**Rite Publishing Presents** 

# 101 Jegendary Curses







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**Dedication:** To Duane H. Russell -for all the curse words, a son needs to know.

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# 101 Jegendary Curses

### To Quillion of Questhaven

Of course, I will be happy to regale you with the legendary curses that have come into existence within the Protectorate over the last 2,000 years of its recorded history. Afterwards I hope you will send along the scale of Kaurial the Enabler so that I can remove Accomplishment's Malediction.

### Owain Northway of the Questor's Society

Legendary Curses are not the typical mundane curse most adventurers are used to encountering, such as those inflicted by the spell known as bestow curse, nor are they the epic or mythic powers held only by the greatest of archmages or otherworldly abominations born from the loins of the divine. Legendary curses and their storied backgrounds are the natural result of living in a world blossoming with both hallowed and eldritch magics. Legendary curses are one of the few reasons I sometimes wish I lived in a more mundane world.

Legendary curses function as deterrents and a form of disproportionate retribution afflicting those who violate taboos, defy local morality, and anger divine beings rather than being the result of spellcasting. They also have a deep impacting effect on a Questor's entire life (and sometimes his or her entire adventuring companies or the whole of the realm). For much to the consternation of my fellow adventurers these afflictions cannot be cured with the simple quick application of a bestow curse spell. The cures to legendary curses drive side quests, adventures, or even entire sagas. I know it has dominated my own ventures for the last three months, while I researched and quested for a cure to Accomplishment's Malediction.

One can fall victim to a legendary curse quite easily, as they are nearly impossible to overcome or resist as I found to my unqualified disbelief, though their true virulence depends upon its origin and background. Whether that be someone violating social customs (even when one is unaware of the custom, or even when in the victims culture it is considered a violation not to do so), performing acts of hubris, disobeying prohibitions, or displaying a disturbing lack of common courtesy. If I have learned anything, it is that legendary curses are anything but fair.

While the issuer of a legendary curse might be a petty being of divine origin such as the Golden Monkey of Heaven, a spiteful spellcaster like the Immortal Emperor and Dread Lich Korvack Cynmark, or a vindictive gypsy such as those that rome the Moor of Mists, most often it is simply a normal person motivated by unrestrained overwhelming wrath or utter despair. If words having meaning and names have power, then those spoken with one's heart and soul can change the nature of our reality, even more so when they are the last words spoken by a dying man. What makes legendary curses truly dangerous is that these overwrought yet lowly mortals are never careful about what they say in the heat of their grief and rage.

# Jegendary Curses

Legendary cures are meant to be a potent driving force in your roleplaying game, rather than a minor inconvenience, as such their saves are on an epic level scale making anything but a critical success on a saving throw unlikely to succeed. As such, a good deal of thought should be put into using a legendary curse before inflicting it upon a PC. Removal of a legendary curse can drive a PC to perform remarkable and appalling acts, And while it almost always requires a remove curse (as a PC who took the spell, or bought a scroll of the spell, should still get benefit from making that choice), it also requires a special circumstance to be met (its cure) in order for success with the use of that spell to be possible.

**Save DCs:** Legendary Curse saves are not designed to be fair or balanced, what is designed to be fair and balanced is their removal. Legendary curse save DCs were calculated based on the caster level emulated by the effect. At a minimum, a remove curse automatically achieves a result of DC 6 (a natural 1 on a d20 + a 5<sup>th</sup> level caster), with the +20 special circumstance bonus granted by the cure, you have a minimum result of DC 26. Therefore, a legendary curse that emulates the effect of a spell cast by a 5<sup>th</sup> level caster would have a Save DC of 26.

**Background:** These curses are legendary with their backgrounds normally being common knowledge as such a result only a result of 10 via Knowledge skills including arcana, local, history, or religion is required and this result can even be achieved by those who are untrained in the relevant skill. Special note on the name of deities in Questhaven, it is considered blasphemy to speak a deities name and instead titles are used, a deity which one worships or is part of your pantheon (in this books case the good and neutral deities of Questhaven) title stars with *Our*. Deities you do not worship or are opposed to your church (in this books case evil deities) are referred to as *Their*. For example, the evil deity Asmodeus is referred to as *Their Dark Lord of Fire*.

**Effect:** Each of the legendary curses normally refer to a subject, but depending on the intention of the one who issued the curse or put forward the broken prohibition any number of subjects can be affected by a single issuance, it can even be hereditary, and is only limited by the GM's adjudication.

**Cure DCs:** Characters can make an appropriate skill check to determine what is required to cure a curse; this check is usually a Heal check or a Knowledge (history) check. The cure DC to learn the specific cure is usually equal to the DC of the legendary curse's save DC -7, although certain curse are more well-known than others and as such have a lower cure DC. Therefore, a legendary curse with a Save DC 26 would normally have a Cure DC 19.

Ultimately, they often harm themselves and the ones they love.

Yet to my utter dismay, and too many Questors who stumble across them, there is often no one issuing the curse. It is simply the result of breaking a taboo, and because curses are creations of vengeance rather than justice the cursed subject may not even be the offending party, with many legendary curses often becoming hereditary in nature, such as the madness inflicting House Larkchild. This is especially prevalent in cultures that inflict the sins of the father upon the son. I can tell you I certainly did not deserve having Accomplishment's Malediction inflicted upon me just for picking up some decorative bobble from the eye of a statue. I mean really who leaves a priceless jewel like that lying around and does not expect someone to pick it up even just to look at.

### Accomplishment's Malediction

Your pride has created an unhealable rift, Now learn humility, via a loss of your gift. Or seek a prince of pride and release be swift. **Type** curse; **Save** Will DC 38

**Background** The Dread Lich Cynmark researched this curse over 2,000 years ago to teach his overreaching but valuable warlords a bit of humility, so they would become keenly aware that his power far exceeded theirs. The focus of the cure relates to his alliance with the Infernal Duke Kauriel The Enabler and his hatred for the church of *Their Dark Lord of Fire*.

**Effect** Subject cannot gain any benefits from any feat, though the subject still possesses the feat for the purposes of prerequisites.

**Cure (DC 31)** Subject must hold the feather of a fallen planetar or greater angel or the scale of a pit fiend or greater devil when an effect that can remove a *bestow curse* is used upon the subject. This special object adds a +20 circumstance bonus on any attempt to remove this curse.

### Accursed Settlement

You town's dark little secret will come back to haunt you.

Type curse; Save Will DC 38

**Background** This curse can be uttered by the blood relative of a victim once the truth has been revealed after a community lynches or burns at the stake an innocent victim and then allows the real culprit to escape. It is rumored that the small isolated village of Far-Rough once suffered under this curse, for two generations.

**Effect** Each night when the sun goes down, every NPC in the settlement goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability); they attack the nearest creature and continue to fight until unconscious or dead or until no living thing remains within 30 feet of the settlement. The next morning all NPCs of this settlement are resurrected.

**Cure (DC 31)** The subjects must reveal the truth of their dark secret to everyone who enters their settlement

# Spellcasting and Legendary Curses

If a GM decides, she wants to allow a spell with the curse descriptor to inflict a legendary curse, she should use the following formal to determine the level of the spell that is required (Save DC - 20/2 = required spell level), she should use the spells normal save DC, and ignore the cure requirements. If she wants to include the normal cure requirements, she should use the following feat. For example, a

### **Curse of Fables (Metamagic)**

**Benefit:** The DC to remove a legendary curse inflicted by you is 21 + your caster level, however the listed cure adds a +20 circumstance bonus to any checks to remove this legendary curse.

**Level Increase:** +0 (a curse of fables uses up a spell slot of the same level as the spell's actual level.)

during a solar eclipse. If the subjects do this, the curse is broken.

### Apostate's Anathema

*"My child why have you forsaken me?"* **Type** curse; **Save** Will DC 38

Background Fables tell of the emperor scorpion asking the froghemoth to carry him across a raging river. The froghemoth was an ancient enemy of the emperor scorpion and feared the scorpion would sting him during the trip, but the emperor scorpion argued that if it stung the froghemoth, they would both sink, and the emperor scorpion would drown in the raging river. The froghemoth agreed and began carrying the emperor scorpion, but midway across the river the emperor scorpion did indeed sting the froghemoth, dooming them both. When the froghemoth asked why, the scorpion said, "Better we both should die than my enemy should live, and now my children may live in peace." In retaliation, the froghemoth spat out this horrible curse as it died. Those who have been betrayed or been the victim of deception now spit it out at the height of their rage or despair. The clerical order known as The Dockhands who serve Our Grandfather of Wind and Wave are known to use this against those who break contracts or use deception to steal cargo, while the House of the Merry Champion, a temple to Our Laughing Traveler of Passages and Messages, actively assist in seeking out its cure.

**Effect** Subject is polymorphed as *vermin shape II* into a Large vermin (most often a Large scorpion) when a specific condition best suited to the vermin is met (usually when the subject performs some form of deception or betrayal). The subject gains a +4 size bonus to its Strength, a -2 penalty to its Dexterity, and a +5 natural armor bonus. The subject also gains: burrow 30 feet, climb 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, constrict, grab, and poison. The subject gains a +4 bonus on saving throws vs. mind-affecting effects. The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage

ability). The subject attacks the nearest creature and continues to fight until unconscious or dead or until no living creature remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met.

**Cure (DC 31)** The subject must hold the stinger of an emperor scorpion. While doing so, he can then have an effect which can remove a *bestow curse* affect him. This special token adds a +20 circumstance bonus on any attempt to remove this curse.

### Artisan's Anathema

You rouse your allies like a mongrel pack, So we curse your art with utter lack, Until you hold a jinn ring of the black. **Type** curse; **Save** Will DC 33

**Background** The Order of the Burning Pentacle and efreeti from the City of Brass developed this curse for use against the followers of the deity known as *Our Fairest Lady of Love and Song*. The focus of the cure relates to the efreeti's hatred for a bloodline so corrupt as to no longer be considered part of their proud race.

**Effect** Subject cannot make use of his bardic performance class feature. Nor can the subject gain the benefit or use of any feat that requires a bardic performance class feature as a prerequisite or any archetype ability that replaces these class features. Finally, the subject suffers a -10 penalty to all Craft and Performance skill checks.

**Cure (DC 26)** Subject must be holding some form of ring (usually an earring) once worn by one of the black jinni when an effect that can remove a *bestow curse* is used upon the subject. The black jinn's ring adds a +20 circumstance bonus on any attempt to remove this curse.

# Bane of the Ecclesiastic

You and yours have dishonored our shrine, So the pantheon will intercede in the power divine, Til you burn the vast mandrake vine.

Type curse; Save Will DC 36

**Background** The Great Church of the Pantheon crafted this curse in response to monotheists who believed their god was the only god, forgetting that all gods are to be worshiped as part of the Pantheon, during the War of Unification some 2,000 years ago, most famously upon the high priestess of *Our Mother of Madness*. The focus of the cure is likely the ultimate cause that sparked the War of the Shifting Shore, having offended the fey Court of the Solstice King.

**Effect** Subject cannot make use of the channel energy or domain class features. Nor can the subject gain the benefit or use of any feat that requires the channel energy or domain class features or any archetype ability that replaces these class features.

**Cure (DC 29)** Subject must burn the whip vine of an immense mandragora, and then be subject to an effect that can remove a *bestow curse*. The burning of the whip vine adds a +20 circumstance bonus on any attempt to remove this curse.



### Artisan's Anathema

# Bane of the Faultless Grip

You issue insults and slights with your vile rasp So let every form of arms slip from your grasp Until you draw blood with a dark folk clasp.

Type curse; Save Will DC 26

**Background:** Lurkers (gnome/cloakers) in the city of Questhaven developed this curse for use by the Night Haunts, cursing those who opposed their vigilante activities. It has gained popularity among the dark folk and a number of shadow mages.

**Effect** Subject immediately drops any item that it could use as a weapon just before the subject attempts to use it as such.

**Cure (DC 16)** Subject must be holding a huggermugger's hook-blade or a buckle belonging to a humanoid with the dark folk subtype when an effect that can remove a *bestow curse* is used upon the subject. A huggermugger hook-blade adds a +20 circumstance bonus on any attempt to remove this curse. A dark folk's buckle adds a +10 circumstance bonus on any attempt to remove this curse.

