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Introduction

The curses of fairy tales and fantasy media are often much more specifically tailored to the story than are the spells found in the *Pathfinder Roleplaying Game Core Rulebook*. In fiction, a particularly vain and pompous princess might be cursed with ugliness, while a remorseless thief might be doomed to always live the life of a pauper, no matter how much gold he might steal.

There's plenty of reason for this: an author needs only to worry about making his spells fit the specific story he has in mind, but a game designer must present game rules that can cover a wide variety of situations. As such, the spells that she makes must, by nature, be more generic, and lose some of the whimsy and wonder of magic in fiction. Spells like *bestow curse* are fairly open-ended, and allow for players with a certain amount of creativity to use their magic in similar ways, but such spells have limitations, and are not a perfect answer.

This book presents 11 new curses that are specifically designed to try to emulate these kinds of situations, by inflicting a dire punishment, but only if the victim committed an associated crime. In addition to the great satisfaction of having just the spell prepared to punish those who might mock you, attempt to steal from you, or dare to cast a spell upon you, these spells also offer those who would cast them great power, although that power can only be accessed if one's enemies open themselves up to it.

Because of this limitation, these curses are incredibly tenacious, and much more difficult to remove than many other curses, which also mirrors the curses of fairy tales and fantasy media, which take much more than a simple *remove curse* to resolve. Some can only be removed in special ways, while others can only be removed at special times. The exact details vary from spell to spell.

New Spells

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The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater."

CURSE OF BLASPHEMER'S END

School necromancy [curse, disease]; Level antipaladin 4, cleric/oracle 4, druid 4, shaman 4 Casting Time 1 round Components V, S Range close (25 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, see text; Spell Resistance yes

This spell has no effect unless the target has in some way blasphemed or otherwise offended a deity in the last 24 hours. This includes verbally mocking the deity, the deity's faith, or an important agent of the deity, but also includes physically or magically defiling the sanctity of a place or object important to the deity. At the GM's discretion, this may also apply to blasphemies directed at faiths or belief systems which are not directly associated with a deity, such as druidism or a particular shaman spirit. The target immediately contracts a magical form of leprosy. The disease is contracted immediately (the onset period does not apply). The disease's saving throw DC is equal to the spell's saving throw DC, or its normal DC, whichever is higher. Because the disease is magical in nature, no number of successful saving throws cures it.

This curse cannot be dispelled. It can be removed with *remove curse*, *remove disease*, or *break enchantment*, but only under a new moon. Alternatively, an *atonement* spell cast by any worshiper of the faith that was blasphemed against allows *remove curse*, *remove disease*, or *break enchantment* at any time, and also allows the disease to be cured from achieving the required number of consecutive successful saving throws. It can be removed with *limited wish*, *miracle*, or *wish* at any time.

If the deity or faith that was blasphemed against was yours, the target suffers a -2 penalty on all saving throws made to resist the disease's effects, including the initial saving throw.

CURSE OF CUTPURSE'S BANE

School necromancy [curse]; Level bard 2, cleric/oracle 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature; see text Duration 1 hour/level (D) Saving Throw Will negates, see text; Spell Resistance yes

This spell has no effect unless the target has stolen something worth at least 1 gp in the last hour (the GM is the final arbiter of what constitutes "stealing," and may also choose to allow the spell to affect the target if he stole an item of no material value, but great personal value). The target immediately drops any objects he is holding. Additionally, any steal or disarm combat maneuvers made against the target gain a +4 bonus to CMB, and the target's movement speed is halved for the spell's duration.

This curse can be removed with *dispel magic* or *remove curse*, but only if those spells are cast while on hallowed ground (ground affected by a *hallow* or *unhallow* spell). It can be removed with *break enchantment*, *limited wish*, *miracle*, or *wish* at any time. If the character returns all items that he has stolen in the last 24 hours to their rightful owners, the spell ends immediately. Even if the target cannot identify the spell's effects, he feels a strong urge to return such possessions (though the urge is easy enough to resist, even if he fails his Will save).

If the item that the target stole was stolen from you, or is worth at least 500 gp, he suffers a -2 penalty on his saving throw.

