

GOLDEN CHERUB OF LUCK

DESCRIPTION

The Golden Cherub of Luck is a cursed item.

This is a small golden cherub, about 3/4" in length that provides the owner with a temporary +4 bonus to their highest Ability Score.

After the +4 bonus has been "accessed" for 1d4 times, the Golden Cherub will leave it's owner to find a new owner, permanently taking ONE point of the characters highest Ability Score.



*"That's a little devil you got right there!
I'll give you 25 gold for it!"*

-unscrupulous merchant

DMs NOTES:

The nature of the Golden Cherub of Luck's curse is a dark one. As described above, when it leaves it's owner, it takes one point of the character's highest stat. Example: If I am a Barbarian with a strength of 18, this would give me a modifier of +4 naturally. With the Golden Cherub of Luck, that would give me an additional +4 for a total of +8. The DM will roll a 1d4 (we will assume you rolled a 2), so after I have used that +8 bonus twice, the little golden cherub disappears from my possessions and appears within a pocket or other container of another player.. I also lose that +4 bonus as well as having my Strength reduced by 1 ability point down to 17 (thus making my modifier now a +3).

The Cherub will start off with a simple Ability Score of 1d4. Once the cherub has a total ability score of 10, it then manifests into a Mimic (MM pg 220), however, the DM can now choose to distribute those 10 ability score points among the mimic's.

Once it's mimic's form is killed, the corpse will revert back to it's golden form and be inert for 1d8 days. After that time has passed, it will begin it's "leaching cycle" again.

Attempts to destroy the golden cherub (smashing, melting, etc) will not work. This is an object that might very well need to just be tossed into the depths of an ocean, or buried in a deep hole.



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