# Bane of the Sitting Duck

All your life, you killed like a coward, stealing brothers, fathers, friends from afar. May through wind, rain and forests your enemies see and strike true, as your own weapons betray you.

Type curse; Save Will DC 32

**Background** Eons ago during a great war, the aging elven king Meridil held a tournament the winner of

which would be rewarded with his daughter's hand. Since Meridil foolishly promised entry to any individual regardless of background, Lionel Woods, a human marksman responsible for many elven deaths (including the Prince's), entered the contest out of pride. Despite the outrage, Woods won, killing Meridil in an archery duel. The hopeless princess, facing her future husband, cursed him and sliced open her own throat.

**Effect** Subject suffers a -10 penalty to AC against ranged attacks and on ranged attack rolls. He may never benefit from illusion effects, concealment or less than total cover. If the subject rolls a natural 1 with a ranged attack, the projectile warps back to him from a random direction, using the same attack roll (though not necessarily automatically missing). The subject is flatfooted against this attack.

**Cure (DC 24)** Subject must receive an *atonement* spell, ask and receive forgiveness from the family of a victim he killed with a ranged weapon, and then be subject to an effect that can remove a *bestow curse*. This adds a +20 circumstance bonus on any attempt to remove this curse.

# Banehole in Your Pocket

Money, some say, quickly leaves the hands of the foolish, the excited and the unwise. But when greed angers the powerful, they may choose to lay such a curse as this upon a thief or a spendthrift.

-Raldanthanaur the Reformed, copper dragon and abbot of the Monastery of Mir'natha.

Type curse; Save Will DC 27

**Background** A young and angry copper dragon named Raldanthanaur, powerful beyond his years, grew enraged at losing his third hoard while gambling (in disguise, to a group of adventurers). However, moments after he himself stole his father's horde to replenish his own, he came across a young girl who had lost three generations of her family in a fire. In the smoking ruins of her family's home he handed over the gold instead of making his way back to the tavern's back run. The dragon changed his ways and decided to teach others something of the danger of money.

Effect Anyone subject to this malediction finds that a coin, a jewel or other token or object that may be used to purchase favors, goods and services begins to burn in their possession. Coins literally bursts into flame in their pocket or pouch. They take 1 point of fire damage every hour for every 10 gp worth of items upon their person. Spells, magic, devices and alchemical items that would help them resist or ignore the fire do not work for them (though it may protect those in their vicinity). Anyone with immunity to fire instead takes damage of a different type (for example, the coins might exude acid). Cure (DC 20) Anyone who finds a treasure hoard of epic size (roughly 1,000 gp times the cube of their level), defeats its guardian(s) and gives away the treasures to those more deserving may seek a cure. (The GM is the judge of what constitutes "more deserving;" other adventurers who accompany that character are usually not considered such.) The completion of this special quest adds a +20 circumstance bonus on any attempt to remove this curse.

### Blasphemy of Divine Naming

You have taken the holy names of the Sovereigns of Heaven in vain, and you will not be considered guiltless.

Type curse; Save Will DC 38

**Background** In the land of Questhaven, speaking the name of a deity, even an evil one, rather than using the deity's title, is a sin and a mortal heresy. This curse was first uttered by the Isten Fey over 15,000 years ago during the War of Moon and Darkness against renegade servants of the Ishten Fey and the Dwellers in the Darkness after they found and used the Tablets of Truenames. It has been used countless times since. Only a person who has actually witnessed the subject using the divine name of a deity can issue this curse, and must do so at the first available opportunity.

**Effect** The subject cannot be restored to life after death, spells such as *raise dead, resurrection, reincarnation, limited wish, miracle, wish*, etc. all fail to return the subject to life. The subject's soul cannot ascend to become an outsider (such as a restless soul, devil, demon, angel etc.), nor can the body be animated as an undead creature as even the gods of undeath forsake them. Finally, the god of artifice will not allow the subject's soul to possess an animated object such as a life-spark construct creature.

**Cure (DC 10)** The subject must seek out an atonement from a divine spellcaster dedicated to the deity who was named or of the overarching divine pantheon. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Blasphemy of the Dragon's Blood

Absolute power kills absolutely.

Type curse; Save Will DC 38

**History** This curse was created by *Their Dragon Queen* of Many Colors, when she grew spiteful of humanoids who sought to gain power by bathing in the blood of her children. She held the curse for some time but eventually spat it out at The Threshold of Damnation, which one of her manifestations serves as a guardian, when the legendary dragon slayer Merodach Sunbull sought to bathe in the blood of her avatar. Anyone who has been immersed in dragon's blood can become the subject of this curse.

**Effect** Each day the subject suffers one point of ability drain to all his stats; this ability drain cannot be cured as long as the subject is cursed. The subject permanently transforms into a Colossal dragon as *form of the dragon III* but it gains a +20 size bonus to Strength, a +16 size bonus to Constitution, a +16 natural armor bonus, fly 120 feet (perfect), blindsight 60 feet, breath weapon (force damage), damage reduction 15/epic, frightful presence (DC 30), natural invisibility, immunity to force damage, and spell resistance 30. The subject also gains one bite (3d10), two claws (2d10), two wing attacks (2d8), and one tail slap attack (3d10). The breath weapon can be used repeatedly, but there is a 1d4 round wait between uses. The breath weapon deals 200 points

of force damage and allows a Reflex save (DC 30) for half damage. Line breath weapons increase to 200-foot lines and cones increase to 100-foot cones. Creatures immune to ability drain are immune to this curse.

**Cure (DC 19)** The subject must seek out the symbols of victory over the draconic deity, be entangled by the net of a warmongerer devil, get caught up in the whirlwind/vortex of an elder air elemental, and be struck by the slaying arrow of solar angel. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Blight of Forbidden Knowledge

"There are something's man was not meant to know, you have been warned!"

Type curse; Save Will DC 38

**Background:** The Dwellers in the Darkness come from a realm of otherworldly geometries and are made up of a twisted, organic mass of unimaginable size; most human minds perceive them as resembling malignant growths with suction-cup covered tentacles and circular "mouths" that are literally overflowing with razor-sharp teeth. When they invaded our world, the Ishen Fey fought back during the War of Moon and Darkness. Eventually, both races destroyed each other (and nearly all other forms of existence). Sometimes, some fool discovers a remnant of the Dwellers in the Darkness in the form of a vessel of forbidden knowledge, this curse is the result of those who ignore the Ishen Fey's warnings not to heed these corrupt receptacles.

**Effect** The subject's mind fractures, creating a new personality of self-indulgent dark purpose and will, constantly fighting the subject for control of its body and mind. Whenever the subject uses an activated feat, class feature (including casting a spell), or racial ability, the subject must make a Will save (DC 10 +1/2 the subject's HD + its Wisdom modifier) or lose control of its body to the dark personality for one round per Hit Die (the ability is still activated as intended). The subject may not choose to fail this save. If the subject succeeds at the saving throw, he does not need to save again for that particular feat, class feature, or racial ability for a number of rounds equal to his Hit Dice.

The dark persona within the subject is highly intelligent and invariably Chaotic Evil, but it knows it only has a limited amount of time in which to enjoy its freedom. While acts of murder, assault, destruction, and betrayal are not out of line with the dark persona's behavior, it is equally likely to party hard, kiss a random barmaid, gorge itself on fine food, and other indulgent behaviors. While the subject is possessed in this manner, a PC should treat its alignment as Chaotic Evil (if the player cannot be trusted to portray this, the GM is encouraged to treat the subject as an NPC for the duration).

This curse does provide the subject with a +4 bonus to Will saves vs. mind-affecting spells and effects, as well as soul-displacement effects such as *trap the soul* and *magic jar*.

**Cure (DC 10)** The subject must have its memory altered so that it forgets the forbidden knowledge it has



### Blight of Vermin

learned. In addition, it must destroy the vessel holding that knowledge (this can often become a difficult quest). If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Blight of Vermin

"You are nothing more than a nuisance, a swarm of pests."

Type curse; Save Will DC 38

**Background** Folklore speaks of a young human scout afflicted with dwarfism who annoyed the druid of Damnation's Pit. The ancient and powerful druid's anger was taken up by the powers of nature and her profane utterance became reality. The scout tried twice more to strike the druid with his dagger, but failed. Suddenly he transformed into a mass of leeches, and when he recovered his true form, the druid lie dead, sucked dry of all her blood.

**Effect** Subject is polymorphed into the form of four separate swarms when a specific condition best suited to the swarm form is met (usually when the subject becomes a pest or nuisance, such as failing to achieve a successful outcome against the same opponent consecutively). The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). The subject attacks the nearest creature and continues to fight until unconscious or dead or until no living creature remains within 30 feet. The subject

reverts to normal form after the rage ends until the triggering condition is again met.

These swarms can be army ant, bat, centipede, crab, leech, rat, spider, and/or wasp swarms. The one who utters the curse chooses the type though all the swarms are of the same type. These swarms have all their normal qualities and abilities but also bear a tiny portion of the subject's consciousness that allows them to perceive what they do. While in this form, the subject cannot use any of its own abilities or take any actions other than moving and attacking. If all of the swarms are destroyed, the subject is transformed back into its normal self in the same condition before the transformation took place. When reverting, the GM chooses the most dangerous square previously occupied by any one of the remaining swarms and that is where the subject reappears.

**Cure (DC 31)** The subject must gain ownership of a sizable section of land (subject to GM adjudication) and set it aside as a natural preserve, donate a quarter of his wealth to a charity, or grant a boon named by the issuer of the curse. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Blot of Sacrifice

You failed to provide me with the proper sacrifice, now all shall seek your death.

Type curse; Save Will DC 38

**Background** Perhaps the most unfair of all curses, the Blot of Sacrifice can be laid upon a sacrifice that escapes its ritual execution or upon the one who failed to make a sacrifice properly. In the protectorate of Questhaven, the most famous case is that of the wretched hateful ranger named Rotarg, child of Kosenila, Blood of Steelcrag. Rotarg's mother, the bloodshackle hag Kosenila, maimed him during an attempted sacrifice. Though she successfully sacrificed the rest of Rotarg's family, her first-born son escaped into the wilds of the Protectorate around Questhaven. He wandered about seeking to increase his power so that he could one day seek vengeance against his mother.

Effect Subject attracts the attention of violent monsters; if there is a chance for a random encounter, this chance increases by approximately 15% to 20% (for example if an encounter occurs on a roll of 1 on a d6 roll, this curse would generate an encounter on a 1 or 2 on a d6 roll). In addition, any non-humanoid the subject encounters has a hostile attitude toward the subject. Creatures with the same alignment as the one uttering the curse see a visible mark on the subject that informs them they will earn the favor of their deity (or other relevant power) by killing the subject; this grants them a +2 morale bonus on all ability checks, attack rolls, combat maneuver checks, CMD, saving throws, and skill checks. The creature is also treated as two levels higher for the purpose of level-dependent or Hit Die-dependent variables (such as spellcasting) adding a +1 bonus to most monster ability DCs.

**Cure (DC 10)** Subject must complete the sacrifice, or kill or destroy the creature that attempted to sacrifice it.

Once this task is completed, when the subject has an effect that can remove a *bestow curse* used upon him, the subject adds a +20 circumstance bonus on any attempt to remove this curse.

### Branding of the Efreeti

You shall learn respect for our sacred flame! Type curse; Save Will DC 30

Background Legend tells us that a brave or foolish Paladin named Talinor snuffed out a favored elder fire elemental which was part of a brazier dedicated to the vile deity known as Their Dark Lord of Fire. A duke of the burning pentacle (high priest) witnessed this act and uttered this curse against Talinor. The next day, his temple held a feast in the paladin's honor at which a bitter rival struck Talinor with a torch, transforming him into an efreeti. He then went on a mindless rage burning the temple to the ground while all the guests remained trapped inside. Many religions and various cultures' ethos that have a sacred flame as part of their doctrine or portfolio are known to use this curse, as a deterrent against those would desecrate such sites. The church of Our Fairest Lady of Love and Song considers this curse a blasphemy of the highest order, as they perceive it as causing nothing but random destruction destroying that, which is beautiful and as part of the continuous war against Their Dark Lord of Fire.

