



Horrific Curses



Boo Geyen

PATHFINDER
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Horrific Curses

CREDITS

AUTHORS: Jason Nelson, Jen Page, and Alex Riggs

ARTISTS: Melissa Gay, Bob Greyvenstein, Pat Loboyko, Tanyaporn Sangsnit, Colby Stevenson

EDITING AND DEVELOPMENT: Jason Nelson

DESIGN AND LAYOUT: Rick Kunz

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortes, Jeff Lee, Nicolas Logue, Will McCardell, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

ART DIRECTOR: Rick Kunz

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Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com



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ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
GMG = *Pathfinder Roleplaying Game Gamemastery Guide*
OA = *Pathfinder Roleplaying Game Occult Adventures*
PU = *Pathfinder Roleplaying Game Pathfinder Unchained*
UCam = *Pathfinder Roleplaying Game Ultimate Campaign*
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UE = *Pathfinder Roleplaying Game Ultimate Equipment*
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
UM = *Pathfinder Roleplaying Game Ultimate Magic*





WELCOME TO HORROR PLUG-INS!

This product is a part of our line of support materials for campaign play for use with campaigns using a horror theme. We anticipate all manner of exciting additions to the game when *Pathfinder Roleplaying Game Horror Adventures* is released this summer, but why wait to spring something truly horrible on your players? When you see the “Horror Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mind-melting madness and sinister serial killers to most bloodthirsty bastards and blackguards that ever bedeviled your heroes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.

SPECIAL ELECTRONIC FEATURES

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE Horrific Curses

Horrific Curses will bring your Pathfinder PCs to their knees begging for mercy from this collection of curses! This book brings you brand new accursed archetypes, including the **accursed witch**, **hex hunter**, and **jinxed** sorcerer bloodline. It also introduces a new category of magic, the **dying spell**, with 10 new spells like *call the avenger* and *funeral pyre* to allow heroes and villains alike to cast their spite upon their foes with their dying breath. Add to this nearly 20 brand-new curses from *famine's feast* and *labile lunacy* to *kinslayer* and *hatemonger's halo*, including spellblights and mythic curses, with each one as detailed as it is diabolical to create memorable curse effects that are vividly virulent. If you've ever wanted your curses to be more than just a simple spell, something to inspire delightful terror in your players, bring home the horror that only curses can deliver, grab this book today and **Make Your Game Horrific... and Legendary!**

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



Horrific Curses

Even a man who is pure in heart and says his prayers by night; may become a wolf when the wolfbane blooms and the autumn moon is bright.

Curses. They seem easy enough to dismiss during the day. But if something starts to go wrong or merely if you find yourself alone at night in the dark...unable to sleep... suddenly we can quite easily second-guess what is true and what is safe. We knock on wood. We have our favorite sports jersey. Maybe even lucky socks to wear on special days. We avoid certain numbers and don't call a specific Scottish play by name. And why? All to ward off the 'whammy', 'the evil eye,' or just plain old bad luck. Superstitions alone are respected in every day life. No one would blame you for throwing spilt salt over your shoulder or avoiding walking under a ladder. It's quite acceptable to wail to a friend, "I think I'm cursed!" And why? Perhaps because the human brain looks for pattern and reason— If we could blame something on the bad luck or a curse, maybe we can avoid it and control an outcome. In the end, maybe it can come down to just telling a good story. But given the choice, most would probably not test the validity of a curse. Laugh and scoff at it sure, but would you really take the bet to see if it were true or not?

There are many well-known curses in history easy to avoid. It's curious that every culture seems to have them, stories independent of each other. Well known curses include the Hope Diamond, the Kennedy family, and even James Dean's vintage Porsche Spyder. A more obscure curse is the infamous chair of Thomas Busby. Mr. Busby managed to woo and marry a lovely girl despite the fact that he was the town drunk. He came home one day to find his father-in-law sitting in Busby's favorite chair and threatening to take his daughter home. Having none of that, Busby beat the man to death and hid the body. Reasonable. But the lush didn't hide the murder all too well because he ended up being executed for his crimes. Before his own death, it is reported that Busby shouted that anyone who sat in his favorite chair would die. Since then, the chair supposedly has claimed numerous lives of those willing to take the risk and sit in the chair. Two men dared each other and died the next day in a car accident. A young worker was cajoled into having a seat and that day he fell to his dead from a construction site. We know what happened to the victims but what happened to the accursed furniture? The unassuming, brown wooden chair now resides in the Thirsk Museum; suspended from the ceiling so that no one can dare test his or her fate with it.

A lot of curses considerably come with actual warning labels. What a helpful tip, right? Even William Shakespeare offers a cautionary tale on his epitaph. "Blessed be the man that spares these stones, and cursed be he that moves my bones." True, he may have been merely trying to prevent something unsavory from happening to his body on account

of no one wishing to be disturbed by grave robbers. When we think about the afterlife it normally doesn't include our skull ending up on the desk of the highest bidder.

The Björketorp rune stone in Sweden has an inscription which has been warning people since 7 A.D. "I, the master of the Runes conceal here Runes of Power. Incessantly plagued by Maleficence, *doomed to insidious death is he who breaks this monument.* I prophesy Destruction." According to legend, the last person to scoff at this curse was a man in the 15th century. His plan was to remove the stone by heating it up and then pouring cold water over it to crack it into smaller, movable bits. (Basically the principle poorly used in *Aliens* 3.) Unfortunately, a strong wind came out of nowhere on a picture-perfect breezeless day and his fire accidentally set his hair ablaze. And then his clothes. And then he died. Probably screaming. However, the fire that threatened to consume the rune stone extinguished itself by unseen forces. Don't mess with rocks.

The tomb of Warlord Tamerlane of Uzbekistan carried a warning label as well. Soviet anthropologists traveled all the way to Uzbekistan to read the warning inscribed on the outer casket just to promptly ignore it. Approved by Stalin, the team exhumed Tamerlane and three days later, Nazi Germany invaded the Soviet Union in a surprise attack. All in all, Germany's invasion resulted in the death of 7.5 million Russians. What was the warning label on Warlord Tamerlane's tomb? "When I rise from the dead, the world shall tremble."

As you peruse this book of fantastical curses for your own entertainment and game play, take a moment to reflect on the warnings and consequences offered within. Would you laugh and boldly risk it? Would you pause and go about your way on another, safer path? The colorful varieties of curses paraded out in print are here for your imagination and anecdotal adventure. But never forget that when you go home, and you are alone, as you place your key into your front door to walk into a quiet, dark and empty house, that there are plenty of real life curses for you to venture on to.



Cursed Class Features

Curses are generally something to avoid, but they can just as easily be weapons in the hands of the heroes as the damnable weapons of the enemy. Witches freely lay their hexes upon those they meet, while oracles bear the burden of the overwhelming touch of the divine and let its power flow through them to carry out their unearthly will. The following archetypes are especially appropriate for incorporating curses into a campaign.

