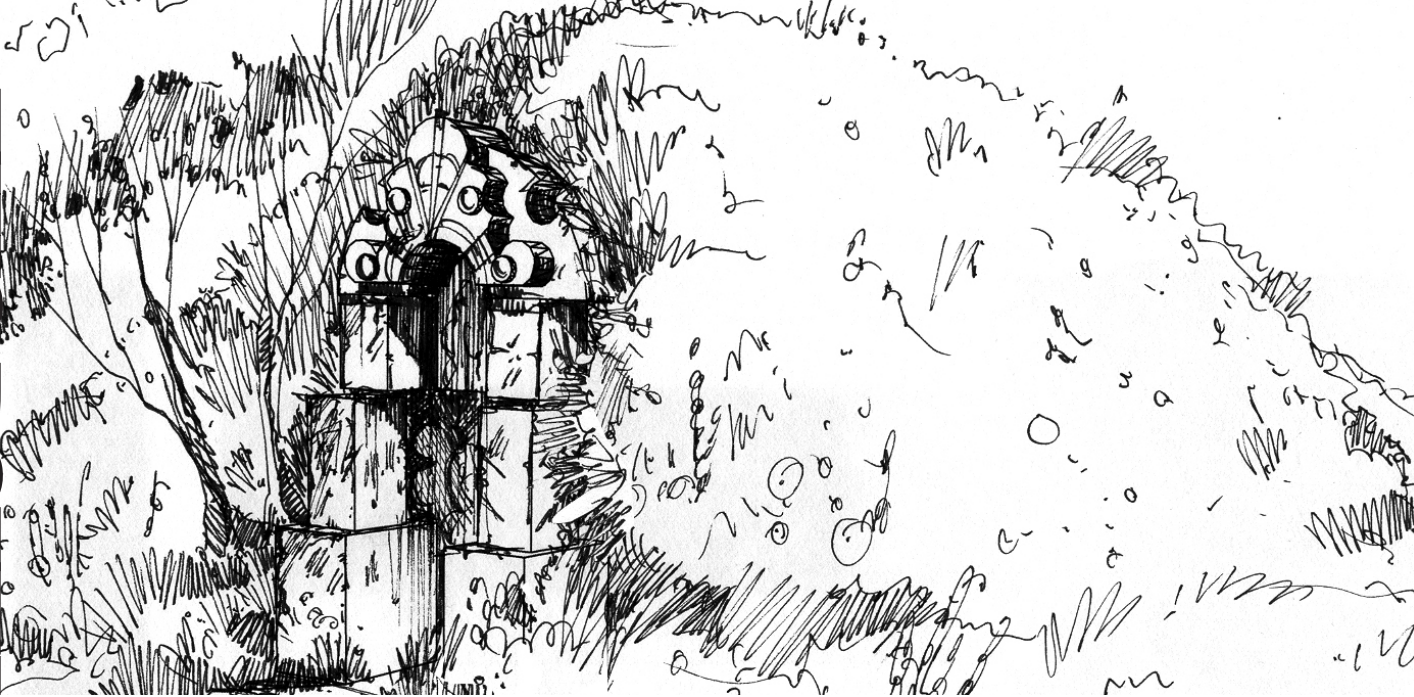


TWO DOZEN DANGERS: CURSES



Curses are vengeance itself, a cruel and ironic punishment placed by an especially clever and cruel adversary. Curses rarely kill, unlike poisons. Killing would be too easy, too quick, and would not give the curse's victim a chance to truly appreciate their fate.... And the cleverness of whatever nemesis engineered it. These two dozen new curses represent 24 new ways to introduce terror into your Pathfinder Roleplaying Game home campaign.

CANDLEMAKER'S CURSE

This curse is contracted by the nightfolk- the robbers, and night watchmen, pimps and prostitutes, smuggler and gamblers who prowl the night. Spending too long without seeing the sun can generate this curse spontaneously, and elder vampires and liches fear its effects as much as they do holy fire.

Type curse; **Save** Will DC 22 negates, Will DC 18 partial

Effect Anytime the cursed character is in an area of dim illumination or worse for more than one round, he or she suffers 2d6 points of damage (Will DC 18 half).