Effect Subject retains its basic physical appearance but this polymorphing curse shifts it toward that of an efreeti genie, its flesh turns a deep red and it grow large horns on its head when a specific condition best suited to the efreeti form is met (usually when the subject would take fire damage). Its unarmed strikes and any melee weapon it wields gain the burn universal monster ability and deal +1d6 points of fire damage. It gains resist fire 10, a +2 racial bonus on all saving throws against paralysis, poison, sleep, and stunning effects, and a +4 enhancement bonus to its natural armor bonus. The subject also gains a +4 inherent bonus to Strength and Constitution. The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). The subject continually seeks to set the nearest flammable object on fire until unconscious or dead or until no flammable object that is not burning remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met.

**Cure (DC 23)** Subject must reignite an extinguished sacred flame (most often one the subject has snuffed out personally) with fire from another sacred site. If this ritual is performed the subject can have an effect that can remove a *bestow curse*, he gains a +20 circumstance bonus on any attempt to remove the effect.

### Chaostrike Curse

"No one controls magic, for law is science, magic is chaos!"

**Type** curse; Save Will DC 28

**Background** The mad wizard Organza spouted this curse, combining it with the power of the eleven other members of his conclave, upon Kilydd "Old Madborn" Larkchild of Questhaven when Kilydd refused to join Organza's conclave, having successfully founded his own Legacy House in the city of Questhaven. Kilydd is still a cursed, insane, and highly unpredictable old man who is as intelligent and wise as he is evil and tragic.

**Effect** A subject stricken by this curse has all its spells, spell-like abilities, supernatural abilities and magical items function as if the subject were in an agent of chaos creature's chaos field (see the free e-zine *Pathways #4* by Rite Publishing).

**Cure** (DC 21) Subject must be standing on consecrated ground dedicated to a lawful-aligned deity or ethos when an effect that can remove a *bestow curse* is used upon the subject. This location adds a +20 circumstance bonus on any attempt to remove this curse.

### **Confounded** Armor

If you think that armor offers protection, Leather and steel are in defection, Until you find a dwarf that sought perfection. **Type** curse; **Save** Will DC 32

**History** The dwarf clan of Daggendor once crafted magnificent armor—hard as steel yet light as cloth. Slain by a ruthless army of duergar seeking the secrets of their craft, the last remaining Daggendor dwarf spat this curse with his dying breath. The curse has since been uttered many times by those, particularly wizards, laid low by armored opponents.

**Effect** Subject finds armor to be cumbersome. Any armor worn by the subject, mundane or magical, has a maximum Dexterity bonus of +0. Armor Training or any similar ability or feat that increases armor's maximum Dexterity bonus has no effect.

**Cure (DC 25)** The subject must fashion a necklace made from the finger bones of a legendary dwarven smith who had at least 20 ranks in the Craft (armor) skill. The completed necklace adds a +20 circumstance bonus on any attempt to remove the curse while an effect that removes a *bestow curse* is cast upon the subject wearing the necklace.

# Condemnation of Fate

"You just have to say it, don't you?"

Type curse; Save Will DC 26

**Background** Myth and legend speak of an extremely arrogant but wily young man who stole away with a gem found in the idol of *Our Mother of Many Ways*. One of her apostles spoke this horrid curse when the thief stopped to yell out "And there is nothing you can do about it!" This curse can now be spoken by any follower of a deity whose portfolio includes fate, karma, oracles, prophecy, or tragedy. The luckbringers of Questhaven are known to despise this curse and are said to seek the death of any who would utter it as well as seeking to assist those who have been afflicted by it.

**Effect** When a subject says something that presumes something is certain, this curse changes the probabilities so that an effect happens making it decidedly uncertain, often making things miserable for the subject, almost as if fate itself had taken offense at the presumption. Examples include "I'll be right back" (no you won't),

"They will never hit me!" (they will every single time), "Oh, come on, what are the chances of that happening? There's, like, a one in a million chance..." (it will happen), "You and what army?" (his army arrives), "I am not going to do that!" (compulsion forces subject to do it). "The enemy is retreating!" (they are leading the subject into a massive ambush); Sarcasm of any kind (the target of the sarcasm thinks the subject really means it and does exactly what the subject of the curse did not want to be done), etc.

**Cure (DC 32)** Subject must refrain from writing, speaking and gambling for one week. This provides the subject with a +20 circumstance bonus on the next effect used on the subject that can remove a *bestow curse*.

# Coterie's Betrayal

"You have murdered one of your own; there is no viler traitor than a blood-traitor."

Type curse; Save Will DC 38

**Background** This curse does not discriminate regarding what group the victim and curser belong to; further, it does not matter if the victim believes it is a member of that group. The curse relies only on the belief of the one uttering the curse that the victim is a member of the same group and that that member believes the victim murdered a member of their group. This curse was uttered to devastating effect upon the Wyrd (half-elves/half-ogre magi) of Questhaven when their society sought to break away from The Dread Lich Cynmark, with loyalists inflicting it upon rebels and vice versa some 200 years ago. Due to their long lives, a handful of the Wyrd of Questhaven still suffer from this curse, a harsh reminder of the price of their freedom.

**Effect** This curse turns everyone against the victims; trusted allies and companions believe the victims have betrayed them; people the victims have never met believe they are brigands, pirates and/or wanted criminals in disguise. All creatures who encounter the victims must make a Will saving throw (as the curse DC) or have their attitude toward the subjects become hostile (see the *Pathfinder*® *Roleplaying Game Core Rulebook*<sup>TM</sup>). These creatures know that they have become subject to a hostile effect and are likely to perceive this as an attack. Diplomacy checks made to reverse the effects of this curse are made at a -20 penalty.

**Cure (DC 27)** The subject must find forgiveness or pardon from a member of the group; this forgiveness cannot be influenced by coercion of any kind (including charm or compulsion magic). If this is done then the subject can by affected by a spell or effect that can remove a *bestow curse*. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Curse of Painful Scars

Suffer the eternal paler agony of persistence, take it grudgingly, and brandish it in the dialect of harm. **Type** curse; **Save** Will (DC 37) **History** Long ago, Auberyon the Solstice King desired to test the endurance of a noted hero who had stolen away the children the fey ruler had replaced with changelings. Posing as an old demented harridan with a lash, three times he struck the hero; the first two the hero endured. First, he attempted to reason with her, the second time he attempted to escape her presence, but the third time the lash struck the hero, he attempted to cut her down with a sword. The Solstice King then reveled himself and in his fury spat out a curse, to mark the hero as a fraud. This curse can still be uttered today against those who lash out against the helpless and hopeless.

**Effect** Each time the subject suffers damage from a slashing or piecing weapon, the subject suffers 1 point of Charisma damage and suffers a visible scar. If the subject later encounters a creature who has inflicted Charisma damage upon the subject, its scars cause the creature wracking pains that impose a -4 circumstance penalty on attack rolls, skill checks, and ability checks. This circumstance penalty last for 1 hour.

**Cure (DC 31)** Subject must defeat all those who have injured him and then have an effect that removes a *bestow curse* cast upon the subject by someone who declares heartfelt love for the subject. This special event grants a +20 circumstance bonus on any attempt to remove the curse.

# Curse of the Dire Weald

"You have harmed the hallowed Green; know that you shall rue all that is verdant!"

Type curse; Save Will DC 34

Background Ancient lore tells of a woodsman who went into the silent deep of the enchanted forest of the dire weald where even the Immortal Emperor had forbidden the felling of a tree. There he found the greatest of oaks and set about cutting it down just so he could carve a chair from its heartwood, casting aside and burning what he did not use. Once the chair was finished, Auberyon The Solstice king appeared, sitting in the chair and spat a curse at the woodsman. Many religions which seek to protect nature from desecration use this curse to punish those who have misused its resources with no concern for the consequences of their actions. The church of Our Grandwright in Heaven considers it a blasphemy of the highest order, as they perceive it as favoring mere mindless plants over the lives of mortals.

**Effect** Subject is polymorphed as *plant shape III* into a plant creature (most often a treant) when a specific condition best suited to the plant shape is met (usually when one enters an unspoiled natural area). The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). The subject attacks the nearest aberration, construct, humanoid, undead creature, or manufactured object and continues to fight until unconscious or dead or until none of the those creatures or manufactured objects remain within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met. **Cure (DC 27)** The subject must heal or replant any plants he destroyed or damaged at the original site



Curse of the Dire Weald

favored by the fey creature that cursed him. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Curse of the Rakshasa Palm

For my treasures caught in hand To you my likeness I brand, Unless my foe lacks limb, this I demand.

Type curse; Save Will DC 31

**Background** Thieves caught stealing from a rakshasa's horde were often treated to something the outsider found more amusing than death. The curse inverts their hands, causing the thieves to lose their ability to effectively ply their trade and causes people to persecute/attack them as if they were a rakshasa.

**Effect** Subject has -8 to pick pockets, steal, pick locks, and other feats that require manual dexterity. Also, those affected by this curse have a -8 to attacks when using held weapons.

**Cure** (DC 24) Subject must have in its possession the feather of a couatl when an effect that can remove a *bestow curse* is used upon the subject. This item adds a +20 circumstance bonus on any attempt to remove this curse.

# Curse of the Redcapped Rage

I asked but you would not cease, So may your heart know only peace, Until you hold a blood-soaked fleece.

### Type curse; Save Will DC 26

**Background** Ishen Fey of the Dire Weald developed this curse for use against the barbarian tribe that eventually became the hungering legion when they began to despoil the fey's enchanted forest. Redcaps are especially fond of issuing this curse.

**Effect** Subject cannot gain the benefit of the rage class feature, rage powers or any feat that requires the rage class feature or a rage power as a prerequisite.

**Cure (DC 16)** Subject must be holding the bloodsoaked woolen hat of a fey creature know as a redcap when an effect that can remove a *bestow curse* is used upon the subject. The redcap's blood-soaked woolen hat adds a +20 circumstance bonus on any attempt to remove this curse.

### Curse of the Ruler's Given Name

You have assumed the familiarity of using my name and offended the office which I hold; you will suffer from your impudence.

Type curse; Save Will DC 38

**Background** In the land of Questhaven, speaking only the given name of a ruler, without permission, is a vicious insult, not only to the ruler, but also to the kingdom of that ruler and all those rulers who have gone before it. This curse was first uttered by the Immortal Emperor Korvack Cynmark the Dread Lich when one of his polemarchs assumed such a familiarity, and was later issued by a member of the Circle of Heroes against another member when the current First Hero was so addressed with offensive familiarity. Any member who is ruled by the ruler can issue the curse though the member must have witnessed the subject use only the given name, and must issue the curse at the first available opportunity.

**Effect** The subject becomes increasingly vulnerable to death and destruction. He is subject to death from massive damage whenever he is damaged and suffers a - 10 penalty to all Fortitude saving throws. Objects he attends gain the broken condition if they suffer even a point of damage and they suffer a -10 penalty to their Fortitude saves as well.

**Cure (DC 10)** The subject must seek the ruler and receive that ruler's pardon or have an atonement spell cast by a follower of a deity of rulers and rulership. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Curse of the Spellbinding Elixir

You foul the very air I breathe, desecrating the temple that is my body; learn the penalty for such blasphemy." **Type** curse; **Save** Will DC 38

**Background** A rather wild oracle of *Our Mother of Madness* became subject to this curse after going on a drug-induced rampage in the Grand Cathedral of The Great Church of the Pantheon. A number of churches and especially their inquisitors consider this a valuable weapon in their arsenal. The church of *Our Mother of Madness* considers it a blasphemy of the highest order. **Effect** Subject suffers all the penalties and gains none of the benefits when using a drug. Also, when she uses a drug, the subject gains the nauseated condition for 1d4 rounds.

**Cure (DC 27)** The subject must abstain from using drugs for a year and a day. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse. However, if the subject begins abusing drugs again, the curse reappears.

# Curse of the Stumbling Fool

If my traps you think you can beat, Try it with two left feet, 'Til eye to eye we meet. **Type** curse; **Save** Will DC 25

**History** Yowen Wrent made a reputation for himself raiding tombs, using his acrobatic grace to bypass the myriad traps usually present. In deep with creditors, Yowen braved the dangerous trap-guarded tomb of Ne'Ytok. Years later, adventurers came across the skeleton of Yomen in the tomb, his legs twisted curiously together with the words of the curse carved into them. The adventurers immediately left with Yomen's remains. The curse now finds employment with those trying to protect their treasures from sneaky rogues.