ACCURSED WITCH (WITCH ARCHETYPE)

While the secrets of curses are known to many witches, there are some who are more intimately familiar with these harmful spells than others. Accursed witches bear a curse of their own, a price they must pay for their magical gifts, but they also excel at inflicting curses upon others, including sharing the curse that they themselves suffer from.

Patron: An accursed witch must choose from among the following patrons: death, insanity, moon, plague, spirits, or vengeance.

Witch's Curse (Ex) Like an oracle, accursed witches are cursed, but these curses come with benefits as well as hindrances. At 1st level, the accursed witch must select a single oracle curse^{APG}. Once made, this choice cannot be changed, and the curse cannot be removed or dispelled without the aid of a deity. The accursed witch's curse is based on her witch level plus one for every two levels or Hit Dice other than oracle. If the accursed witch also has levels in another class that grants an oracle's curse, she may choose the same curse for both classes, or different curses. If she chooses the same curse, her levels in accursed witch and the other class stack for determining the effects of her curse. If she chooses different curses, each curse's effective level is calculated separately (so an accursed witch 5/oracle 3, who selected clouded vision for accursed witch and deaf for oracle, would treat her level for clouded vision as 6, and her level for deaf as 5).

Inflict Curse (Su): Beginning at 4th level, an accursed witch gains the ability to impose her curse on others. As a standard action, she can force a single creature within 30 feet to succeed on a Will save (DC 10 + 1/2 the accursed witch's class level + the accursed

witch's Intelligence modifier) or suffer the affects of the oracle curse that the accursed witch selected at 1st level. The target suffers only the effects that the curse grants at 1st level, regardless of the target's class or levels. The curse lasts for a number of hours equal to the accursed witch's level, although it can be removed early with a *remove curse* spell. When the accursed witch reaches 8th level, curses inflicted in this way last for a number of days equal to the cursed witch's class level, instead, and when the accursed witch reaches 12th level, curses inflicted in this way last indefinitely until removed. The accursed witch can use this ability a number of times per day equal to 3 + her Intelligence modifier, but cannot use it on the same creature more than once in a 24-hour period.

This ability replaces the witch's 4th-level hex.

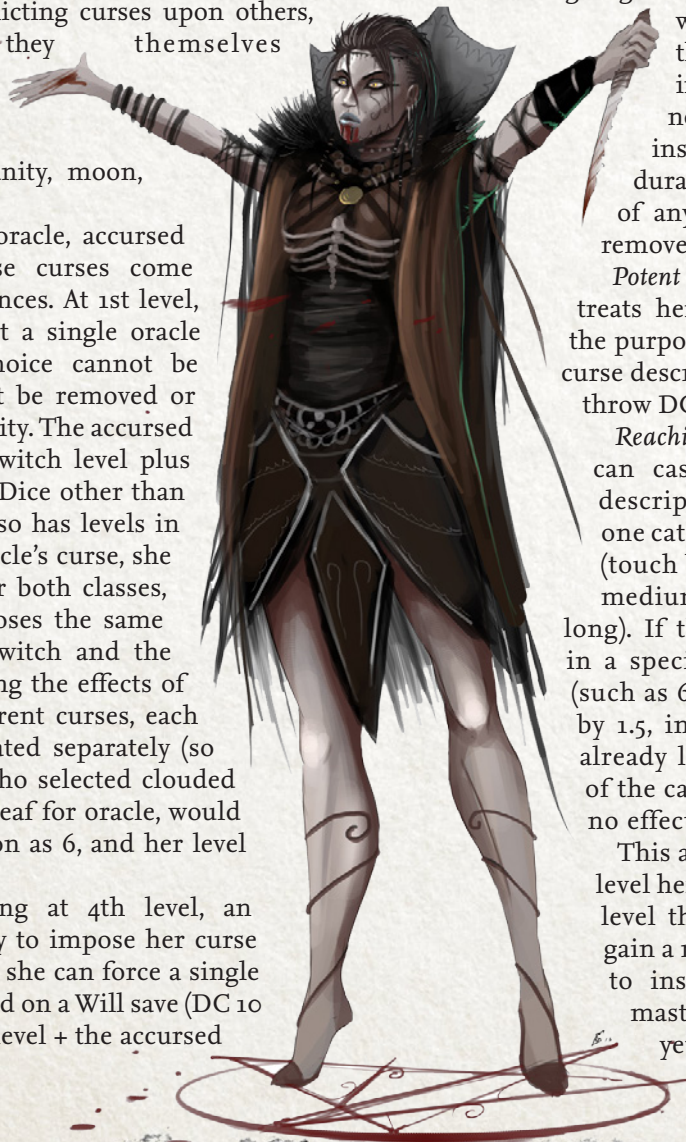
Curse Master (Sp) Beginning at 8th level, an accursed witch gains mastery over curses. She must choose one of the benefits listed below. Once the choice is made, it cannot later be changed.

Lingering Curse: The duration of any spells with the curse descriptor that the accursed witch casts is increased by 50%. This does not affect curse spells with an instantaneous or permanent duration. Additionally, the DC of any caster level checks made to remove such curses is increased by 5.

Potent Curse: The accursed witch treats her caster level as 2 higher for the purposes of spells she casts with the curse descriptor, and increases the saving throw DCs of such spells by +1.

Reaching Curse: The accursed witch can cast any spell with the curse descriptor as though its range were one category higher than it actually is (touch becomes close, close becomes medium, and medium becomes long). If the spell's range is expressed in a specific number of feet or miles (such as 60 feet), multiply that amount by 1.5, instead. If the spell's range is already long, or does not fit into one of the categories listed above, this has no effect.

This ability replaces the witch's 8th-level hex. If desired, any time after 8th level that the accursed witch would gain a new witch hex, she may choose to instead gain one of the curse master abilities that she has not yet Chosen.



HEX HUNTER (HUNTER ARCHETYPE)

Mystic and mysterious wilderness warriors, hex hunters combine the power of their curses with their knowledge of the wilds. The beasts of the field are their heralds as they tap into spirits of nature often inimical to humanoid incursions, infusing every stroke with the power of doom.

Class Skills: A hex hunter adds Knowledge (arcana) to and removes Heal from her list of class skills.

Weapon and Armor Proficiency: A hex hunter is not proficient with medium armor or shields. A hex hunter can cast hunter spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a hex hunter wearing medium or heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass hex hunter still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A hex hunter gains the ability to cast arcane spells rather than divine spells. She uses Intelligence rather than Wisdom to determine the maximum level of spells he can cast, the DC for saving throws against her spells, and bonus spells per day. She selects her spells from the witch and ranger spell lists, rather than the druid and ranger spell lists, but his spellcasting ability otherwise functions as normal for a hunter^{ACG}. This ability modifies spells.

Familiar: A hex hunter gains a familiar, which functions identically to the familiar of a witch^{APG} of equal level. A hex hunter also selects a patron, adding patron spells of each level he can cast to his spell list. Her familiar is treated as an animal companion for the purpose of any of the hex hunter's class features that normally apply to animal companions. This ability replaces animal companion and speak with master.