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CURSE OF EMPTY WORDS

School necromancy [curse]; Level bard 3, cleric/oracle 3, inquisitor 3, witch 3 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration 1 day/level (D) Saving Throw Will negates, see text; Spell Resistance yes

This spell has no effect unless the target has insulted you, made a joke at your expense, or otherwise acted in a disrespectful or offensive manner towards you within the last 24 hours (the GM is the final arbiter of what is considered to be disrespectful or offensive behavior for the purposes of this spell). The target's throat constricts, making it impossible for him to speak, and difficult for him to breathe. The target is incapable of speech, including casting spells with verbal components. Further, the target must spend a move action each round in order to breathe, and failing to do so causes him to hold his breath for that round (failure to spend a move action to breathe for extended periods of time leads to suffocation, as normal for holding one's breath).

This curse can be removed with *dispel magic* or *remove curse*, but only within an hour of midnight. It can be removed with *break enchantment*, *limited wish*, *miracle*, or *wish* at any time.

If this spell is cast within 1 round of when the insult or disrespectful behavior occurred, the target suffers a -2 penalty on his saving throw.

CURSE OF HAUNTED DREAMS

School necromancy [curse, mind-affecting]; bard 3, sorcerer/ wizard 4, witch 4 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, Fortitude partial, Will partial, see text; Spell Resistance yes

This spell has no effect unless the target killed one of your friends, family members, or allies within the last week (the GM is the final arbiter of which characters qualify as friends, family, and allies for the purposes of this ability, but you must have had a strong tie to the slain creature). The spell forges a mental link between the slain creature and the target, allowing the slain creature's spirit to haunt the target's dreams.

Each night, when the target rests, he does not regain any hit points or heal any ability score damage unless he succeeds on a Fortitude save. Failure on this Fortitude save also leaves the target fatigued for the next 24 hours. Similarly, if the target is a spellcaster, he must succeed on a Will save, or he does not regain his daily spells after resting.

This curse cannot be dispelled. It can be removed with *break enchantment* or *remove curse*, but only on a Sunday (or the equivalent, in settings with different calendars). An *atonement* spell cast by a good-aligned character on the target can allow the spell to be removed by break enchantment or remove curse at any time, and grants the target a +4 bonus on all saving throws made to resist the curse's daily effects until the curse is removed. It can be removed with *limited wish, miracle,* or *wish* at any time. If the character that was slain by the target is returned to life by any means (including *reincarnate*, but not *animate dead* or other effects that cause him to become undead), the curse is lifted automatically.

If the person slain by the target was your immediate family member (brother, daughter, father, mother, sister, or son), or was married to you, the target suffers a -2 penalty on all saving throws made to resist the spell's effects. 2

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CURSE OF HUNTER'S CRAVING

School necromancy [curse]; Level druid 3, shaman 3, witch 3 Casting Time 1 round Components V Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, see text; Spell Resistance yes, see text

This spell has no effect unless the target has successfully used the engulf or swallow whole universal monster abilities on a sentient creature (one with an Intelligence score of 3 or higher) in the last 24 hours. The target is afflicted with a terrible, unsatisfiable hunger. No matter what the target consumes, or how much, he is unable to gain any nourishment from what he eats. Unless the curse is lifted, the target inevitably begins to starve: after three days, the target must make a Constitution check each day (DC 10, +1 per previous check), or take 1d6 points of nonlethal damage. If the target suffers an amount of nonlethal damage in this way equal to his maximum hit points, he begins to take lethal damage, instead. Damage inflicted in this way (whether lethal or nonlethal) can't be recovered until the curse is lifted and the target consumes at least one days' worth of food—not even magic that restores hit points heals this damage, nor does regeneration, fast healing, or similar abilities. Finally, as long as the target has at least 1 point of nonlethal damage as a result of this curse, he is fatigued.

This curse cannot be dispelled. It can be removed with *break enchantment* or *remove curse*, but only on a Sunday (or the equivalent, in settings with different calendars). It can be removed with *limited wish*, *miracle*, or *wish* at any time.

If the sentient creature that the target engulfed or swallowed is you, and you cast this spell while still engulfed or swallowed by that creature, then no saving throw is allowed, and spell resistance does not apply.

