

# 100 CALAMITOUS CURSES

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

## CASTLES & CRUSADES®

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**100 Calamitous Curses** provides the **Castles & Crusades** Castle Keeper with 100 unusual and interesting curses. These can be bestowed upon player characters through mischance and misfortune or used by player character clerics and wizards on hapless non-player enemies. Few of these curses are of the immediately deadly sort, save perhaps to 1st level characters; they are all designed to fall within the parameters set by the *bestow curse* spell, the reverse of the *remove curse* spell which is useable as a 3rd level clerical spell or 4th level wizard spell.

A curse cannot be dispelled using *dispel magic* (not even by the caster of the curse), and can only be nullified through use of a *limited wish*, *remove curse*, or *wish* spell. It is suggested that the following additional rules be considered for use when dealing with curses.

- A curse created through the *bestow curse* spell can be nullified through use of a *remove curse*, but the nullification is not certain. The caster of the *remove curse* spell must make a level-based Intelligence check (if a wizard) or Wisdom check (if a cleric) against a CL equal to the level of the original caster of the *bestow curse*. If the check succeeds, the curse is nullified; if it fails, the curse remains, and the caster of the *remove curse* cannot attempt again to *remove curse* on that specific curse until he has gained another level.
- A curse created through the use of *bestow curse* can be nullified without chance of failure through use of the *limited wish* and *wish* spells, which are both of a much greater order of magnitude of power than the *bestow curse* spell. This is regardless of the differences in level between the caster of the curse and the caster of the nullifier, as the *bestow curse* spell is of such a lesser nature compared to the two other spells.
- The curse upon a cursed weapon, suit of armor, or other miscellaneous enchanted item cannot be nullified permanently through use of *remove curse*. If successful, as above, the wearer/user of the cursed object is able to remove the cursed item and permanently rid himself of it, but the curse is not permanently nullified. A *limited wish* (check against full CL) or *wish* (check against half CL, rounded up) can nullify most such curses, however, the caster using the spell must make a check, as above, in order for the curse to be permanently nullified; failure means the curse is only *temporarily* lifted.

One magic item missing from the **Castles & Crusades** Monsters & Treasures list is the classic *cursed scroll*. In order to add uncertainty to the gathering of magical scrolls from treasure hoards, it is suggested that the CK add in cursed scrolls now and again, perhaps 1 in 20 scrolls found being a *cursed scroll*. *Cursed scrolls* are created in one of two ways. Either the caster creates the scroll as a trap to protect his treasure, or an attempt to create a normal scroll goes horribly awry. A *cursed scroll* affects the reader, even if he cannot normally read the writing thereof; merely glancing at the words causes the scroll to activate. The reader must then make a Charisma save or be affected by the *bestow curse* spell; see below to determine the CL of the saving throw. All saving throws required by the effects of the curse have a CL based on the level of the original caster. Spell Resistance can also be efficacious against the effects of a *cursed scroll*. For the level of the caster, roll on the table below:

d20	Caster Level
1-10	7th
11-15	8th
16-18	9th
19	10th
20	Roll 1d10+10

## d100 Calamitous Curse

- 01 **Curse of Bilious Blood:** The accursed one heals only one hit point per two days of complete bed rest, and magical healing only cures one hit point per spell level.
- 02 **Curse of the Liar's Lips:** The accursed one can never tell the truth; she must always withhold some bit of truth or replace it with a false element. The false portion need not be dangerous or deadly, but must be misleading.
- 03 **Curse of the Braying Ass:** The accursed one's head transforms into that of a donkey, he grows a donkey's tail, and his feet transform into hooves. He cannot speak any intelligible language, as any time he tries to speak, he brays quite loudly like an ass (and obviously cannot cast any spells that require a verbal component).
- 04 **Curse of the Storm Lord:** The accursed one suffers a -6 penalty to all saving throws against lightning and water-based attacks. Also, whenever the accursed one is aboveground and in the open during a storm, there is a 1 in 12 chance every 10 minutes that she and anyone within five feet of her will be struck by lightning for 2d10 points of damage (Dexterity save for half damage).
- 05 **Curse of Living Death:** The accursed one is bathed in a burst of negative energy and shadows, and when these fade he is shown to have taken on the (non-illusory) appearance of a festering, rotting, stinking zombie! He also has his movement reduced to half normal, and always loses initiative every round (acting last after *all* others have acted). Social interactions are, needless to say, made very difficult (-3 penalty to all Charisma-affected interactions), save for those with necromancers and others of like tastes, who will find the accursed one unnaturally *appealing*. Though he takes on the form of a zombie, he is *not* undead, and gains none of the benefits thereof.
- 06 **Curse of the Titan's Toe:** One of the accursed one's large toe swells up to the size of an ogre's head, reducing her speed to a mere crawl and causing her to suffer a -4 penalty to AC. Even if the toe is cut off, it regenerates and expands within moments.
- 07 **Curse of Winter's Embrace:** Any allied, friendly, or neutral being touched by the accursed one suffers 1d3 points of subdual damage from cold (Charisma save for minimal damage); damage occurs each round the accursed one touches the other being. This curse never causes damage to enemies. The accursed one also always feels *cold*, as though caught in a winter storm without furs or coat; his breath always streams cold mist, and his eyebrows, beard, and hair are always rimed in frost. Another side effect of the curse is that his irises become sparking blue, as though of glacial ice.
- 08 **Curse of Spontaneous Somnolence:** At the beginning of every hour of wakefulness, the CK must check to see if the accursed one suddenly and without warning falls asleep for 1d6 x 1d10 minutes. The chance is 1 in 6 that she will experience a sudden bout of sleep 1d6 x 1d10 minutes into the hour, and 1d6 rounds into the minute. Obviously, if engaged in a dangerous activity at the time, pain and suffering might ensue. If awakened from this sudden sleep before the time would naturally be up, the accursed one suffers a -2 penalty to all attack rolls, saving throws, and attribute and ability checks for double the time she would have remained asleep.
- 09 **Curse of the Pesky Poltergeist:** A magical effect much like that of an *unseen servant* follows the accursed one, causing trouble wherever he goes by lifting skirts, knocking potions and dishes and glasses off of tables, opening and closing doors, and the like. It is not a true poltergeist and cannot be turned, nor can it be dispelled, save through lifting the curse.
- 10 **Curse of the Worm's Tongue:** The accursed one's tongue is transformed into a foot-long yellowish-mauve worm. This makes it difficult for her to speak, and if a spell caster she has a 50% chance to miscast and lose any spell that has a verbal component. Social interactions are also quite difficult, and the accursed one suffers a -3 penalty to any Charisma-based social interaction checks.
- 11 **Curse of the Wolf's Blood:** The accursed one becomes a werewolf, subject to the vagaries of the full moon and all that lycanthropy entails.