Animal Focus: A hex hunter does not gain this ability until 8th level, gaining her second animal focus at 16th level. An animal focus she selects functions as a hunter 4 levels lower than her actual level. This modifies animal focus and second animal focus.

Dread Strike (Su): A hex hunter can deliver a cruel curse with her weapon, natural weapon, or unarmed strike. When she hits a target in melee, as a swift action she can fill the target with dismay and doubt, affecting the target as the evil eye^{APG} hex, treating her hunter level as her witch level. She also may use this ability to

deliver the same hex effect as a swift action when her familiar successfully hits a target within 30 feet with one of its natural weapons. The hex hunter may use this ability a number of times per day equal to 3 + her Intelligence modifier. This replaces nature training.

Accursed Companion (Su): At 3rd level, a hex hunter gains the beast of ill-omen^{UM} witch hex. This replaces hunter tactics, and this ability is treated as the witch's hex class feature for all purposes, including eligibility to take additional hexes with the Extra Hex^{APG} feat. This replaces hunter tactics.

Lingering Dread (Su): At 3rd level, if a hex hunter confirms a critical hit against a creature affected by her dread strike ability, the duration of that effect is extended as if she had used by the cackle hex. This has no effect on hexes whose effects are not increased by the cackle hex. This replaces the teamwork feat normally gained at 3rd level.



Accursed Strike (Su): At 6th level and above, when a hex hunter uses her dread strike she may choose to afflict her target with one of the following hexes in place of the usual evil eye effect:

6th level: misfortune^{APG} hex

9th level: cursed wound^{PC:BM} hex

12th level: delicious fright^{PP:BM} major hex

15th level: agony^{APG} major hex

18th level: death curse^{APG} grand hex

This replaces the teamwork feats normally gained at each of the above levels.

Curse Lore (Su): At 7th level, a hex hunter adds *bestow curse* to his list of spells known. At 13th level, she adds *major curse*^{UM} to her list of spells known. At 19th level, she may add any witch spell of up to 6th level with the curse descriptor to her list of spells known. This replaces bonus tricks.

Animal Attunement (Su): At 10th level, when a hex hunter meditates to renew her spells, she may select the feral speech or *unnerve beasts*^{UM} hex or the *animal skin*^{PC:BM} or beast eye major hex. She retains the use of this hex until the next time she uses this ability to select a different hex from this list. This replaces raise animal companion.

JINXED (SORCERER BLOODLINE)

In generations past, your ancestors perpetrated some dreadful crime or affront to powers best not meddled with, and in vengeance those gods or spirits wracked their line of descent with a curse. Though that touch of the immortal left a legacy of power, with it came stillbirths, deformities, bad luck, financial ruin, and madness on each successive generation to come in recompense for that ancient offense. Through it all, you persevere and survive, and if you sometimes give over to paranoia you nevertheless trust that if you cannot escape the shadow on your destiny, through your magic you at least can endure it and perhaps one day break its hold on your family line.

Class Skill: Perception

Bonus Spells: *doom* (3rd), *oracle's burden*^{APG} (5th), *accursed glare*^{PC:BM} (7th), *crushing despair* (9th), *nightmare* (11th), *major curse*^{UM} (13th), *insanity* (15th), *prediction of failure*^{UM} (17th), *weird* (19th)

Bonus Feats: *Accursed Critical*^{UM}, *Combat Casting*, *Endurance*, *Point Blank Shot*, *Scribe Scroll*, *Sickening Spell*^{APG}, *Skill Focus* (Perception), *Weapon Finesse*

Bloodline Arcana: Whenever you cast a curse or compulsion or an spell with the pain descriptor, the save DC is increased by 1 and the DC to dispel or remove

that spell is increased by 2.

Bloodline Powers: The ancient curse that taints your bloodline similarly attains the eldritch energies you wield.

Curse (Su): At 1st level, you gain a curse^{APG} identical to an oracle whose level equals your sorcerer level. This functions as an oracle's curse for all game effects, including spells and feats, as well as the hindrances and benefits it grants you. You must select a curse at 1st level and it may not be changed thereafter.

Aura of Despair (Su): At 3rd level, creatures within 10 feet take a -1 penalty on saving throws; this penalty increases to -2 at 9th level. In addition, a subtle aura of wrongness about you causes Diplomacy and Handle Animal checks made within 10 feet of you to take a penalty equal to one-half your sorcerer level.

Misfortune (Su): At 9th level, you can use the *misfortune* hex^{APG} as a witch whose level equals your sorcerer level. In addition, once per day as an immediate action you can force a creature to reroll any die roll it has just made. The target must use the worse result of the two die rolls. At 17th level, you can use this ability twice per day; at 20th level, three times per day.

Accursed Retribution (Sp): At 15th level, you may create a defensive curse on your person. This curse functions similarly to a *glyph of warding* but must have one of the following triggering conditions: when you are attacked, when you are successfully struck by an attack, when you are knocked unconscious, or when you are killed. As with *glyph of warding*, you may choose a blast effect or a stored spell effect, which targets the creature that triggered the curse or affects an area starting at or centered on the edge of your space nearest the creature that triggered it.

You are never harmed by this ability, though an effect that affects an area may harm creatures other than the one that triggered the accursed retribution. Once this effect is triggered, it requires 10 minutes to renew it. You may use this ability as often as desired, but you may have only one accursed retribution in effect at a time.

Cursed with Immortality (Su): At 20th level, you cease aging, gaining no further bonuses and taking no further penalties from aging effects, though any bonuses or penalties already in effect remain. You also become immune to death effects, effects that would trap or destroy your soul, and energy drain, and you cannot rise as an undead creature. You automatically stabilize at negative hit points, and if you are killed you return to life 24 hours later as if *raise dead* had been cast on you.



Dying Spells

A classic trope of curses in literature and mythology is that of the dying curse, the last syllables falling from the lips of a bitter, defeated foe. Of course, in an RPG many things that could be called a “curse” in common language are simply different forms of magic. Hence, not all of the effects described below are curses *per se* in Pathfinder terms, but each represents a type of magical invocation of doom an enemy might unleash as she dies.

Prepared to Die: All of the spells listed below can be cast as immediate actions, generally to be unleashed just before the moment an enemy expires. However, as the *Pathfinder Roleplaying Game* becomes more complex and more abilities make use of swift and immediate actions, especially when using the mythic rules from *Pathfinder Roleplaying Game Mythic Adventures*. Thus, these spells introduce the new **dying** spell subtype, which has the following characteristics.

Dying Spells: A dying spell is a spell that is normally usable as an immediate action and typically prepared in order to unleash a specific spell effect upon the caster’s demise or permanent incapacitation. Casting a spell with the dying descriptor does not provoke attacks of opportunity. However, these spells are very difficult to cast unless the caster is about to be killed or incapacitated; if that is not the case, they can be cast only with a successful concentration check with a DC of 25 + twice the spell’s level.