CLANKING CURSE

A mild curse that often afflicts soldiers and militiamen, the Clanking Curse is usually a result of a bar brawl or a loss at cards. Hedge wizards will place this curse on a client's rivals for a nominal fee.

Type curse; **Save** Will DC 18 negates, no save to avoid effect

Effect While so cursed, the armor check penalty of any armor worn by the character is tripled!

DISEASES	PAGE	DISEASES	PAGE
Candlemaker's Curse	1	Curse of Wounds Unhealing	3
Clanking Curse	1	Dragon's Rancor	3
Critical Unluck	2	Fisherfolk's Curse	3
Curse of the Barren Womb	2	Fleshslide Curse	3
Curse of Conscience	2	Fumblefinger's Curse	3
Curse of Disease	2	Goblin's Clever Curse	4
Curse of Forgotten Skills	2	Greed's Reward	4
Curse of the Fool's Sword	2	Necromancer's Lethargy	4
Curse of Hatred	2	Smithy's Curse	4
Curse of Predictability	2	The Vengeance of Tooth and Claw	4
Curse of Reverse Aging	3	Unforked Tongue Curse	4
Curse of Willful Ignorance	3	Wendigo's Hunger	4



LPJ9542

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



CRITICAL UNLUCK

Only those who have directly opposed a god- not a mere offense, like defiling a temple, not even an atrocity as great as murdering or violating a cleric, but actually striking a god- ever fall victim to this deadly curse. The threads of fate become a noose, binding and slowly killing the transgressor

Type curse; **Save** Will DC 24 negates, no save to avoid the effects

Effect Each and every time the cursed characters must roll a d20 for any reason, roll 2d20 and take the worse of the two rolls. If the character ever rolls double ones on 2d20, this curse is passed to all allies within 30 ft.

Cure A *bestow curse* spell must be cast by a Cleric of 20th level or greater in order to end the curse.

CURSE OF THE BARREN WOMB

This foul curse is usually laid down by undead that died during pregnancy or childbirth. The curse afflicts only women, but men can unknowingly be carriers. With a touch, a man exposed to this curse can spread its dark magic.

Type curse; **Save** Will DC 18 negates; Fortitude 16 partial

Effect Female victims of this curse must make a DC 16 Fortitude save during pregnancy or miscarry. The close association with death means all undead receive a +2 morale bonus on attack rolls against any woman afflicted with this curse.

Cure A woman afflicted with this curse can only be cured by successful casting of a *bless* spell and *remove curse* within one minute of each other. Men afflicted by this curse cannot be cured, and remain carriers until they die.

CURSE OF CONSCIENCE

This curse is an old and potent one, first recorded in old wives tales. Like the curse of the unforked tongue, this magical affliction is a lawful tool for punishment of liars and betrayers.

Type curse; **Save** Will DC 22 negates, no save to avoid effects

Effect Each time the cursed character lies, he or she suffers 1 point of permanent Charisma damage, as their features deform strangely.

CURSE OF DISEASE

Often contracted by those who disturb the resting places and charnel pits of those who have died of plague, the curse of disease has ended the careers of many adventurers. This curse commonly afflicts gravediggers and morticians, as well as grave robbers, archeologists and adventurers.

Type curse; **Save** Fortitude DC 22 negates, no save to avoid effects

Effect A character afflicted with this curse receives no saving throw against any disease while she suffers its effects, from a simple cold to the deadliest plague.

Cure A *remove curse* and a *cure disease* spell must be cast within one minute of each other to permanently rid a sufferer of this curse.

CURSE OF FORGOTTEN SKILLS

A surprisingly mild curse often cast by ill-tempered but merciful magic users and clergy to punish young rogues and minor annoyances. This curse is often placed upon craftsmen of all sorts by jealous rivals, if they can afford the casting.

Type curse; **Save** Will DC 18 negates

Effect Until this curse is somehow lifted, the +3 bonus provided to class skills is lost permanently.

CURSE OF THE FOOL'S SWORD

This supposedly divine curse punishes warriors whose hubris overwhelms their common sense, especially those who insult their social betters without cause. More than one arrogant sell-sword has felt the sting of this curse after insulting a local king or feudal lord, confident that he alone was more than a match for the entire local militia.