**Effect** Subject loses the benefits of any Evasion or Greater Evasion ability the subject possesses. On a failed Reflex save that would allow the subject to utilize Evasion or Greater Evasion, the subject takes an additional 50 % more damage (rounded down). Subject is still considered to have Evasion or Greater Evasion when qualifying for a class or feat listing either as a prerequisite.

**Cure (DC 19)** Subject must be holding the Eye of Ne'Ythok, a ruby gem Yomen sought but never found, while an effect that removes a *bestow curse* is cast upon the subject. Holding the gem grants a +20 circumstance bonus on any attempt to remove the curse.

### Curse of the Ungifted Jouch

Power misused, disregarding our warning bells Price issued, proscribed from the vessels of spells Purge and undo, with what lurks at the bottom of wells. **Type** curse; **Save** Will DC 30

**Background:** Hexcrafter magi belonging to the League of the Ruby Mongoose, servants of *Our Heavenly Archmage of Secrets*, developed this curse for use against those who sought to raid the magical item vaults of the Towers Unseen. Its use has spread beyond the league through those who studied at the towers.

**Effect** Subject cannot use or gain the benefit of any magic item as if the subject were in an *antimagic field*.

**Cure (DC 24)** Subject must be holding some kind of incidental treasure that was once possessed by an aberration known as a well lurker when an effect that can remove a *bestow curse* is used upon the subject. The incidental well lurker treasure adds a +20 circumstance bonus on any attempt to remove this curse.

### Curse of the Unwanted Jover

You spurned a kindness Freely given, and now you Shall drown in riches. **Type** curse; **Save** Will DC 30

**Background** Fashioned by a sorceress for a rude and conceited warrior who mocked and ignored her, this curse has gained popularity among young aristocrats looking to ruin their rivals or humiliate their enemies.

Effect Subject attracts amorous attentions of the most inappropriate individuals who might be potentially attracted to the subject. This manifests as an aura of attraction (30 ft. radius; DC 30 Will). They gain a Friendly attitude toward the character, but only if the subject immediately pursues a monogamous and long term relationship. Failure to do so causes the attracted individual to commit acts which might cause the subject to abandon their current course of action and join the attracted individual. These actions need not seem logical-for instance, if the subject cannot join the attracted individual because the subject must meet with an employer then the attracted individual might attempt to get the subject's employment terminated ("You'll have time to be with me!") or set the building on fire ("I guess there won't be a meeting today, huh?"). This aura affects no less than 3 + the subject's Charisma modifier targets, and the nature of the curse means the least powerful (or troublesome) attracted individual is released from the effect if a more capable individual becomes affected.

**Cure (DC 26)** Subject must complete a monumental task in the name of true love for an individual affected by the curse aura. The task is magically inspired by the curse and delivered by the attracted individual when the subject asks for the task. Once this task is completed, when the subject has an effect that can remove a *bestow curse* used upon him, the subject adds a +20 circumstance bonus on any attempt to remove this curse. Once the curse is removed, the attracted individual is no longer affected, and has no memory of their attraction for the subject.

### Damnation of the Dragon's Avarice

"Thief!"

### Type curse; Save Will DC 38

**Background** Dragons always favor one piece of their hoard above all others, if this item is stolen this curse may boil up out of that outrage. Ardon-nue the Breaking Fire is known to have uttered this curse against a blinkling (a halfling infused with the powers of blink dogs), who stole the Jewel of Beyond from between the dragon's scales. She took the gem back and imprisoned the blinking in the sun.

**Effect** This curse makes the subject the target of dragon attacks; all dragons are automatically hostile to and seek to destroy the subject. Dragons automatically see, hear, and smell creatures subject to this curse. Even extraordinary or supernatural means of avoiding sensory capabilities, such as *invisibility* fail to provide a benefit to the cursed creature when dealing with draconic opponents. Until the curse is lifted, the cursed

subject and any of its allies cannot kill dragons through simple combat: the "dead" dragon returns as an undead dragon (type chosen by the GM) with the rejuvenation ability in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way for the subject and its allies to permanently slay a dragon is to remove the curse.

**Cure (DC 15)** The subject must return the dragon's most prized possession or see that it is part of the dragon's ceremonial resting place. If this is done then the subject can by affected by a spell or effect that can remove a *bestow curse*. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Death Poem of the Jade Ghost

"I have seen my master's woe, Now let you reap what you sow. Learn of my shame and my grief, Seek and do not find any kind relief!" **Type** curse; **Save** Will DC 30

**Background** This curse was first issued when Finwyn the Lurker revealed that the Immortal Emperor Korvack Cynmark who had ruled for a thousand years was not an immortal godling but a Dread Lich. Finwyn did so during the Festival of Colors before a massive crowd and the leaders of nearly every government, race, order, and religion. Cynmark's foremost wyrd servant, known as the Jade Ghost, read this curse as part of her death poem before committing ritual suicide as an atonement for her sins against the Immortal Emperor in failing to kill or capture Finwyn when she found him in the court of the Khan of Nightmares on the Plane of Dreams.

**Effect** The subject gains a permanent 50% percent hit chance: 50 percent of the attacks targeting the creature that normally would miss the creature now hit, as they seem to pass through all forms of protection as if those protections were not there. Twenty percent of those attacks also inflict a critical hit. This curse negates the effect of any other miss chance, whether it comes from concealment, or a similar source, but these conditions do not negate the effects of this curse.

**Cure (DC 23)** The subject must find a copy of the death poem the issuer of the curse read from and burn it. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Death's Disrespect

You have taken the respected names of the dead vain; your blasphemy will not stand unchecked.

Type curse; Save Will DC 38

**Background** An ancient taboo, one does not refer to the dead by their name directly, as a mark of respect. The avoidance period lasts for one year, though in some areas it lasts only until the burial ritual has been preformed or until the end of a cycle specific to the culture (one moon cycle, one season, until the next day of the dead, etc.) often depending on how important or famous the person was. The person can be referred to by titles or nicknames, just not by his or her truename or given name. Other potential triggers of this curse include mocking the dead or failing to show them proper respect after their death. Only a person who has actually witnessed the subject perform one of these defiling acts can issue this curse, and must do so at the first available opportunity.

**Effect** The subject is hunted down and attacked by the dead creature's body or spirit brought back as an undead creature. The type of undead creature is subject to GM adjudication but its CR is usually the character level of the subject +2. The undead creature often possesses the ghost's rejuvenation ability.

**Cure (DC 15 + CR of undead creature)** The subject must perform a special ritual (learned with a special Knowledge [arcana] check, same DC) that involves a special component (usually valued at the CR of the undead creature multiplied by 750 gp) that is consumed in the ritual. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Depredation of the Raging Griffon

"Heretic! You have slain the golden griffon of the shattered labyrinth; know that you and yours will still suffer tragedy at its talons."

### Type curse; Save Will DC 31

**Background** Legend tells us that a foolish, arrogant or desperate hunter named Afon shot a special griffon favored by the vengeful deity known as *Our Father of Sky and Stars*. *A* divine channeler witnessed this act and uttered this curse against Afon. The next day, after his community feasted upon the beast, Afon walked out under a clear sky and transformed into a griffon, going into a mindless rage slaughtering all those around him until his family shot Afon from the sky. Many religions and ethos that have specific sacred magical beasts as part of their doctrine or portfolio are known to use this curse as a deterrent against hunters hunting these divine creatures . The church of *Our Grandwright in Heaven* considers it a blasphemy of the highest order, as they perceive it as favoring beasts over humanoids.

**Effect** Subject is polymorphed as *beast shape IV* into a large magical beast (usually a griffon) when a specific condition best suited to the magical beast is met (usually walking under a clear sky). The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). The subject attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met.

**Cure (DC 24)** The subject must return the sacred magical beast to life, or raise its young to survive in the wild and then set them free when they reach adulthood; while raising the young, the accursed is not subject to the effects of the curse. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.



Desecration of the Ancestors

### Desecration of the Ancestors

"You disturbed the bodies and souls my ancestors, for this you shall suffer their life-hating fate." **Type** curse; **Save** Will DC 35

**Background** Within the city of Questhaven there is a political enclave, called the Mar, which has a bizarre religious doctrine, involving a few special people who die of natural causes transforming into undead after one of their priests performs a special ritual. If someone destroys one of these undead ancestors, a follower of the Mar religion often utters this curse to avenge its desecration. A few vile religions, especially those that favor the use of transforming their followers into undead, along with a few righteous religions who use undead as guardians, use this curse. The church of *Our Reaper of Death and Rebirth* considers its use sacrilege as do many others who oppose the undead.

**Effect** Subject is polymorphed as *undead anatomy IV* into an undead creature similar to a spectre when a specific condition best suited to the undead form is met

(usually when confronting other undead creatures), gaining the following abilities: fly 120 feet (good maneuverability), darkvision 90 feet, lifesense 60 feet, low-light vision, DR 10/magic and silver, fast healing 5, fiery death, fire aura, incorporeal. Subject gains an incorporeal touch attack that deals 1d6 per two hit dice it possesses in negative energy damage. Subject gains resistance 30 to all energy types. In this form, the subject gains a +8 bonus on saves against mindaffecting effects, disease, poison, sleep, and stunning. The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability), attacking the nearest living creature and continuing to fight until unconscious or dead or until no living thing remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met. Cure (DC 28) The subject must find another body for the spirit of the ancestor to animate or inhabit; one could also return the ancestor to life. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Distiller's Doom

You drink to forget your shame, and now know shame for drinking. You have fallen off the wagon; now I will nail you to it!

Type curse; Save Will DC 38

**Background** The child of a drunken stonewarden gargoyle grew tired of his adventuring father's constant inebriation, and spoke this curse after finding his father on the floor of a tavern after a brawl.

**Effect** Subject transmutes alcoholic beverages within 100 feet into water, making it clean and able to support water-breathing life. The ability spoils liquids containing alcohol. Alcohol-based magic items must succeed on a Will save (DC 10 + 1/2 the subject's HD + its Con modifier) or be ruined.

**Cure (DC 27)** The subject must remain sober for a year and a day, If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse. However if the subject becomes drunk again, the curse reappears.

# Doom of Gold's Rule

There will be no justice, So long as one can buy a verdict, I curse your avarice and amoral ways and beseech the powers that be to teach you charity.

### Type curse; Save Will DC 38

**Background** Llywarch Larkchild was a corrupt patrician of an influential house in the city of Questhaven. He had a shining, near impenetrable veneer of righteousness while living a life dominated by greed. Keeping the perception of virtue by using his deep wealth to destroy all evidence against him and discrediting all his rivals, this ultimately came to a head when a nameless mother spoke this curse against him when his son violated and murdered her daughter after Llywarch used his wealth to bribe the jury so that he would go free. Since then this curse has seen use whenever someone uses their wealth to usurp the law or its bureaucracy.

**Effect** This curse transforms non-magical wealth (coins, gems, works of art) possessed by the subject into lead, even if the item in question is only attended by the subject of the curse for part of round. In addition, if a magical form of wealth is used as a trade good by the subject, it instantly transforms to non-magical wealth (artifacts and legacy items are immune to this effect). Even the use of a third party does not protect against the spirit of this curse.

**Cure (DC 27)** Subjects must have an effect that can remove a *bestow curse* created by a stranger who refuses to accept compensation for his or her trouble. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Dragonslayer Bane

"Witless fool, you have butchered a member of Tharagaverug's bloodline; you know not your coming doom."

Type curse; Save Will DC 36

Background A written account just over a hundred years old tells of a member of the Questor's society named Leothric who went on an epic quest to gain a mythical sword that formed part of the great wyrm Tharagaverug's spine. Unfortunately for our hero, Tharagavergug was nigh invulnerable save that he still needed to eat, when it was not slumbering. Leothric then sought to keep the dragon awake and deny it every scrap of food, and the dragon died of starvation after three days and nights. Its death curse, however, lead to Leothric's death soon after he defeated a powerful sorcerer. The deity known as Our Crimson Lady of Victory and Strength favors dragons related to this bloodline. In addition, a number of dragons are sacred to many different religions and various cultures' ethos according to their doctrine or portfolio and use this to the detriment of hunters seeking out these divine creatures. The church of Our Golden Huntress of the *Wilds* considers it a sacrilege of the ultimate class, as they see dragons as their ultimate prey.

**Effect** The subject treats all creatures of a designated creature type (usually dragons) as if they were affected by a powerful glamer functioning like *invisibility*, except that it masks image, scent, and sound alike, concealing the subject from all senses except touch and taste. As with *greater invisibility*, this effect does not end if the designated creature type attacks.