Alternatively, the caster can prepare a dying spell with a casting time of 10 minutes, using an alabaster statuette of himself worth 100 gp. A dying spell is held in readiness much like a *contingency* spell, but the trigger effect is always the caster’s death or permanent incapacity. A caster can have both a dying spell and a *contingency* spell in effect at the same time. If she has the ability to use more than one *contingency* at a time, she can use those additional *contingency* slots to instead cast additional dying spells, all of which trigger simultaneously. Unlike a *contingency*, a dying spell cast in this way lasts for only 24 hours or until the caster next prepares spells or spell slots, whichever comes first.

AVENGE ME!

School enchantment (compulsion) [dying, emotion, language-dependent, mind-affecting]; **Level** antipaladin 4, bard 4, cleric 5, inquisitor 4, paladin 4, sorcerer/wizard 5, witch 5

Casting Time 1 immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

You place a magical command upon a creature to seek out and destroy a creature that kills or permanently incapacitates you. The target is affected as *vengeful outrage*^{UM} toward that creature, though the effect ends immediately if you are returned to life or your permanent incapacity is removed. If you cast this spell upon a follower, cohort, animal companion, eidolon, familiar, or similar creature that is bound to you by genuine loyalty, it automatically fails its saving throw. This does not apply to creatures that you have charmed, dominated, summoned, or otherwise magically compelled, controlled, or influenced.



CALL THE AVENGER

School enchantment (compulsion) [dying, emotion, language-dependent, mind-affecting]; **Level** cleric 7, inquisitor 6, sorcerer/wizard 7, witch 7

Casting Time 1 immediate action

Components V, S

Range see text

Target one creature

Duration see text

Saving Throw Will partial; **Spell Resistance** yes

This spell functions as *greater dying words*, but it affects the target of your *sending* as a *demand* to find your body and avenge your death. If the target fails its save, it is subject to a *geas* to track down and destroy your killer. It gains the ability to use *locate creature* at will as a spell-like ability (using your caster level) to find the creature that killed or permanently incapacitated you, and when the target enters combat with your killer it is affected as *vengeful outrage*^{UM}. All effects of the spell end immediately if you are returned to life or your permanent incapacity is removed, or if your killer is itself killed or permanently incapacitated. If you cast this spell upon a follower, cohort, animal companion, eidolon, familiar, or similar creature that is bound to you by genuine loyalty, it automatically fails its saving throw. This does not apply to creatures that you have charmed, dominated, summoned, or otherwise magically compelled, controlled, or influenced.

DYING CURSE

School necromancy [curse, dying]; **Level** antipaladin 3, bloodrager 4, cleric 3, shaman 3, sorcerer/wizard 4, spiritualist 3, witch 3

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You target the creature that kills or permanently incapacitates you with a curse, as *bestow curse*. If you are returned to life or your permanent incapacity is removed, the target can attempt a new saving throw once per day to end the *dying curse*.

DYING CURSE, MAJOR

School necromancy [curse, dying]; **Level** cleric 5, shaman 5, sorcerer/wizard 6, witch 5

This spell functions as *dying curse*, but a target that fails its save is affected as *major curse*^{UM} rather than *bestow curse*.

DYING WORDS

School transmutation [air, dying]; **Level** bard 1, cleric 1, occultist 1, sorcerer/wizard 1, witch 1

Casting Time 1 immediate action

Components V

Range 1 mile/level

Area 10-ft.-radius spread

Duration no more than 1 hour/level or until discharged (destination is reached)

Saving Throw none; **Spell Resistance** no

This spell functions as *lesser dying words*, but it allows you to send a message as if you had cast *whispering wind* rather than *message*.

DYING WORDS, GREATER

School evocation [dying]; **Level** cleric 2, psychic 2, sorcerer/wizard 2

Casting Time 1 immediate action

Components V

Range see text

Target one creature

Duration 1 round; see text

Saving Throw none; **Spell Resistance** no

This spell functions as *lesser dying words*, but it allows you to send a message as if you had cast *sending* rather than *message*.

DYING WORDS, LESSER

School transmutation [dying, language-dependent]; **Level** bard 0, cleric 0, occultist 0, sorcerer/wizard 0, witch 0

Casting Time 1 immediate action

Components V

Range medium (100 ft. + 10 ft./level)

Target one creature/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no



When you trigger the spell, you can speak a message of up to 5 words per caster level that goes to every creature you designate. This functions as *message*, but creatures receiving the message cannot reply to you. You do not need line of sight to creatures you designate to receive this message, but you must be aware of them and must be able to clearly indicate them even if you do not know their names, such as “the guards in front of the king’s bedroom.”

ENTOMBED IN ICE

School necromancy [cold, dying]; **Level** inquisitor 2, sorcerer/wizard 3, witch 3

Casting Time 1 immediate action

Components V, S, M (ground bone or hair from a creature that froze to death), DF

Range personal

Target you

Duration 1 round/level

Your body is encased in a block of solid ice similar to a *wall of fire* that covers your body and all objects in your square. The cold from this ice 1d6 points of cold damage plus 1 point per caster level each round to your body and any objects or creatures sharing your space, including your gear, and any creatures in your square must hold their breath or begin to suffocate. A creature grappling you at

the time you use this spell can attempt a Reflex save to release your body before you are entombed in ice, taking half damage. If it does not release you, it is entombed in ice as well. If you cast *entombed in ice* when you are about to be killed, knocked unconscious, or permanently incapacitated, casting this spell does not provoke attacks of opportunity.

FINAL WITNESS

School divination (scrying) [dying]; **Level** bard 3, inquisitor 3, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 immediate action

Components V, S, M (a mirror), DF

Range see text

Target one creature

Duration 1 round; see text

Saving Throw none; **Spell Resistance** no

This spell functions as *greater dying words*, but in addition to sending a message to the target you also allow the target to observe the round of your death, as if they were *scrying* on you at the time of your demise. The target may choose to continue *scrying* to observe your dead body and its surroundings within 10 feet for up to 1 round per caster level.

FUNERAL PYRE

School necromancy [dying, fire]; **Level** inquisitor 2, sorcerer/wizard 3, witch 3

Casting Time 1 immediate action

Components V, S, M (ashes from a funeral pyre), DF

Range personal

Target you

Duration 1 round/level

Your body is immolated in a roaring pillar of flame similar in effect to a *wall of fire* that fills your square. It deals 2d6 points of fire damage + 1 point per caster level (maximum +10) to your body and any objects or creatures sharing your space, including your gear. A creature grappling you at the time you use this spell can attempt a Reflex save to release you as the flames envelop your body, taking half damage. If it does not release you, it takes damage each round. A *funeral pyre* radiates heat in all directions, dealing 1d6 points of fire damage to creatures or objects in entering or ending their turn within 10 feet of the *funeral pyre*. If you cast *funeral pyre* when you are about to be killed, knocked unconscious, or permanently incapacitated, casting this spell does not provoke attacks of opportunity.