CURSE OF MIRRORED HARM

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School necromancy [curse]; Level bard 5, cleric/oracle 5, sorcerer/wizard 5, witch 5 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, see text; Spell Resistance yes, see text

This spell has no effect unless the target has cast a harmful spell in the last 24 hours. For the purposes of this spell, a harmful spell is any spell that inflicts hit point damage, ability damage, ability drain, or negative levels, which imposes a negative condition on the target, or any spell that allows a saving throw but is not denoted as harmless. The target's aura is altered to attract any hostile magic that he casts, turning it back upon himself.

Whenever the target casts a harmful spell that has one or more targets, there is a 25% chance that he is affected as though he were one of those targets. Whenever the target casts a harmful spell that has an area of effect, there is a 25% chance that he is affected as though he were in that area. In either case, the spell still has its full effect, and this does not prevent the target's spell from affecting its normal target or having its normal area of effect.

This curse cannot be dispelled, nor can it be removed with *remove curse*. It can be removed with *break enchantment*, but only if the target abstains from casting any harmful spells for 3 consecutive days beforehand. It can be removed with *limited wish*, *miracle*, or *wish* at any time.

If the harmful spell that the target cast before you cast this spell affected you (you were the target, or were within the spell's area of effect), then the target suffers a -4 penalty on his saving throw, and you may roll twice to overcome his spell resistance and take the better result.

CURSE OF MIRRORED HARM, GREATER

School necromancy [curse]; Level cleric/oracle 9, sorcerer/ wizard 9, witch 9 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, see text; Spell Resistance yes, see text

This functions as *curse of mirrored harm*, except that whenever the target is affected by one of his own spells, that spell affects the target three times. The effects of the spell do not stack, unless they would ordinarily (*for example, if the target was affected by his own* fireball, *he would suffer damage for three different* fireball *spells, each rolled separately, but if he were affected by* ray of enfeeblement, *he would only suffer the Strength penalty from the highest of three different rolls*). Note that in the case of spells with a duration longer than instantaneous, if one of them is dispelled, the other two remain, and must be dispelled or ended separately.

CURSE OF SPELLSLAVE'S REBELLION

School necromancy [curse]; Level bard 4, cleric/oracle 5, sorcerer/wizard 5, summoner 4, witch 5 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration 1 day/level (D) Saving Throw Will negates; Spell Resistance yes

This spell has no effect unless the target summoned a creature (whether with a spell, a spell-like ability, a supernatural ability, or a magic item) in the last 24 hours. Any time that the target summons a creature, there is a 50% chance that the summoned creature is hostile towards him, and spends its time attacking him, rather than doing what it is supposed to do. If this occurs, the target cannot dismiss the spell, although he can attempt to banish the summoned creature by other means. This does not affect any creatures that the target had already summoned at the time that this spell is cast.

This curse cannot be removed with *dispel magic*. It can be removed with *remove curse* or *break enchantment*, but only if the caster is an outsider from a different plane than the target is from. It can be removed with *limited wish*, *miracle*, or *wish* at any time.

CURSE OF SPILT BLOOD

School necromancy [curse]; Level bard 3, magus 3, sorcerer/ wizard 4, witch 4 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration 1 day/level (D) Saving Throw Will negates, see text; Spell Resistance yes

This spell has no effect unless the target has, in the last hour, made an attack against a character that was either flat-footed or flanked. The target's body attracts harm and violence like a magnet: he suffers a -4 penalty to AC, and any critical hits made against him are treated as though the weapon's critical multiplier were 1 higher than it actually is.

This curse cannot be removed with *dispel magic*. It can be removed with *remove curse*, but only in the open, under the noonday sun (any obstruction, including cloud cover, prevents the spell from working). It can be removed with *break enchantment*, *limited wish*, *miracle*, or *wish* at any time.

If the character that the target attacked was you, he suffers a -2 penalty on his saving throw to resist the spell.

CURSE OF THE WAYWARD SCION

School necromancy [curse]; Level cleric/oracle 5, sorcerer/ wizard 5, witch 5 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, see text; Spell Resistance yes, see text

This spell has no effect unless the target has been romantically unfaithful in the last month (the GM is the final arbiter of what constitutes being "romantically unfaithful," but any romantic activity with one person while in a longterm relationship with another should generally qualify). The spell has no immediate effect, but taints any further romance between the target and anyone else (including the one to whom he was unfaithful), causing any children formed from such a union to result in terrible tragedy.