Type curse; **Save** Will DC 18 negates

Frequency each time the target confirms a critical hit

Effect While cursed, anytime the target successfully confirms a critical hit, he does the same amount of damage to himself that he does to the enemy. To those watching the disaster, it's a comedic opera of failure, as a wild sword swing somehow loops back around to slash the attacker at the same time the blade bites into the defender.

CURSE OF HATRED

This curse is often place on criminals and exiles as part of their sentence, and may also be divinely bestowed upon those who violate the rules of hospitality, either by denying a needy traveler shelter, or by stealing from or harming a host.

Type curse; **Save** Will DC 20 negates, no save to avoid effects

Effect All NPCs have their starting attitude towards the curse's victim worsened by one step.

CURSE OF PREDICTABILITY

For a fighter, being predictable is a death sentence.

Warriors only survive by changing their tactics often, and those who become easy to predict soon become easy to bury. This curse often afflicts those especially proud of

their tactical genius, or those who depend too much on surprise to win battles.

Type curse; **Save** Will DC 19 negates, Will DC 17 partial
Effect Each time you roll Initiative while afflicted by this curse, you are treated as if your Initiative score is zero, ensuring you act last in a round, unless you succeed at a DC 17 Will Save at the beginning of combat.

CURSE OF REVERSE AGING

A strange effect caused by powerful magic or the manipulation and twisting of time itself, this curse devolves a man back to childhood, to infancy, and then to non-existence, as he becomes something that cannot survive outside a womb.

Type curse; **Save** Will DC 21 negates

Frequency 1/day

Effect Each day, the target de-ages by 2d4 years. When the target reaches 12 he is considered a Young Adult, and is considered a Child at 8. When the target's age is reduced to 0 he dies, rapidly devolving from newborn to fetus to a rapidly shrinking puddle of blood and vestigial organs.

CURSE OF WILLFUL IGNORANCE

This curse punishes those who destroy spellbooks, mistreat scribes or burn libraries.

Type curse; **Save** Will DC 18 negates

Effect The victim gains only 50% XP while the curse is active.

CURSE OF WOUNDS UNHEALING

This curse may pass to anyone who robs a barrow, or wields a weapon taken from the honored dead. Only restoring what was taken will end this curse.

Type curse; **Save** Fortitude DC 18 negates, Fortitude DC 15 partial

Frequency each time the target is injured

Effect Each time the target suffers Hit Point damage, he or she must succeed at a DC 15 Fortitude Save or 1d3 points of the damage becomes a permanent loss of Hit Points instead, lowering the character's maximum HP total.

Cure Before a remove curse spell will be effective, the curse's target will have to return the stolen weapon or treasure of at least equal value to the tomb it was taken from.

DRAGON'S RANCOR

This curse is a punishment upon those who slay dragons, and it's claimed that any adult or older dragon can call down this retributive curse with their dying breath.

Type curse; **Save** Will DC 25 negates

Effect A character afflicted with Dragon's Rancor suffers a -10 penalty on attack and damage rolls against any creature of the Dragon type, and cannot naturally heal damage inflicted upon them by any creature with the Dragon type. Anyone casting a *cure* spell to heal damage inflicted by a dragon upon the character must succeed at a caster level check (DC equal to 10 + the dragon's CR) or the spell is lost without effect.

FISHERFOLK'S CURSE

This curse is said to befall anyone stupid enough to kill an albatross, a bird beloved by sailors of many nations and culture as a symbol of good luck.

Type curse; **Save** Will DC 20 negates, no save to avoid effects

Effect Anytime the target is touched by more than a few ounces of water, he or she becomes *paralyzed* for one round. Being splashed with a vial of holy water or a mug of booze won't affect the character, but having a wash basin overturned on his head or immersion in water will. The character can easily drown in a half full wash tub.

FLESHSLIDE CURSE

This strange curse warps the body and mind, transforming beautiful women into hideous abominations and mutating courageous warriors into the very monsters they face. The curse spreads through sexual contact with the afflicted.

Type curse; **Save** Will DC 16 negates, no save to avoid effects

Frequency 1/day

Effect Each day the victim suffers 1d20 points of temporary Charisma damage. Unlike normal Charisma damage, the victim's Charisma score is returned to normal upon sunrise the next morning, when the curse takes affect again. If the victim's Charisma is reduced to 0 or below by this curse, the victim transforms into a monstrous humanoid under the game master's control. If the victim is 4 HD or less, he or she transforms into an *orc warrior*. If greater than 4 HD, the victim becomes a *bugbear*, and if above 12 HD the victim becomes a *troll*.