New Curses

The *Pathfinder Roleplaying Game Core Rulebook* presents a small selection of curses, just half a dozen, including some of the most iconic curses in folklore in mummy rot and lycanthropy. However, in a fantasy campaign we have an enormous breadth and depth of curses to explore from literary and mythological sources even before we begin inventing curses from whole cloth. Of course, many things called curses in myth and legend would simply be considered spells in a magic-rich fantasy game, or monstrous abilities like the ability of vampires to create spawn (rather than calling it the “curse of vampirism”). Even so, there is ample room for new curses in the campaign, as described in this section.

Curses such as these can be delivered by means of the *bestow curse* spell, rather than invoking the spell’s normal effect. The initial save DC is based on the spell itself, but subsequent saves use the base save DC of the curse instead. Some curses described herein are marked with the (major) descriptor, indicating that the caster must use *major curse** in order to deliver that curse effect to the target.

CANNIBAL COMPULSION

Type curse, spellblight (major); **Save** Fortitude DC 19

Frequency immediate and 1/day

This terrible curse afflicts the target with a terrible curse of hunger as the famine’s feast curse (see below); however, it also awakens an unquenchable physical and spiritual hunger for the flesh of the accursed creature’s own kind. The accursed creature can discern the presence of creatures of its own type as if it had the scent special quality, and the sight of blood can unleash its cannibalistic impulses. Whenever the accursed creature sees a creature of its own type within 30 feet take bleed damage or a critical hit with a piercing or slashing weapon, it must succeed on a DC 19 Will save or begin plotting to eat that creature’s flesh; this plotting is similar to the *malicious spite*^{UM} spell, but the end result of the accursed creature’s plotting is always a cannibalistic feast.

If a creature of the same type (and subtype) is adjacent to the accursed creature when it takes bleed damage or a critical hit with a piercing or slashing weapon, the accursed creature is compelled to attack that creature as *murderous command*^{UM} (DC 19 Will negates), using its bite attack to the exclusion of all other forms of attack. If it lacks a bite attack, its bite is considered an unarmed strike (provoking attacks of opportunity if it does not possess Improved Unarmed Strike) that inflicts slashing damage. Its bite transmits ghoul fever^{B1} and the cursed creature gains the grab special attack against creatures of its own type that are up to one size category larger. Its savage gnawing and tearing bites deal 1 point of Constitution bleed with each successful grapple check; this Constitution bleed is increased to 1d4 per round if the target is pinned. The accursed creature must continue attacking the creature that provoked its bloodlust for 1 minute or until it or its target is killed. If its target escapes the accursed creature’s line of sight and gets far enough away that the accursed creature cannot detect it with scent, the accursed creature gains a new saving throw each round at the beginning of its turn to end the *murderous command* effect; if failed, it attacks the nearest creature of its own type that is taking bleed damage or that has less than one-half its hit points remaining. If there is no such target, the accursed creature must search for its original target.

Once the bloodlust of this *murderous command* or *malicious spite* has been consummated, the accursed creature loses all memory of any hostile or acts committed as a result of these compulsions, as if affected by *modify memory*.

DARK DESOLATION

Type curse; **Save** Will DC 14

Frequency immediate

The target is shrouded in a mantle of darkness that clings to him and moves with him. The space occupied by the creature is always considered to be in dim light, and the illumination level is reduced by one step within a 30-foot-radius emanation centered on the target. All creatures within this radius take a -2 penalty on saves against fear effects and harmful emotion effects, and the target must roll twice and take the worse result when attempting a saving throw against such effects.

DEADLY DIMINUTION

Type curse, spellblight (major); **Save** Fortitude DC 19

Frequency 1/day

The target's body begins to diminish in height, weight, and strength, as this curse causes him to shrink more and more each day. Each time the target fails a save against the curse, it shrinks by one size category, taking a -4 size penalty to its Strength and a -2 penalty to its Constitution (minimum 1) and reducing its natural armor bonus to AC by 2 (minimum 0). These penalties stack if it shrinks more than one size category. If the target is already Fine in size and fails another saving throw against this curse, it is shrunk to a subatomic size and liable to implode. This affects the target as *disintegrate* (10th level). Even if the target survives, he is effectively incorporeal, invisible, and paralyzed while at subatomic size. She must save again once per day against a potential implosion, and the caster level of the *disintegrate* effect increases by 1 each day after the first.

Because the target is unused to its new size and how best to move within it, the target gains only one-half the normal size bonuses on attack rolls, AC, and Stealth checks, and its base speed is reduced by 5 feet (by 10 feet if its initial speed is 40 feet or more) for each size category it shrinks. The target's gear shrinks with it, though items the target drops return to their normal size 1d100 minutes after being dropped. The damage the target deals with weapons, natural weapons, and unarmed strikes is reduced as normal for shrinking in size. In addition, if the target shrinks more than two size categories the range and area of effect of any spells, spell-like abilities, or supernatural abilities it uses is also reduced by 50%. The effects of deadly diminution persists even if the target uses a polymorph effect to assume a different form.



DELIQUESCENT FLESH

Type curse (major); **Save** Fortitude DC 16

Frequency 1/day

The target's flesh becomes flaccid and unstable as its internal structure collapses and the target's organs begin to slip and slide within them. Each time the target fails a saving throw against the curse, she takes 1d3 points of Dexterity drain, and this drain cannot be cured magically until the curse is removed. If the target has taken at least 4 points of Dexterity drain, her malleable innards grant her a 25% chance to ignore critical hits, sneak attacks, and precision-based damage; this does not stack with other similar effects.

Whenever the target's Dexterity drain dealt by this curse reduces her Dexterity score below one-half her normal Dexterity, her chance to ignore critical hits increases to 50% but her speed is halved. In addition, each time the target fails a save against this curse she must succeed on a second saving throw or take 1d3 points of Strength or Constitution damage (equal chance of either).



If the target's Dexterity is reduced to 1, she takes no further Dexterity drain from the curse but her body collapses into an amorphous, boneless blob. All worn or wielded items fall off and she cannot grasp objects, though she can use bull rush, drag, or grapple combat maneuvers. Her speed is reduced to 10 feet in this form.

FAMINE'S FEAST

Type curse; **Save** Fortitude DC 14

Frequency immediate and 1/day (see text)

The target becomes afflicted with an insatiable, gnawing hunger, akin to *feast of ashes*^{APG} (using the save DC of the curse). While no amount of eating can assuage his pangs of hunger, he finds the presence of food nearly irresistible. The accursed creature responds to any offer of food (unless the food is obviously rotten or otherwise inedible) as if the creature offering it had cast *beguiling gift*^{APG} (DC 14 Will negates). If the accursed creature successfully saves, it can ignore any further offers of food from that creature for 1 minute. If the accursed creature eats without becoming nauseated, he can likewise refuse all offers of food for 1 minute.

The hunger of this spell causes the target to begin wasting away, taking 1d3 points of Strength damage per day (DC 14 Fortitude negates), and as long as the target has any amount of Strength while suffering from this curse he becomes gaunt and emaciated. Worn items fit very loosely on the accursed creature, draping and sagging uncomfortably, causing the target to take a -2 penalty on all Dexterity checks and Dexterity-based skill checks that can be affected by an armor check penalty (except for Escape Artist checks, on which he gains a +2 bonus), and the accursed creature also takes a -4 penalty on his CMD against steal combat maneuvers. If the target is made helpless by Strength damage, further failed saves deal Constitution damage instead.