While invisible, the designated creature type exudes no scent and radiates a silence that absorbs all sound and vibrations in a 5-foot radius, preventing the subject from detecting the designated creature type by tremorsense, blindsense, blindsight, and similar special abilities) while the subject will not hear the creature's speech or its somatic components it does not prevent them, allowing them to speak, hear, and smell as normal.

It also renders the creature immune to detection by *see invisibility, faerie fire, glitterdust, invisibility purge, dust of appearance,* life sense, *true seeing,* and similar effects. Certain mundane conditions (such as leaving footprints) can render a subject detectable.

**Cure (DC 29)** The subject must return the dragon which issued the death curse to life, or raise its young to survive in the wild and then set them free when they reach adulthood; while raising the young, the accursed is not subject to the effects of the curse. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Enchanted Doom

Love at first sight is your only hope. **Type** curse; **Save** Will DC 38

**Background** A Baron of the Burning Pentacle developed this curse to punish a group of heroes known as the Silver Stalkers of Steelcrag who were far too powerful for the baron to attack directly. So, praying to his deity *Their Dark Lord of Fire*, he slowly gained insight into how to strike where they were weakest, until he released this vile curse some 50 years ago. The curse ravaged the adventuring company and all those they loved until their deaths nearly 15 years later, for it was only after their deaths that a priestess of *Our Fairest Lady of Love and Song* discovered the cure.

**Effect** Any companion the subject is involved with (or becomes involved with) in an intimate or romantic way, and those individuals subject to charm effects controlled by the subject, will die by the end of the current gaming session or adventure. These deaths often result as the consequences (even indirect) of the subjects' actions, but can result from any number of various circumstances (subject to GM adjudication).

**Cure (DC 27)** The subject must knowingly and willingly consume a *philter of love* and fall madly in love with the first creature he or she perceives after consuming it. Once this has happened an effect that can remove a *bestow curse* can affect the subject. This ritual adds a +20 circumstance bonus on any attempt to remove this curse.

### Execration of the White-eyes

You caused our reputation to be much maligned, But you will not enjoy, as we leave you all but blind, 'Til you desecrate Their Brother of Destruction enshrined.

Type curse; Save Will DC 27

**Background** This curse is a mark of the House of Deimos, the ancestral home of the Wyrd (elf/ogre mage). This curse falls on those who speak both maliciously and falsely about the house itself (not the wyrd as a race or of a specific member of the house). It also falls in with their hatred for the church of the demonic deity of destruction.

**Effect** Subject is afflicted with cataracts, permanently degrading the subject's eyesight (-4 penalty to Perception checks, -4 to attack rolls, and any Dexterity bonus to AC is halved).

**Cure (DC 20)** Subject must hold some piece of a desecrated shrine dedicated to an evil deity of

destruction when an effect that can remove a *bestow curse* is used upon the subject. A piece of such a desecrated shrine adds a +20 circumstance bonus on any attempt to remove this curse.

# Exile of the Forbidden Jocale

"Those who go there never return!" **Type** curse; **Save** Will DC 38

**Background:** While many think this is a curse that has been laid upon the so-called "Dungeon of No Return," in truth it belongs to the 13<sup>th</sup> Fell Repository, where the most dangerous eldritch artifacts and divine relics even the dread lich Cynmark could not destroy were kept. The locals around its entrance (a teleportation circle that is part of the X) warn that those who enter it never return; though the members of the Questor's Society who enter it say "we have heard that before," in this case it is true.

Effect The subject is prevented from returning to where it came from, as well as its home soil. The victim of the curse is marked as an exile within the boundaries of the subject's point of arrival (and the closest community connected to it) as well as his home community (be it tribe or kingdom). Any community member he encounters will not recognize him (regardless of proof) as this curse also alters their memories to ensure this. This does not include the forbidden locale, if he enters the proscribed communities, he takes 1d8 damage at dawn on any day he is not closer to the border of the proscribed community than the morning before. He cannot heal naturally (including regeneration or fast healing) nor gain the benefits of a conjuration (healing) spell (or similar effect) within the proscribed community.

**Cure (DC 10)** The subject must explore the whole of the forbidden locale and then have a traveling bard sing an epic about the exploration in the community closest to the forbidden locale. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Fate's Malediction

Your actions have aroused our hate So we curse you with misfortune's fate; To remove, seek a gold dragon's plate. **Type** curse; **Save** Will DC (28)

**Background** Fire giant clerics of *Their Lord of Dark Fire* (Asmodeus) crafted this malediction to hinder enemies who desecrated their temples and rituals over 3,000 years ago during the Tahazu Azag (War of the Wyrms). They hoped the need for a cure would send the accursed on the hunt for gold dragons.

**Effect** Subject must roll twice for every initiative, attack, ability check, skill check, and saving throw, taking the lower of the two rolls. In addition, when rolling a percentile, the subject rolls two d10s choosing the lower of the two numbers as the 10, a high roll is always in the subject's favor a low roll is not.

**Cure (DC 21)** Subject must be touching the heart scale of a gold dragon when an effect that can remove a *bestow curse* is used upon the subject. A heart scale of a

gold dragon adds a +20 circumstance bonus on any attempt to remove this curse.

# Fulmination of All-Consuming Avarice

You shall covet it all.

Type curse; Save Will DC 38

**Background** Long ago, the Fleece Sisters stole a mysterious box from one of the Fell Repositories, which its previous owner believed was worth the entire kingdom, to the right buyer. In retaliation, the Immortal Emperor sent his Undying Knights to pursue them. The Undying Knights eventually caught the two sisters but the box had been opened, releasing Kauriel the Enabler. The Infernal Duke incinerated the Undying Knights but spared the two sisters. With these two, he forged a pact; he would spare one and curse the other. The younger sister betrayed the older and told Kauriel to curse her elder sister, and so the Enabler did. The younger sister's joy died when her elder strangled her to death and made the younger one of her ghosts.

**Effect** Subject desires to possess everything and even everyone he sees. The subject become paranoid and distrustful, he cannot cooperate with anyone (since he thinks they are trying to take his things, and since he wants to possess them). He becomes willing to commit violent acts over ownership. The subject hoards precious and useless things and he even "steals" the people he kills, as they gain the ghost template and fall under his control.

**Cure (DC 10)** Subject must be tricked into giving something away without compensation. Once this task is completed, when the subject has an effect that can remove a *bestow curse* used upon him, the subject adds a +20 circumstance bonus on any attempt to remove this curse.

### Graverobber's Curse

### "Desecrators!"

Type curse; Save Will DC 38

**Background** Nearly every society finds the desecration of graves and the looting of their former valuables to be extremely offensive and this curse boiled up out of that outrage. The Immortal Emperor Krovak Cynmark and The great church of the pantheon set down this curse to defend the Cynmark Dynasty's family tomb that houses Korvak's 11 murdered brothers and his fallen father, though it was not set down upon Chardab Cynmark The Awakened One, since no body was ever recovered due to his ascension into the heavens.

**Effect** This curse makes the subject the target of undead attacks, and all undead are automatically hostile to the subject and seek to destroy the subject. Undead automatically see, hear, and smell creatures subject to this curse. Even extraordinary or supernatural means of avoiding sensory capabilities, such as *invisibility* and *hide from undead* cannot fail to provide a benefit to the cursed creature when dealing with undead opponents. Until the curse is lifted, the cursed subject and any of its allies cannot destroy undead through simple combat: the "destroyed" undead restores itself in 2d4 days. Even the most powerful spells are usually only temporary



### Hate's Anathema

solutions. The only way for the subject and its allies to permanently destroy an undead creature is to remove the curse.

**Cure (DC 15)** The subject must restore and reconsecrate the burial site it has desecrated to its original condition plus recover and restore all the looted valuables. If this is done then the subject can by affected by a spell or effect that can remove a *bestow curse*. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Hate's Anathema

"When you hate without care, you shall become the hated."

Type curse; Save Will DC 36

**Background** The brilliant artificer Leonora Enes Jardim, called The First Virtuoso, uttered this curse against a violent ranger who belonged to a vicious order known as the Breakers of the Unliving shortly after suffering an attack for having created the first Ironborn. **Effect** This curse polymorphs the subject as *polymorph any object* (though the duration is permanent) into the creature type, subtype and race the subject hates. For example, an elven ranger whose favored enemy is orcs might find himself polymorphed into an orc. **Cure (DC 29)** Subjects must seek atonement from a priest in the service to a deity or ethos whose portfolio includes forgiveness or mercy. The subject can then have an effect that can remove a *bestow curse* used upon him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Healer's Bane

### "May you suffer a vicious wound that will not heal!" **Type** curse; **Save** Will DC 38

**Background** This curse was first uttered by dreaded blade tyrant Kah the Dark Captain against the famed paladin Talinor during the Insurrection of Adventure and was said to mar the knight's formerly handsome visage. Many mages and religions use this curse upon their opponents, save those who follow *Our Queen of Wisdom and Mercy* whose church consider it a blasphemy, and many of them refuse to risk harm to someone struck by this curse.

**Effect** Damage caused by critical hits to the subject cannot be healed; this includes conjuration (healing) spells, channeled positive energy, natural healing, regeneration, fast healing, etc.

**Cure (DC 27)** If a specific type of creature under a specific circumstance creates an effect that removes a *bestow curse*, this combination grants a +20 circumstance bonus on any attempt to remove the curse. These specific requirements are subject to GM adjudication. Examples include: a creature that is immune to curses, a creature of the same type as the creature that uttered the curse or inflicted the first critical hit, a creature who has never committed violence, on the dawn of the third day, on the site of the curses original creation, or on holy ground dedicated to the ethos of healing.

# Hexing of Perilous Failures

You shall know nothing but the agony of failure.

**Type** curse; **Save** Will DC 16 + CR of creature (see cure) **Background** A school known as Springtide Hall, which harnessed human creativity and focused all their developments toward the arts of war and internal security, was inflicted with this curse by the First Armarius (high priest) of *Our Heavenly Archmage of Secrets* during the Church of the Great Pantheon's War of Unification. Appalled by the use of the school to develop weapons during the war, the First Armarius sought to discourage its effectiveness and punish those who joined it. Only a person who has actually witnessed the subject perform a great success that inflicts a terrible tragedy on one's own work can issue this curse, and must do so at the first available opportunity.

**Effect** When the subject rolls a  $d_{20}$ , a natural roll of 1-5 is considered a critical failure (it is always a miss on an attack roll or a failure on a save) and may cause damage to exposed items when it comes to a saving throw. In addition, any critical success (be it an attack roll or saving throw) is considered a critical failure. If a critical miss chart or deck of cards is used, two rolls are made or two cards drawn, with the GM choosing the worse result.

**Cure (DC 9 + CR of creature)** The subject must perform a special ritual (learned with a special Knowledge [arcana] check, same DC) that involves a special component that is a body part belonging to a unique individual creature whose CR is at least 5 CR higher than the subject that will be consumed in the ritual. This unique individual creature is chosen specifically by the GM but its name must be spoken at the time of the curse and it must have been known to the one who issued the curse. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Homeland's Bane

"One day it shall all be forgotten." **Type** curse; **Save** Will DC 34

**Background** During the Immortal Emperor's conquest of the Protectorate, his favored daughter was assassinated by her grandmother in the elder woman's home province, at the order of this land's nameless king. In retaliation, the Immortal Emperor razed the land, sowed the ground with salt, and over time transformed it into Damnation's Pit, but his final insult was this curse. It may have been used at other times, but if it has, no one remembers.

**Effect** The subject of this curse is a single community from a hamlet to a kingdom. Regardless, no one other than the one who issues the curse and those born in that community before the curse is issued can remember or learn the name of the community or its history from before the curse is issued.

**Cure (DC 27)** The issuer of the curse must speak the community's original name in the presence of one born in the community before the curse was issued and the presence of a third person who wants to learn but cannot remember the name of the cursed community. If the issuer is dead, a *speak with dead* can be made to work. If this is done any effect that can remove a *bestow curse* is used upon the site of that community can be used. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Hope's Damnation

"This curse cures."