This transformation, like the Charisma damage ends at sunrise the next day.

FUMBLEFINGER'S CURSE

Never let anyone suffering this minor witchery handle anything valuable to you. Somehow, somebody afflicted with this curse can crack an anvil with a touch, snap a sword straight down the middle, but still has trouble pulling a stopper out of a stubborn potion vial.

Type curse; **Save** Will DC 18

Effect Anytime the recipient of this curse handles a nonmagical object, she inflicts her normal unarmed strike damage upon the object, ignoring hardness or non-magical damage reduction. Unfortunately, this curse never applies when the character intends to harm an object.

GOBLIN'S CLEVER CURSE

Goblins shaman use this curse to protect their tribes... and enrich them a little bit if everything goes as planned. It takes almost insane courage to magically blackmail powerful adventurers, but the cunning goblin races have courage in full measure.

Type curse; **Save** Will DC 22 negates

Effect A character afflicted by this curse suffers a -10 luck penalty on attack and damage rolls made against creatures with Challenge Ratings of 2 or less.

Cure Only a goblin cleric may effectively cast *remove curse* to end this affliction, and most of them charge a premium- four figures worth of gold and a promise of safe passage, at the very least.

GREED'S REWARD

Originally this curse was a result of a cataclysmically worded *Wish*, but now can be spread to any miser who hoards wealth and ignores the needs of the poor.

Type curse; **Save** Will DC 20 negates

Frequency Any time the target tries to eat

Effect Anytime the target attempts to eat, or even touches food, she must succeed at a DC 20 Will Save or watch as the food is transmuted to a glittering golden substance that, like pyrite, has no real value.

Cure The victim must donate a sum equal to 100 GP x her character level to the poor or a good aligned charity before a *remove curse* spell will be effective.

NECROMANCER'S LETHARGY

Necromancy is the study of the dead, and of the black negative light that animates them. Prolonged exposure to necromantic radiations can have debilitating effects on the body, and all veteran necromancers watch themselves carefully for the first signs of this curse, which always begin with muscular weakness and palsy in the hands.

Type curse; **Save** Will DC 22 negates

Frequency 1/day

Effect The target suffers 1d4 Dexterity damage per day. A target reduced to 0 Dexterity by this curse suffocates, and returns to unlife as a ghoul.

SMITHY'S CURSE

Flame elementals are said to lay this curse upon careless blacksmiths, idiot arsonists and others who do not give flame the reverence and awe they feel it deserves.

Type curse; **Save** Will DC 15 negates

Effect If the target has any resistance or immunity to Fire, it is lost. The character now takes double damage from Fire.

THE VENGEANCE OF TOOTH AND CLAW

Trappers and hunters who poison their prey and leave them to die, unrecovered and wasted, or hunters who kill more than they need are punished by the gods of nature with this curse. Animals recoil in the presence of anyone afflicted by this curse and are poised on the edge of violence.

Type curse; **Save** Will DC 22 negates

Effect The cursed character is despised by the natural world and its creatures. The character suffers double damage from any successful melee attack made by a creature of the Animal or Vermin type. The cursed character suffers a -5 penalty on Ride and Handle Animal checks.

UNFORKED TONGUE CURSE

This curse is the bane of thieves, conmen and spies.

Type curse; **Save** Will DC 22 negates, Will DC 18 partial

Effect Each time the character attempts to use the Bluff skill, she must succeed at a DC 18 Will Save or blurt out the truth at the top of her lungs.

WENDIGO'S HUNGER

This curse is visited upon anyone who willingly eats the flesh of their own kind.

Type; curse **Save** Will DC 25 negates

Frequency 1/day

Effect Each day the victim suffers 1d6 points of WIS and Charisma damage. While suffering from the curse, the victim gains no nutrition from ordinary food, no matter how much she eats. She must consume the flesh of members of her own species to prevent starvation.

Written by Chris A. Field

Artwork by Forge Studios

All content is copyright 2010 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Open Game Content: All Text

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Two Dozen Dangers: Curses, Copyright 2010, Louis Porter Jr. Design, Inc.