FATAL STRENGTH

Type curse; **Save** Fortitude DC 17

Frequency 1/day; see text

The target is infused with a strange vitality, granting it a +2 enhancement bonus to Strength and a +2 bonus on saving throws against effects that cause exhaustion or fatigue. However, this increased strength comes at the cost of leaching away the target's lifespan in order to

increase his physical prowess. The target is affected as a **curse of the ages**^{CRB}, but in addition to the daily saving throw to avoid aging the target must also save every time he attempts a Strength check or hits with a melee attack or thrown weapon. If the target's age advances to an older age category, he does not gain bonuses to Intelligence, Wisdom, or Charisma and takes all normal aging penalties, except he does not take a penalty to Strength. He instead gains a bonus to its Strength equal to the penalty he would normally take. This bonus also applies on saving throws against fatigue and exhaustion.

If the curse is removed, the target immediately takes an amount of Strength, Constitution, and Dexterity damage equal to the bonus it had to its Strength score when the curse ended.

HATEMONGER'S HALO

Type curse (major); **Save** Will DC 17

Frequency immediate and 1/day

The target is invested with a deep-seated hatred towards all creatures of a certain type (and subtype, if a humanoid or outsider), or a specific and distinct group such as members of a particular ethnic group or religion, as *foster hatred*^{OA}. The hatred of the accursed creature is a palpable thing, causing him to take a -4 penalty on all Charisma checks and Charisma-based skill checks with creatures of that type or group. Creatures of that type can feel the accursed creature's hatred for them and their attitude towards the accursed creature are automatically shifted negatively by one step, and in combat creatures of that type or group gain a +1 morale bonus on attack rolls and damage rolls against the accursed creature.

The accursed creature's hatred is a contagious thing, allowing the accursed creature to use *enthrall* creatures at will as a spell-like ability, though only when regaling an audience with tales of the perfidy of his hated foes. Once per day, he also can use *song of discord* as a spell-like ability, though this affects only creatures that have already failed their save against his *enthrall* spell-like ability, and affected creatures have a 50% chance to attack the nearest creature of the hated type or group, rather than the nearest creature. These spell-like abilities use the accursed creature's Hit Dice for their caster level and use the save DC of the curse.

The accursed creature automatically fails saving throws or opposed Charisma checks to resist any mind-affecting effects that would cause it to take hostile actions or develop a hostile attitude against the objects of its hatred, and creatures within 10 feet take a -2 penalty on their saving throws against such effects (including the

accursed creature's spell-like abilities). The hatred is so all-consuming and obsessive that it wears away at the accursed creature's sanity, dealing 1d3 points of Wisdom or Charisma damage (equal chance of either) each day (Will negates).

HEARTLESS

Type curse; **Save** Will DC 14

Frequency 1/day; see text

This curse suppresses the emotions of the target and leaves him cold, dispassionate, and nearly robotic in all his interactions. He gains immunity to fear and emotion effects, whether harmful or beneficial. Morale bonuses have no effect on the target, and he cannot cast **psychic spells**^{OA} with an emotion component. His inability to perceive emotional cues or respond to emotional subtext causes the target to take a -5 penalty on Sense Motive checks and a -2 penalty on all Charisma checks and Charisma-based skill checks related to interacting with intelligent creatures. In addition, the target takes 1d3 points of Charisma damage per day (DC 14 Will negates) as her personality gradually becomes more withdrawn and remote.

INSIDIOUS INSOMNIA

Type curse; **Save** Will DC 17

Frequency see text

The target has great difficulty falling asleep, causing a slow but steady erosion of her mind and body as mental and physical exhaustion take their toll. The target gains a +4 bonus on saving throws against sleep effects, but she must succeed on a saving throw against the curse's DC in order to obtain restful sleep. If the save is failed, the target is unable to sleep for 24 hours, during which time she is treated as fatigued and does not heal hit point or ability damage through natural healing, although magical healing works normally. In addition, while fatigued she takes a -2 penalty on Perception checks, initiative rolls, and saving throws against illusions mind-affecting effects other than sleep effects, as well as a 10% chance of spell failure when casting any spell. These penalties (and chance of spell failure) are doubled if the target becomes exhausted, but they are eliminated if the target successfully sleeps for 8 hours.

If the target successfully goes to sleep but is awakened before sleeping at least 8 hours, such as by a nighttime attack, she must succeed on a saving throw to get back to sleep. If this save is failed, the target is treated as if she had not slept at all.

Being knocked unconscious by nonlethal damage does not count as sleep for the purpose of this curse. A poison or drug that induces sleep or unconsciousness can be used to obtain sleep; however, the target's save bonus against sleep effects applies against such poisons. If the substance is a drug, she takes a -4 penalty on saving throws to avoid becoming addicted to it.

KINSLAYER

Type curse (major); **Save** Will DC 19

Frequency see text

The target is consumed with an lurking urge to destroy those nearest and dearest to their heart, especially the members of their own family. The target is treated as if it had a constant *discern next of kin*^{ACG} spell in effect, and whenever she sees a member of her family within 60 feet she must successfully save against the curse's DC or be compelled to attack that family member as *murderous command*^{UM}. In addition, any weapons (including natural weapons and unarmed strikes) she uses against a member of her family are treated as if they had the *kinslayer*^{UE} property.

On a successful save, the target is able to overcome the urge to attack a family member for 24 hours. However, if the target fails a save against any mind-affecting effect while a family member is within 60 feet and the target has line of sight to that person, the target must save or be afflicted by the curse even if she has previously succeeded on a save that day for that family member. If the target succeeds on her save for three days in a row, the strength of the kinslayer curse abates for that family member and she need save only once per month to keep her murderous urges in check.

If a family member attacks the target, she must make an additional save against the curse, with a cumulative -1 penalty for each attack that family member has made against her in the previous 24 hours. If failed, her kinslaying rage escalates in effect and she is compelled to seek that family member's death as if under the effects of a *vengeful outrage*^{UM} spell. If the target witnesses the death of a member of her family, she must immediately save against the curse with a -2 penalty; if failed, she is filled with *vengeful outrage* for the creature that killed that family member, but once that creature is killed or escapes the effect of all previous successful saves for family members is wiped away and the target is prone to murderous fury against any family member she encounters, as described above.

LABILE LUNACY

Type curse; **Save** Will DC 16

Frequency see text

The target's moods are shackled to the ever-changing phases of the moon, tied to an obsessive fascination with the moon's silvery glow. If any night passes in which the target cannot see the moon, she must succeed on a save against the curse's DC or become shaken for 24 hours. The save DC increases by 1 for each consecutive night she does not see the moon, but the shaken condition ends immediately when she next sees the moon. When the moon is in view, the target is distracted by its lovely luminescence, taking a -4 penalty on Perception checks and initiative checks. During combat or other similar stressful situations, however, the target's eyes are irresistibly drawn to it, treating the moon as a gaze weapon with unlimited range. Each failed save causes the target to become fascinated for 1d4 rounds.