Type curse; Save Will DC 26

**Background** Trollish priests of *Their Feasting Brother* of *Hunger* (Asmodeus) developed this curse to save an Uncharitable Elder Brother (high priest) from a supernatural disease laid down by the *High Sky Shrike* of *Our Father of Sky and Star*, in the chaos of the interregnum after the Insurrection of Adventure. It is said that The Hungering Legion who broke Forstor Nagar, the City of Grinding Ice, consider those who are cursed by Hope's Damnation to be sacred creatures, and a few desperate mortals seek this curse out when they are afflicted by incurable ills.

**Effect** Subject becomes immune to disease and poison, and any penalties or damage caused by disease or poison is instantly cured. Subject must also consume the brain of one adult humanoid creature per week or lose

its immunity to disease and poison, and any penalties or damage return immediately. Also the subject gains a hunger if it has not eaten a humanoid brain in a week; unless the subject makes a successful Will save (DC 10 + 1/2 the subject's HD + its Wisdom modifier) it goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest humanoid creature and continues to fight until unconscious or dead or until it kills that humanoid and eats its brain.

**Cure (DC 19)** An effect that can remove a *bestow curse* is only effective if a follower of the deity/ethos of air and sky who has never eaten meat creates it. This follower's cure adds a +20 circumstance bonus on any attempt to remove this curse.

### Inheritance's Condemnation

We will not let you drag us down into the mud, So now, we deny you the supremacy of your blood, Until you suffer the kiss of the drowning flood. **Type** curse; **Save** Will DC 31

**Background** A wizard whose name has been lost to the ages created this curse out of shear jealousy and spite for sorcerers who never had to study or practice the casting of spells. His use of it ultimately lead to his death when a young sorceress was unable to defend him against the assault of Sylona of the Shifting Shore, a nymph come for revenge after one of her fey kin was slain during the search for cure.

**Effect** Subject cannot gain any benefits of or use any bloodline class feature. Nor can the subject gain the benefit of or use any feat that requires the bloodline class feature as a prerequisite or any archetype ability that replaces this class feature.

**Cure (DC 24)** Subject must have suffered the effects of the drowning kiss (fail at least one save) of a Nereid before an effect that can remove a *bestow curse* is used upon the subject. The drowning kiss adds a +20 circumstance bonus on any attempt to remove this curse.

### Jealousy of the Improving Peers

You sought perfection And only found your hubris. Sink into failure.

Type curse; Save Will DC 30

**Background** Crafted by an arcane weaponsmith to teach a mundane rival humility after being embarrassed before his liege lord, this curse has destroyed numerous artisans who angered a foe with ample resources.

**Effect** Subject cannot gain any benefits from any Skill Focus feat, though the subject still possesses the feat for the purposes of prerequisites. The subject suffers a -5 penalty to any Craft check. This penalty increases by 1 per person within 100 feet who has ranks in the same Craft skill as the subject, to a maximum of -15. For every rank the subject has in his Craft skill, one nearby individual gains a +3 to the same Craft checks (so having 7 ranks grants up to 7 people the bonus). This bonus goes up by +1 for every 5 points of the subject's penalty (e.g. if the subject has 5 ranks of Craft (alchemy)

and suffers a -15 penalty to Craft (alchemy) checks, then 5 individuals within 100 feet of the subject gain a +6 to all Craft (alchemy) checks).

**Cure (DC 24)** Subject must serve another artisan for a year and a day, freely giving his services and aiding the artisan in all projects without credit or promise of reward. After this time, when the subject has an effect that can remove a *bestow curse* used upon him, he gains a +15 circumstance bonus on any attempt to remove the effect.

# Killer's Jament

He who would strike me down, To my death you are bound,

Unless a way to repent your violence is found.

Type curse; Save Will DC 31

**History** The pacifist order of monks known as the Brothers of the Unclenched Fist protested the rule of tyrannical daimyo, Oto Minami, by squatting in the courtyard of his castle. Refusing to move, the monks meditated in silence until Minami's guards began killing them one by one. Then the monks began a dolorous chant as their heads rolled across the cobblestones. After the massacre, the guards died from strange wounds appearing on their bodies. The monks' chant, now a curse, finds favor with those too weak to defend themselves.

**Effect** Whenever the subject deals a killing blow to a living creature with either a melee or ranged weapon or a natural attack, the subject immediately takes damage equal to that dealt in the attack.

**Cure (DC 24)** Subject must break a powerful magic weapon (meaning one with a +3 enhancement bonus or higher) that has never been used to commit violence while any effect that removes a *bestow curse* is cast upon the subject. Breaking the magic weapon grants a +20 circumstance bonus on any attempt to remove the curse.

### Jament of Pyrrhic Victory

"When you win, you will lose!"

Type curse; Save Will DC 32

**History** This curse was developed by giants over four millennia ago during the *Tahazu Azag* (War of the Wyrms). The draconic rampage shattered the giant's civilization, but the curse lead to the death of the dragon's leader when, after slaying the ruler of the giants, the dragon Ardon-nue the Breaking Fire killed the draconic leader leading to a civil war that left only five dragons alive within the Protectorate. The church of *Our War Marshall in Heaven* considers this curse a blasphemy of the highest order, as they perceive it as causing nothing but random destruction, destroying that which is beautiful, and as part of the continuous war against *Their Dark Lord of Fire*.

**Effect** Whenever the subject defeats an opponent in a combat encounter the subject suffers the effects of a *harm* spell (or a *heal* spell if undead) with a caster level equal to the subject's HD, its save DC is equal to 10 + 1/2 the subject's HD + its Wisdom modifier.

**Cure (DC 25)** Subject must personally negotiate peace with an enemy he has not defeated in a combat encounter. If this is done he can then be subject to an effect that removes a *bestow curse*. Forging this peace grants a +20 circumstance bonus on any attempt to remove the curse. However, the curse will reappear if the subject of the curse breaks the peace.

### Maelgwn's Downfall

You have burned the altars and traditions of our past and set up your new ones. You have sought to council our children with new commandments and poisoned their minds against their elders. Learn the price of your hubris!

### Type curse; Save Will DC 38

**Background** Maelgwn of the 1<sup>st</sup> Repository rebelled against his masters during the troubled times of the Insurrection of Adventure. He sought to use the artifact that the scholars of the fell repositories, named The Fragment of Infinity, to carve out his own small kingdom, only to have this curse uttered upon him by a nameless ascetic monk at a shrine he was having moved so he could build his fortress atop its strategic well and hilltop location. He eventually had the monk and the shrine moved, but died one day when he accidentally fell down a well.

**Effect** Subject always takes the maximum amount of falling damage plus an additional 1d6 due to some sharp foreign object being in the most unfortunate of places striking the subject. Effects such as *feather fall*, winged flight, and *fly* seem to fail in the most calamitous manners (feather fall is dispelled, wings get tangled, or a massive weight forces the subject down). Reflex saves, and Acrobatics, Climb and Fly skill checks suffer a -20 penalty to the check at the height of risk to the subject's life.

**Cure (DC 27)** The subject must complete a quest (discovered via an *atonement* spell), while walking everywhere he goes (he can run, but can only use his own base land speed). If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Maestro's Cursed Symphony

Listen now to the first notes of this symphony, This is my last gift to you. Now enter history As the great inachiever; or as a belamy.

### Type curse; Save Will DC 40

**Background** Maria Lothringer-Meyer performed for kings and emperors, and it was said that angels and devils alike possessed mortal bodies only to attend her orchestras. Her long-time rival and unsuccessful swain, talented but uninspired, poisoned her out of passion. As she died, with pitying and tender grief, she left a last poisoned gift, pronouncing these famous words before playing the first voice of what any sentient being could recognize as a perfect but unfinished symphony evoking the places and people of its own childhood and first love. **Effect** Subject becomes madly obsessed about the idea of a formidable symphony it is unable to properly achieve. Stricken with grief, dissatisfaction and disdain for the work of his lifetime, subject suffers a -20 penalty on Perform checks, and a cumulative -1 penalty to Wisdom and Constitution each week (minimum 1).

**Cure (DC 32)** Subject must find and play a meaningful but imperfect piece to an individual for whom it has been written, with only the intent of obtaining a smile or tear. This provides the subject with a +20 circumstance bonus on the next effect used on the subject that can remove a *bestow curse*.

### Maladroit Malediction

### You have misused your gifts, now suffer for them. **Type** curse; **Save** Will DC 38

History Common folk tell the tale of The Bloody Bastards of the Questor's Society, and how they took over a section of the protectorate carving out their own kingdom, and eventually sought the overthrow of the Circle of Heroes and the Questor's Society itself. In grief over this break with his dream, the first Venture Commissar, on his deathbed, uttered this curse, when he learned of the betraval of one of the first groups recruited into the society after the fall of the Immortal Emperor. The Bloody Bastards were defeated and exiled to the penal colony known as the Isle of Gone three days later. This curse is rarely seen these days as it only finds force when a group splinters away from the founder's original intention, and it can only be spoken the hour before the founder's death, though some founders will speak it prior to an attack.

**Effect** Subjects have their highest ability score reduced to 1, regardless of other bonuses, damage, drain or penalties.

**Cure (DC 31)** All the subjects of the curse must all be present after having rejoined and been accepted by the founder's original group or they must stand within the magic circle generated by a unicorn, while holding hands (forming a ring). If the subjects do this, they can then have an effect which can remove a *bestow curse* affect them, and doing this grants a +20 circumstance bonus on any attempt to remove the curse.

### Malady of Akrizna

To those who stray from the path of right, Find yourselves plagued by holy light, Until you defend the weak with all your might. **Type** curse; **Save** Will DC 28

**History** A naïve angel named Akrizna intervened during a horrific plague that ravaged a now-dead city. A beacon of light and hope, Akrizna washed away the effects of the virulent disease causing so much suffering. Yet, the weak-willed humans, instead of offering gratitude, chained and bound the angel, siphoning off her powers for their own profit to rebuild the city. A young, blind priest took pity on Akrizna, freeing her at the cost of his own life. As she ascended up to the heavens, Akrizna cursed the holy energy the citizens had stolen from her. The curse remains to this day, often used by senior priests to chastise acolytes who begin to stray from the teachings of their gods. **Effect** Subject becomes nauseated for 1d4+1 rounds whenever it is healed from a positive energy effect. Undead and nonliving creatures are immune to this effect.

**Cure (DC 22)** Subject must willingly protect a living, sentient creature from harm while in the presence of a creature with the angel subtype while an effect that removes a *bestow curse* is cast upon the subject. This special event grants a +20 circumstance bonus on any attempt to remove the curse.

### Malediction Most Monstrous

### "You would act like a beast; now learn to think as one!" **Type** curse; **Save** Will DC 26

**Background** The Immortal Emperor Cynmark used this infamous curse upon a rebellious jotunnar giant and all of his followers who had risen up to stop the Kingdom Colossal's enslavement by the Dread Lich around 2,000 years ago. He even personally inflicted it upon King Thorsteinn Ragnarr after the king dropped part of Mt. Jotunheim on the Immortal Emperor in an avalanche. It is said he seized his eldest son by his teeth and ripped out his throat.

**Effect** The subject becomes savage and its Intelligence reduced to 2 (treat as a very intelligent animal); it attacks with its teeth, attempting to bite its closest ally (bite 1d2, provokes an attack of opportunity if it does not have a natural bite attack) it takes a charm, compulsion, or DC 25 Handle Animal, Ride, or wild empathy check to stop the subject from attacking. It gains a size bonus of +12 to Strength and +8 to Constitution. The subject also gains a +5 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and 25 temporary hit points. The subject is unable to cast spells, activate magic items, use spell-like abilities, use class features, understand language, or communicate coherently.

**Cure (DC 19)** Subject must eat the flesh of a creature with the ravenous creature template (See the *Tome of Horrors Complete,* Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Scott Greene and Erica Balsle) that the subject has killed with its teeth. If this ritual is done then an effect that can remove a *bestow curse* can be used upon the subject. This ritual adds a +20 circumstance bonus on any attempt to remove this curse.

# Malediction of Colonization

You believe it is your destiny to spread over and possess the whole of my homeland, you believe providence has given you my birthplace. This is not some grand experiment of your ideals, this is my home, and you shall know it!