If the target is female, then any children she conceives while under the effects of this spell become warped and twisted in the womb. Signs that the pregnancy has gone wrong can be detected as early as three months into the pregnancy with a successful Heal or Knowledge (arcana) check (DC 15). A successful Spellcraft check (DC 25) is needed to identify the source of the disturbance, and its exact nature. While the discomforts of pregnancy are greatly exacerbated by this curse, this has no mechanical effect. However, instead of resulting in a normal child, the pregnancy results in a quasit. This has two effects: first the birthing process is incredibly dangerous. It takes 2d8 hours, and each hour the target suffers 2d4 points of damage. Whether the target survives this or not, a fully grown quasit then emerges and begins wreaking havoc. Once the target dies or the quasit is born, any child that would have resulted is forever lost, and no amount of magic can turn the quasit into the child it would otherwise have been. If the target is male, then any children he conceives while under the effects of the spell are similarly warped and twisted, though he is not the one who suffers the immediate consequences. However, any guasits born in this way seem to have an instinctual knowledge of who their "fathers" are, and how to find them, and almost inevitably go on to cause problems for them.

This curse cannot be dispelled, nor can it be removed with *remove curse*. It can be removed with *break enchantment*, but only on the first day of the year. It can be removed with *limited wish*, *miracle*, or *wish* at any time. Removing the curse will prevent any future pregnancies from being affected by this spell, but will not in and of itself affect any pregnancies that were conceived under the spell's affects. In order for that to occur, both the mother and father must be together, and must have the curse removed from each of them simultaneously (by any of the means outlined above). Doing this at any time during the pregnancy allows the child to be born without any complications from the spell.

If the person that the target was romantically unfaithful to was you, then the target suffers a -4 penalty on his saving throw, and spell resistance does not apply.



CURSE OF TWISTED FORM

School necromancy [curse]; Level cleric/oracle 4, sorcerer/ wizard 5, witch 4 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration permanent (D) Saving Throw Will negates, see text; Spell Resistance yes 20

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This spell has no effect unless the target has told a lie in your presence within the past week (at the GM's discretion, this spell may be able to affect targets who lied more than a week ago, if that lie was particularly harmful in nature). The target's body rapidly ages, and their form becomes twisted and hideous. The target increases in age by two categories. He does not gain any of the benefits of aging in this way, but suffers all of the penalties. This cannot increase the target's age category beyond venerable. Additionally, the target's exceptional ugliness imposes a -4 penalty on all Charisma-based skill checks (except Use Magic Device), and the starting attitude of all characters towards the target is decreased by one step (helpful becomes friendly, friendly becomes neutral, and so on).

This curse cannot be dispelled. It can be removed with *break enchantment* or *remove curse*, but only under a new moon. It can be removed with *limited wish*, *miracle*, or *wish* at any time.

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Powerful Magic to Punish Those Who Wronged You

In folklore and mythology, and often in more modern fantasy media, curses are powerful things, and not to be taken lightly, and there are few things that have as much potential to ruin your life than a witch or wizard who feels that you have wronged them in some way. In Dathfinder, however, curses often lack much bite to begin with, and are quickly dealt with by easting remove curse. What is it that makes the curses in the fairy tales so much more powerful than the curses you have access to in the game? There are many answers to that question, but one of them, is the power of vergeance.

The deven spells contained within this book are far more powerfulland much harder to get rid offithan most curses in the game. Inflict the target with an instant and all=but=incurable magical form of leprosy. Steal his ability to speak entirely. have each harmful spell be easts turned back upon him fat a three=for=one tatio)! Fill him with an endless, insatiable hunger, or taint his seed, so that all of his progeny are horrifying demons. This magical power has a catch, however, each curse in the book functions only if the target performed some specific action to wrong you for someone else), thus leaving themselves open to the curse's power. What exactly it takes to be vulnerable to the curse varies from spell to spell; for some, simply easting a harmful spell, or attacking a flat=footed creature is enough. For others, the target might need to mock a god or religion.

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