If the target is attacked while fascinated by the moon, the fascinate effect is immediately broken and the target is immune to the moon's fascinating effect for 1 minute, but the target must make an additional save against the curse's DC or take an additional spell effect based on the phase of the moon, as noted below.

PHASE	EFFECT
full moon	<i>moonstruck</i> ^{APG}
half or more	<i>confusion</i>
less than half	<i>oppressive boredom</i> ^{UM}
new moon	<i>fear</i>

This secondary effect persists for 1 minute. If combat is still ongoing after this duration elapses, the target is once again subject to the moon's fascinating effect. Once combat ends, the fascination effect ends 1 minute later.

MINIMUS MICROMAGIC

Type curse, spellblight (major); **Save** Will DC 19

Frequency 1/day

This curse draws away the physical substance of the target by binding its flesh and bone to the flow of magical energies. This functions similarly to the *deadly diminution* curse (see page 11); however, during any day in which he does not cast a spell he is not required to make the usual daily saving throw to avoid shrinking. However, whenever he casts a spell of 2nd level or higher he must make an additional saving throw with a penalty equal to one-half the level of the spell or shrink an additional size category.

NIGHTEYES

Type curse; **Save** Will DC 14

Frequency immediate

The target's eyes become entirely black. The appearance is eerie and strange to other living creatures, causing the target to take a -4 penalty on Diplomacy checks, though the target also gains a +2 bonus on Intimidate checks against creatures with fewer Hit Dice than her own.

Besides their strange appearance, the target also becomes completely blind in areas of bright light or normal light, while treating areas of dim light and darkness (including magical darkness) as if they were dim light. If the target uses a swift action to focus her vision, she gains darkvision with a range of 30 feet until the end of her turn. The range of this darkvision is extended if she takes longer to focus, increasing to 60 feet if she uses a move action, 90 feet if she uses a standard action, and 120 feet if she uses a full-round action.

Mythic Curses

Mythic magic, as described in *Pathfinder Roleplaying Game Mythic Adventures*, is generally seen as a boon to those that use it, but one of the great mythic tropes of magic is the dark and baneful curses that fall upon those who violate ancient tombs, transgress the will of the gods, or provoke the ire of mysterious witches and hermits and the nameless, forgotten powers they call master. Mythic curses can be inflicted by *mythic bestow curse* or *mythic major curse* (for major curse or spellblights) and cannot be removed by non-mythic effects except for *miracle* or *wish* (or *limited wish*, for non-major mythic curses or spellblights).



ANORIS CURSE

Type curse, spellblight (major); **Save** Fortitude DC 16 or as major spellblight

Frequency immediate and 1/day; see text

The anoris curse causes the flesh of the victim's mouth to knit together and seal itself shut. The victim can breathe through its nostrils or similar orifices but cannot speak or use a bite attack. The victim is unable to eat or drink unless a system of drip tubes is devised and used to deliver liquefied nutrition, requiring DC 15 Craft (metalworking) and Knowledge (engineering) checks to create the system and a DC 20 Heal check once per day, requiring one hour of care.

The anoris curse can be ameliorated by slicing open the flesh of the victim's face, dealing 1d6 points of damage, 1 point of bleed damage, and 2 points of Charisma damage, though unless a *regenerate* spell is applied the victim's oral tissues remain ragged and malformed, causing a 50% chance of spell failure on spells with a verbal component and reducing the save DC of language-dependent effects used by the victim by 4. If the Charisma damage and bleed damage dealt by this spell are cured, this spell failure chance is reduced to 20% and the reduction in save DC for language-dependent effects is reduced to 2. This remedy is only temporary, however, as if the curse is not removed the victim must succeed at a Fortitude save each day with the same DC as the effect that caused the curse or its mouth will seal itself shut again.

In non-mythic creatures, the anoris curse is more severe, causing not only the target's flesh but the bones (including chitin and similar exoskeletons) of its jaws and face to knit together. Cutting open the victim's mouth is of no help to a non-mythic creature.

The anoris curse has no effect against creatures without flesh (or bones, for non-mythic creatures).

CRUCIATIC SYMPATHY

Type curse; **Save** Will DC 17

Frequency immediate

Cruciatic sympathy causes the target to feel the pain and suffering it inflicts on others. Whenever the accursed deals damage to a living creature, it takes 1d6 points of nonlethal damage, and as long as the victim has this nonlethal damage it is fatigued with pain. If the victim confirms a critical hit on an adjacent creature, this damage is multiplied by the attack's critical multiplier and the target becomes sickened with pain for 1 minute as well. If the

victim deals damage to multiple creatures with the same attack or effect, it takes 1d6 points of nonlethal damage + 1 point per creature after the first. If the victim deals bleed damage or other continuing damage to a creature, the victim takes 1d6 points of nonlethal damage for the initial attack, + 1 point per round after the first that the target continues taking damage.

In addition to the above, if the victim successfully affects another creature with a fear or pain effect, the victim must succeed at a Will save against the effect's DC or be affected by the same effect for as long as the creature it affected remains afraid or in pain. If the fear or pain effect successfully affected multiple creatures, the victim must succeed on a number of saves equal to the number of creatures affected. If any save fails, the victim is affected, and the duration is increased by 1 round for each additional failed save.

POLYPOLLEX CURSE

Type curse, spellblight (major); **Save** DC 18 Fortitude or DC 18 Reflex (see text) or as major spellblight

Frequency immediate

The polypollex curse causes all of the victim's digits to become thumbs. This radically decreases the victim's manual dexterity when using its hands, resulting in a 10 penalty on Climb, Craft, Disable Device, Linguistics (when used to create forgeries), Perform (keyboard, string, wind), Profession (GM's discretion), and Sleight of Hand checks. The victim also takes a 10 penalty to its CMD against disarm checks and a 5 penalty on its CMB when making disarm, drag, grapple, or steal combat maneuvers. It is very difficult for the target to maintain its grip on objects, and if it does not spend a move action each round securing its grip it must succeed at a DC 18 Reflex save or drop an item it is holding. Any action it takes to draw or retrieve an item (including weapons, ammunition, and material or focus components for spells) takes longer, increasing its action type by one step as follows: free, swift (or immediate), move, standard, full-round. If the target is a spellcaster, it has a 50% chance of spell failure when casting any spell with a somatic component.

The polypollex curse is considered a polymorph effect and can be negated with *break enchantment*, *limited wish*, *miracle*, or *wish*. If the victim uses a polymorph effect to assume a different shape, the effects of the polypollex curse are suppressed for the duration of that effect.

REGRESSIVE REJUVENATION

Type curse (major); **Save** Fortitude DC 17

Frequency immediate and 1/day

The victim begins to age in reverse at an accelerated rate. The immediate effect functions as *lesser age resistance*, but the victim does not retain age-related bonuses to Intelligence, Wisdom, or Charisma. In addition to this initial effect, with each failed save the victim grows 1d6 years younger and takes 1 point of Intelligence, Wisdom, or Charisma drain (determine randomly). If the reduction in its age causes it to move to a lower age category, it loses both the physical ability score penalties and the mental ability score bonuses that applied to its former age. If the victim's age is reduced below the standard adult age for a creature of its type, it gains the *young simple template*.