### Type curse; Save Will DC 38

**Background** The orcs of Steelcrag issued this curse when the adventuring companies of Questhaven started moving north, attempting to establish their own kingdoms and keeps. They still issue it to this day whenever the Questor's society attempts to build kingdoms in their homeland. **Effect** The subject's Charisma suffers a circumstance penalty that reduces it to 1. This may manifest as rudeness, boorishness or complete disinterest depending on the subject's attitudes before being affected by the curse. Creatures with a Charisma of 1 may not be able to cast spells (bard, oracle, sorcerer, summoner, etc.). The subject's Charisma cannot be reduced below 1 (by this curse or any other effect) while the subject is cursed.

**Cure (DC 27)** The subject must give up all control over a region, see to its restoration, and join a force opposing the colonization of a kingdom for a year and a day. During its opposition, it is not subject to the curse. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Malediction of Fragility

In your arrogance, you have harmed the meek; now learn the humility of being weak.

Type curse; Save Will DC 38

**Background** Common folk like to tell the story that dates back to the early days of the Questor's Society when a group of adventures harmed the daughter of the Archmage of the Academy of Truenames. The daughter had married a tavern owner, and chose to work there as a tavern maid in order to help her husband. The group of adventures without heed for their surroundings initiated a battle when one of their enemies sat down at a table and ordered a drink, killing the young matron. The archmage was prepared to kill the members of the Questor's Society when her husband in his grief spat out this curse. Sadly, this curse is often laid upon many an adventuring company or mercenary group, their abuses against the common folk result in mutilation or death.

**Effect** Every successful attack roll made against the subject automatically threatens a critical hit, and a second conformation roll with a +4 bonus is made. If a random chart or critical hit deck is being used, two selections are made instead of one, with the attacker choosing which effect. If a natural critical hit is rolled and confirmed, increase the damage by one multiplier.

**Cure (DC 27)** The subject must undo the damage he has dealt through healing and monetary means (and potentially *raising the dead*). If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Malediction of Scorched Earth

"You have destroyed my home, and left me without a roof over my head, may you suffer the same for the rest of your days."

Type curse; Save Will DC 34

**Background** Folklore speaks of a drunken smoker of the pipeweed who fell asleep in his bed and burned the entire Antegate down, including all the inns upon the great bridge. One of the midwives spoke this curse upon the drunkard as he fled a mob, her favor with the deity known as *Our Smiling Lady of Hearth and Home* granting the utterance power. The next night he was given shelter in a caravan bringing lumber to rebuild the buildings of Antegate. He awoke the next morning to find everything and everyone had been burnt to the ground and only corpses remained. Many religions and ethos that have specific sacred structures as part of their doctrine or portfolio are known to use this curse as a deterrent against brigands and raiders who would defile their edifices. Surprisingly, no church considers its use a blasphemy.

**Effect** Subject is polymorphed as *elemental body IV* into an elemental creature (most often a fire elemental) when a specific condition best suited to the elemental form is met (usually when attempting to rest indoors, though not if imprisoned against its will). The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). The subject attacks the nearest creature and the domicile it is in and continues to fight until unconscious or dead or until no creature or domicile remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met.

**Cure (DC 27)** The subject must rebuild, by himself, the site favored by the creature that uttered the curse. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Malediction of the Unsheltered

*"Let there be small service for the small minded!"* **Type** curse; Save Will DC 28

**Background** A wretched (orc/hag) witch and selfproclaimed granddaughter of baba yaga disguised as an old beggar woman arrived in the protectorate and begged the servants of the young ruler Cynmark for a night's shelter during a fierce winter storm. When the household staff turned her away, she punished them by transforming them into mundane household items. The soon to be Immortal Emperor welcomed her into his home. This curse continues to be issued to this day, against those who refuse to offer shelter in a time of need.

**Effect** The subject is polymorphed into a tiny animated object (usually a brass candleholder with candles) every sunset and on the first round of any combat encounter. The subject gains a +4 size bonus to Dexterity, a -2 penalty to Strength, and a +1 natural armor bonus. It also gains an additional slam attack for every 5 HD it possesses, hardness 5, construct traits, base speed +10 ft., climb as base speed, swim as base speed, darkvision 90 feet, augmented critical (slam), burn (1d6 slam), exceptional reach (+5 ft. slam), grab (slam), improved attack (all slam attacks deal damage as if the object were size Small), resist 5 (all energy types). The subject transforms back at dawn of the following day into its true form.

**Cure (DC 21)** Subject must provide shelter to the indigent in the home of the local ruler during a disaster. Once this is done an effect that can remove a *bestow curse* can be used upon the subject. This special ritual



### Malediction of Scorched Earth

adds a +20 circumstance bonus on any attempt to remove this curse.

# Malison of Jaw's Resentment

"You never wait for justice, even when every arbiter would seal away your suspect in an oubliette for all eternity. You always take the instant satisfaction of vengeance rather than waiting for justice and are never called to account, well one day you shall learn patience!"

### Type curse; Save Will DC 38

**Background** Magistrate Sugyn from the High Court of *Our Steely-Eyed Judge* grew to resent and despise the unaccountable actions of the Questor's Society and the adventuring companies that comprise its membership for constantly getting away with breaking the laws of Questhaven while claiming to enforce them. He uttered this curse as a rallying cry when he resigned his position when the jury of the highest court ruled "not guilty" in the matter of the *Tanra Incident* or, as many of the common folk call it, the *Tanra Massacre*. Since then this curse has only been proclaimed by a rural thief-taker when an adventure's lynched an entire group of brigands.

**Effect** Every opponent the subject encounters is protected from the subject by a *sanctuary* spell except the subject's opponents can attack without breaking the *sanctuary* effect. The DC for the Will save to overcome the *sanctuary* effect is 10 + 1/2 the subject's HD + the subject's Wisdom modifier.

**Cure (DC 27)** Subjects must put themselves at the complete mercy of a chaotic or evil opponent, and dare the opponent to prove himself (or herself) unworthy of trust. If the opponent proves worthy of trust and does not take advantage of the subject being at the opponent's complete mercy the subject can then have an effect that can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Monstrous Malison

"Denunciation is a fickle mistress; you shall learn this to your regret."

### Type curse; Save Will DC 28

**Background** Kilydd "Old Madborn" Larkchild recently issued this curse when a mob of people attacked his adopted "son" the ironborn Madborn Larkchild. The crowd thought he was guilty of the murder of a small child, and sought to toss him into a newly created blast furnace. He said he wanted to teach the crowd a lesson about accusations without harming them physically.

**Effect** Whenever the subject sleeps, the nearest dangerous predator that is at least 3 challenge ratings higher than the subject awakens from sleep and begins to travel about hunting. During that time, the subject will dream as if seeing through the creature's eyes; when it is nearly time for the subject to awaken, the monster will seem to have to travel back to where the subject is sleeping. When alone, the subject will often black out, destroy his clothes and other garments, but retain no memory of having done so. GM's are encouraged to use their imagination to help enhance the subject's delusion that he has become a monstrous lycanthrope.

**Cure (DC 21)** Subject must have an effect that can remove a *bestow curse* used upon him or her by a follower of a deity or ethos whose portfolio includes madness. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# **Objuration of Artifice**

"You and your allies left naught but destruction in your wake, now let your allies know you as an engine of destruction."

### Type curse; Save Will DC 38

**Background** Grandmistress Adwen from the Honorable Order of Theurgic Master Craftsmen was known to resent and despise the destruction the Questor's Society wrought in their battle against their enemies, since the vast majority of them seldom consider the consequences of their conflicts beyond the spoils of victory. She uttered this curse as a rallying cry when she resigned her position after the *Tanra Massacre*. Since then this curse has only been proclaimed once by a machinesmith out on the rim of the caldera when a company of adventurers leveled an entire village.

**Effect** Subject is polymorphed into the form of a nonliving, magically-powered construct (of a type chosen by the issuer of the curse) when a specific condition best suited to the construct form is met (usually when the subject is subject to a mind-affecting effect.) The subject



### *Objuration of Artifice*

then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). The subject attacks the nearest ally and continues to fight until unconscious or dead or until no ally remains within 120 feet. The subject reverts to normal form after the rage ends until the triggering condition is met again.

The subject appears as an obviously mechanical being, which has the same general size and shape as its true appearance. The subject retains its normal hit points minus those granted by its Constitution modifier. The subject gains a +10 size bonus to Strength and loss of Constitution, for which it has no score for the duration of the effect. It gains a +8 natural armor bonus, darkvision 60 ft., DR 10/adamantine and the subject gains one slam attack (2d8 plus Strength), its type changes to construct and it gains all construct traits (see *Pathfinder Bestiary*<sup>TM</sup>) except that the subject is not destroyed if reduced to 0 or fewer hit points. Instead, the subject immediately returns to its normal form, retaining the same total amount of wounds.

If the issuer of the curse chooses the form of a golem, the subject gains the magic immunity (based on the golem chosen) special defense. The subject's appearance reflects this chosen form (its body becomes decayed patchwork flesh if the subject becomes a flesh golem, for example). However, the subject loses the benefit of all other magical effects while in this form.

**Cure (DC 27)** Subject must build a smithy, found an inn, or open a tavern. If this is done the subject can then have an effect that can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Objuration of the Divine Warrior

You have hindered and harmed one of our eighth, So we have come to curse the force of your faith, Till you see the court of the sovereign dread wraith. **Type** curse; **Save** Will DC 34

**Background** The church of *Our Laughing Traveler of Passages and Messages* famously used this upon the Knight-Marshal Paladin of the orthodox Great Church of the Pantheon during the War of Unification when the great church sought to become the only church over 2,000 years ago. Legend says the deity's foremost servant, The Golden Monkey of Heaven, spoke the curse in retaliation for the Great Church's failure. The Great Church had sought to annul debts it owed to others by eliminating the moneylenders who resided in the *House of Our Merry Champion*.

**Effect** Subject cannot make use of or gain the benefits of any variation of smite (smite, smite good, smite evil, etc.), divine grace (or unholy resilience) or aura of courage (or aura of cowardice) class features. Nor can the subject gain the benefit of any feat that requires those class features as a prerequisite or any archetype ability that replaces these class features.

**Cure (DC 27)** Subject must stand at the center of a sovereign dread wraith's court when an effect that can remove a *bestow curse* is used upon the subject. Being in this location adds a +20 circumstance bonus on any attempt to remove this curse.

# Obloquy of the Errant

"If you tarry overlong, your presence shall lend itself to harm."

Type curse; Save Will DC 38

**Background** When the Immortal Emperor commanded that the five elven houses (Dark, Moon, Sea, Sun, and Wood elves) bear 500 children with the Ogre Magi who had come from beyond the Eastern Jade Sea, the House of Darkness spat out this curse. Unfortunately for them, the Dread Lich did not care. However, he eventually cured it as a simple secondary effect of his personal research.

**Effect** If the subject stays in one locale (subject to GM's adjudication) for more than 3 nights, a local ally dies, if no local ally is available then a local with the most favorable attitude to the subject dies. The actual cause of death is the result of a bizarre misfortune and is subject to GM determination. The default is often a brutal bludgeoning. It could be something as improbable as

falling from the sky (such as a dead griffon) or an underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky.

**Cure (DC 31)** The subject must wander and not trigger this curse for a year and a day. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Ordeal of the Living Weapon

You have insulted us and gone against our will, Now discover meekness, as we take your skill, Until you hold the horn of a dead empty chill. **Type** curse; **Save** Will DC 38

**Background** The Dread Lich Cynmark famously used this curse upon the Rebellion of the Harmonious Fist lead by Li Fuxiang the Dowager Empress of Orphans over 400 years go. He even personally inflicted it upon her son, the Prince of Jade, a few days before their final confrontation. The focal point of the cure relates to a broken alliance with an oni who was part of his wyrdbreeding program, but ultimately fled the lich's control.

**Effect** Subject cannot make use of the flurry of blows, stunning fist, or unarmed strike class features (or feats). Nor can the subject gain the benefit or use of any feat that requires flurry of blows, stunning fist, or unarmed strike as a prerequisite or any archetype ability that replaces these class features. Finally, the subject suffers a -10 penalty to all Acrobatics skill checks.

**Cure (DC 27)** Subject must hold the horn of a dead void oni when an effect that can remove a *bestow curse* is used upon the subject. The horn of a dead void oni adds a +20 circumstance bonus on any attempt to remove this curse.

