fall after $2+d_4$ days, and you regain your normal stats.
3. Your blood becomes green and poisonous. All those who harm you at close range (using

Now the referee makes another save, and then another save every day. If the character is not at rest, these rolls are made with a -2 penalty. Whenever these saves are failed, the character suffers one effect from the following list, randomly determined (or given in order).

- mêlée weapons) must save vs Poison or take d_4 damage. Presently, you can only recover hp by resting, but magick has no effect, and both potions and medicines can be harmful. When you ingest either, save vs Poison or suffer d_4 damage.
4. You lay an egg and take d_4 points damage due to physical trauma. If you take care of the egg, a snake with a human face (that looks like you) will be born after a week, and it will follow you everywhere. If you die within a year, the snake will grow and, after a month, it will take your place, like a hybrid of human and snake; if you survive for a year, the snake will simply disappear into the grass. If you don't take care of the egg, it won't hatch, but a face will form on its shell: your face. If you carry this egg with you, when you suffer enough damage to kill you, you will be left with 1 hp instead and the egg will receive the rest, breaking immediately.

Cihuacoatl's Filth cannot be dispelled or cured by any means, but once you have experienced all 4 effects, it will disappear on its own, including serpentine eyes.