If the curse is removed, the victim begins rapidly aging back to its former age, aging 2d6 years and taking 1 point of Strength, Dexterity, and Constitution damage per round. When it finally reaches its former age, the victim must succeed on a DC 17 Fortitude save or die from the traumatic shock of its sudden aging.

SECTUM SANGUINUM

Type spellblight (major); **Save** as major spellblight

Frequency immediate

This spellblight functions similarly to *skinscription* (see below), but when a spellcaster with this spellblight casts a spell its description does not begin glowing; instead, it starts bleeding. This deals bleed damage equal to 1 plus one-half the spell's level, for a maximum number of rounds equal to the spell's level. This bleed damage does not interfere with the casting of the spell that triggers the bleeding, but it is considered continuous damage for the purpose of requiring concentration checks when casting other spells. The bleeding letters revealed by this spell are visible on the surface of any armor or clothing worn and are visible in bright or normal light, and are not hidden by magical glamers. Thus, the bleeding runes clearly revealing the location of an invisible creature. The bloody letters are not visible in dim light or darkness, except to creatures with darkvision or blindsight. Creatures able to see the bleeding runes form can identify the spell being cast, as described for *skinscription*. The blood dries and flakes away 1 round after bleeding stops.

SKINSCRIPTION

Type spellblight; **Save** as minor spellblight

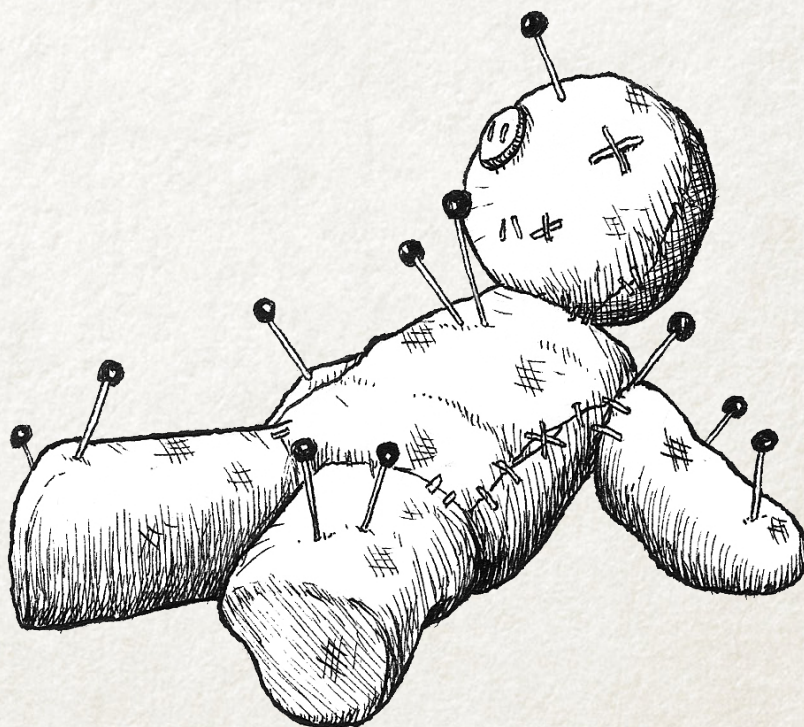
Frequency immediate

Each time a spellcaster with this spellblight prepares a spell, or meditates to recover spells if a spontaneous caster, a detailed description of each magical spell she is able to cast that day is inscribed on her skin like a tattoo. This does not apply to spells cast by other creatures or spell effects created by magic items.

When the spell is being cast, that spell's inscription begins to glow as brightly as a candle for 1 minute. Each time the caster casts another spell that affects herself, the skinscription runes for all spells she has cast that are still affecting her glow for 1 minute. This glow is visible even through clothing or armor, and in conditions of dim light or darkness (though not in areas of magical darkness) is sufficient to clearly reveal the caster's location. This glow results in a penalty to the caster's Stealth checks equal to 1 plus the highest spell level the caster has used within the past minute. When the spellcaster casts a spell, creatures within 30 feet with line of sight to the spellcaster can attempt an immediate DC 20 Spellcraft check as a free action to identify one of the spells (determine randomly) that the spellcaster has cast upon herself. Creatures within 30 feet that can see the spellcaster can make an additional check each round as a swift action to continue identifying spells affecting the spellcaster.

If the spellcaster casts a mythic spell, the runes on her skin glow as bright as a *daylight* spell until the end of her next turn and as bright as a torch for a number of rounds equal to the spell's level and for 1 minute thereafter. This glow clearly reveals the caster's position as if she were shrouded in *faerie fire*.

An *erase* spell does not cure this spellblight but does remove a number of spell descriptions equal to your caster level (maximum 10), such that casting those spells does not trigger the glow. If you expend one use of mythic power while casting an *erase* spell for this purpose, you add your mythic tier to the number of spell descriptions you remove.



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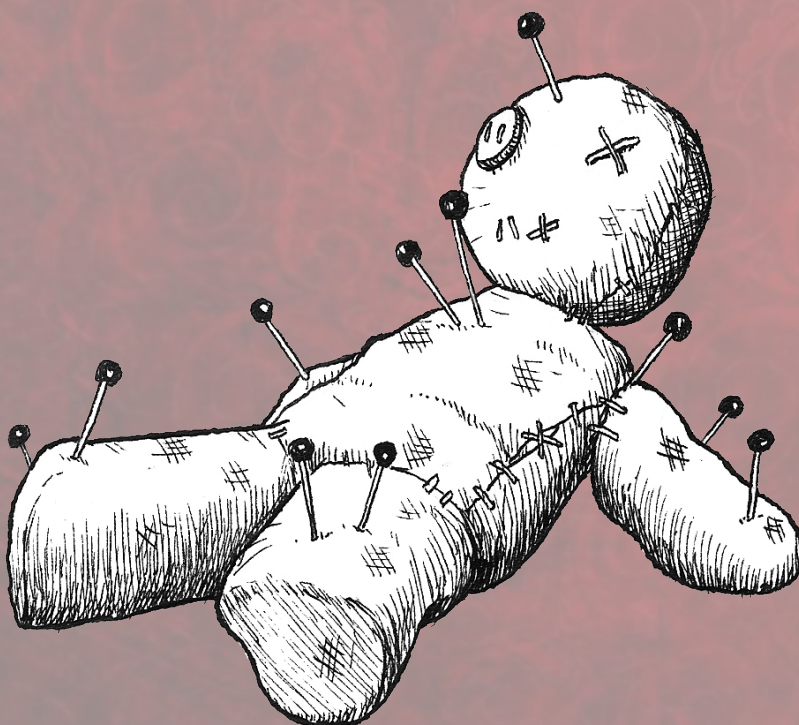


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