# Ordeal of the Vulgar Gift

*I gave with my heart, and you threw it away.* **Type** curse; **Save** Will DC 25

**History** The city of Questhaven has a weeklong festival promoted by *Our Queen of Wisdom and Mercy* where friends and family members exchange gifts. Taking a gift that one receives and giving it to somebody else, especially in the guise of a new gift, has become such a strong cultural taboo that the very act sometimes results in this spontaneous curse.

**Effect** Each day one piece of property belonging to the subject is stolen, ruined, or lost. These pieces of property are not seen again until the curse is lifted.

**Cure (DC 19)** The original gift must be recovered and a truly new gift with at least twice the value of the original gift must be given to the original gift giver. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Organza's Generous Casting

What ho my friends, a gathering swell! Tell me a story with all of your spells. Once you've had enough to tell, A gibbering tongue makes a fine meal! Type curse; Save Will DC 31

**Background** The mad wizard Organza spent his time gibbering and casting spells, and he felt quite alone until he realized that he could have others join him. At the height of his madness, he had a conclave of 11 others chanting and babbling and oh what a wonderful time they had.

Effect A wizard stricken by this curse randomly spouts out and casts spells against his will. This can occur during normal conversation, riding a horse, and even his sleep.

Cure (DC 32) Subject must place in his mouth the tongue of a gibbering mouther when an effect that can remove a bestow curse is used upon the subject. A tongue of a gibbering mouther adds a +20 circumstance bonus on any attempt to remove this curse.

# **Plague of Good Fortune** *"Karma is a @#\$%&!"*

Type curse; Save Will DC 26

Background Developed by the Golden Monkey of Heaven to oppose the usual form of divine meddling in the affairs of mortals of having everything going wrong, this curse was to be used to enforce humility upon the haughty and arrogant who distain good luck, fate, or karma. The curse is highly favored by the church of Our Laughing Traveler of Passages and Messages, and considered a blasphemy by the church of Our Crimson Lady of Victory and Strength of the Sister's Trinity.

Effect If the subject's d20 rolls could benefit from a mistake or a misunderstanding (subject to GM adjudication), the subject rolls two d20s instead and takes the higher result as these mistakes and misunderstandings always work out in the character's favor. Eventually, however, all of these mistakes and misunderstandings reach a tipping point where the truth comes out; this causes all NPC attitudes to become hostile, and the subject now talks the lower result of the two d20 rolls.

**Cure (DC 19)** The subject must sacrifice all but one benefit gained by the plague of good fortune at a sanctified altar dedicated to the deity/ethos of good fortune. If this is done then the subject can by affected by a spell or effect that can remove a bestow curse. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Poet's Pain for Pain

A wretched soul, bruised with adversity, We bid be quiet when we hear it cry; But were we burdened with like weight of pain, As much or more we should ourselves complain. –William Shakespeare

Type curse; Save Will DC 38

Background Aderyn of Olothuntryr was a famous poet in that City of Artisans over 3,000 years ago who survived the Unreaping Famine that decimated the city; she also survived the city's water supply being spiked by a slow acting poison. She ultimately however was struck with an incurable wasting disease, and watched may of her fellow artisans commit suicide rather than leave the fair city. Upon her deathbed, she uttered a poetic curse that struck every enemy the city ever had: anyone that was involved, anyone who provided the city aid or comfort, anyone who did business with the city's enemies, anyone who ever spoke ill of the city's architecture. A few other poets on their deathbeds have since uttered it to terrible effect. The cure relates to her worship of Our Fairest Lady of Love and Song.

Effect Subject suffers from constant excruciating pain. Subjects suffer a -4 circumstance penalty on attack rolls, armor class, concentration checks, skill checks, and ability checks.

Cure (DC 27) Subject must have an effect that can remove a *bestow curse* used upon him or her by a priest or priestess of a deity whose portfolio includes poetry. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# **Priceless Ruination**

### "You shall destroy that which is valued above all." Type curse; Save Will DC 26

Background A wretched (orc/hag) witch, who grew angry with the Honorable Order of Theurgic Master Craftsmen for enforcing their monopoly on the sale of magic items in the city of Questhaven, uttered this curse against their Grandmaster when he pronounced their ruling against her and seized her shop and her inventory. The effects of this curse eventually lead to his ouster from the guild and his murder of the witch.

Effect Subject becomes bumbling and clumsy around any priceless object (due to rarity, sentimental significance, creation time, actual gp value, etc.) that does not belong to the subject. However improbable, a string of events caused by the subject causes that priceless object to be ruined (artifacts ignore this effect). Cure (DC 19) Subject must repair a broken priceless object once owned by the creature that issued the curse before an effect that can remove a *bestow curse* is used upon the subject. This ritual adds a +20 circumstance bonus on any attempt to remove this curse.

# Raider's Ruin

You have violated the sanctuary of my home; learn the loss of that care.

### Type curse; Save Will DC 27

Background This curse is a mark of the House Larkchild, the mad house favored by Our Mother of Many Ways, after many who feared their accursed nature would spread to the rest of the city started vandalizing their manor house. When one of their autistic children was attacked in the home after fleeing to safety after visiting her tutor, her mother spat out this curse at her attackers. It has since been uttered during many an assault or raid.

Effect Whenever the subject returns to its home, lair, or base of operations it is subject to an attack by the closest non-allied creature that is 5 or more CR higher than the subject's current character level.

**Cure (DC 20)** Subject must hold some piece of a desecrated shrine dedicated to an evil deity of destruction when an effect that can remove a *bestow curse* is used upon the subject. A piece of such a desecrated shrine adds a +20 circumstance bonus on any attempt to remove this curse.

# **Reaper's** Ire

You have offended Our Reaper of Death and Rebrith, and so you shall know only the pain of living.

Type curse; Save Will DC 38

**Background** In the land of Questhaven, there is a tale of a godling insulting *Our Reaper of Death and Rebirth* after entering his realm and stealing back a soul. The godling was cursed never to enter the deity's realm and never to heal. Fortunately for the godling, this saved him from a prophesized death in the jaws of the World Linnorm. A lesser version of that original curse is now rarely uttered by followers of the deity of the dead or justice, as a punishment for those who desecrate the final resting place of departed souls.

**Effect** The subject cannot be healed by anything other than natural rest. This includes conjuration (healing) spells, regeneration, fast healing, etc. The rate of healing can be increased by proper application of the Heal skill. The subject cannot die; if it would die it is instead rendered helpless. If its remains are utterly consumed (by a destruction or disintegration effect) the subject's body is rejuvenated 1 minute later at number of negative hit points equal to the subject's Constitution score.

**Cure (DC 27)** The subject must seek out the closest high priest of the god of the dead or justice (whichever did not curse the subject) and receive an *atonement* spell. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# **Remedy of Selfishness**

It's always about what you need, Helping only to fuel your greed, For once, just trying doing a good deed. **Type** curse; **Save** Will (DC 37)

**History** Long ago, a changeling princess desired to test the nobleness of her future husband. Posing as a decrepit beggar, three times she asked her prince for aid, first to shoe a lame horse, next to buy food for a weak cow, and lastly, to purchase medicine for her sick mother. All three times the prince rebuffed her. After the third attempt, the princess revealed herself and in her fury spoke a curse revealing the true nature of the prince: selfish, cruel fool. The curse appears from time to time, uttered by the weak to chastise the selfish.

**Effect** Subject cannot make an Aid Another action unless the subject is first compensated in gold or silver equal to 20 times the subject's character level or Hit Dice (whichever is greater).

**Cure (DC 31)** Subject must willingly make a contribution equaling 2,500gp x the subject's character level or Hit Dice (whichever is greater) to a temple or charity that assists the poor when an effect that removes

a *bestow curse* is cast upon the subject. This special event grants a +20 circumstance bonus on any attempt to remove the curse.

### Scorn of Broken Hearts

You have broken a covenant between two hearts, now you shall be broken.

Type curse; Save Will DC 38

**Background** In the land of Questhaven, both the Great Church of the Pantheon, *Our Smiling Lady of Hearth and Home*, and *Our Fairest Lady of Love and Song* put great stock in the intimate relationships and marriages that occur between two people. This curse has been known to find their support when someone becomes intimate with another creature's romantic partner or spouse, and even when a spouse ends a marriage. Recently, the curse was spat out by a vengeful child against all the members of her parents' love triangles, affecting a surprisingly large number of people.

**Effect** The subject suffers a –8 penalty to Charisma (to a minimum Cha of 1), saving throws, and Diplomacy checks. Also, NPCs, through many bizarre coincidences, learn of the subject's indiscretions, and all seem to disapprove. As such, no NPC's attitude toward the subject is better than unfriendly, and everyone treats the subject as a bitter and traitorous enemy.

**Cure (DC 10)** The subject must seek the forgiveness of the creature that uttered this curse or hold two pieces of burial cloth from a pair of dread mummies who died together while still in a state of marital bliss. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Scoundrel's Execration

You have stolen, and must pay for what you steal. So we curse the gifts that make you a heel, Till you earn mercy from the judge's zeal. **Type** curse; **Save** Will DC 34

**Background** The church of *Our Wielder of Justice* created this as part of the clandestine war that rages between it and *Our Laughing Traveler of Passages and Messages*, most famously upon The Golden Monkey of Heaven when he attempted to steal the Prolocutor General's gavel. The cure has led many rogues, thieves, and miscreants to throw themselves on the mercy of the High Court of *Our Steely-Eyed Judge*.

**Effect** Subject cannot use or gain the benefits of the sneak attack, and rogue talents class features. Nor can the subject gain the benefit of any feat that requires those class features as a prerequisite or any archetype ability that replaces these class features.

**Cure (DC 27)** Subject must, after having been cursed, be subject to a trial ordained by the church of the deity of justice before an effect that can remove a *bestow curse* is used upon the subject (regardless of verdict, though verdict must be rendered). This trial and verdict adds a +20 circumstance bonus on any attempt to remove this curse.

# Scourge of Nature's Priest

You, blameless of sabotage not in the least, So, we curse your power as nature's priest, Til you suffer a wound from the varying beast. **Type** curse; **Save** Will DC 33

**Background** The church of *Our Grand Wright in Heaven* crafted this curse quite recently after a number of rebellious druids assaulted the congregation's creations such as clockwork axmen, steamjak miners, and concrete trailblazers. The focus of the cure relates to the church's love of an orderly, mechanical universe.

**Effect** Subject cannot gain any benefits from the nature's bond class feature (this includes an animal companion of any kind) and the subject cannot make use of the wild shape class feature. Nor can the subject gain the benefit or use of any feat that requires the nature's bond or wildshape class feature as a prerequisite or any archetype ability that replaces these class features.

**Cure (DC 26)** Subject must be suffering from the corporeal instability of a chaos beast when an effect that can remove a *bestow curse* is used upon the subject. The corporeal instability adds a +20 circumstance bonus on any attempt to remove this curse.

### Shattering Sacrilege

"You will chip and shatter."

Type curse; Save Will DC 34

**Background** The Great Church of the Pantheon famously used this upon the Archduchess Tangustel of the Burning Pentacle who served *Their Dark Lord of Fire*, during the War of Unification. Legend says the deity's foremost servant, Kauriel the Enabler, suffered under this curse until he raided the Mandir Basilica. The Great Church had sought to drive the infernal duke from the city, but lost nearly half their paladins when he raided their most holy sanctuary.

Effect The round after suffering physical hit point damage the subject of this curse turns into animated glass, (the target's possessions do not transform) for one full round. The subject's glass form has a hardness of 1 and shatters if it suffers 10 points of physical damage and becomes immobile. The subject is not dead (its soul does not pass on), but when viewed with spells that detect life, it does not seem to be alive either. A make whole or regenerate spell cast on the shattered glass will restore the shattered subject; a Heal or Knowledge (arcana) check, DC 27 will reveal this. A subject restored by make whole or regenerate may be slightly altered if any of the shattered fragments were missing (GM discretion). If such missing fragments can be found, another make whole or regenerate spell will properly restore those bits to the whole creature.

**Cure (DC 27)** Subject must shatter an undamaged stained glass window in a church dedicated to the deity the issuer of this curse worships. If this is done an effect that can remove a *bestow curse* can be used upon the subject. This ritual adds a +20 circumstance bonus on any attempt to remove this curse.

Slave's Condemnation

"I find freedom in death, for all I lose is my pain. Before you die, you will lose the pleasure of life."

Type curse; Save Will DC 38

**Background** A paladin who belonged to the order known as *Our Orphans of the Ecumenical Commandments* issued this curse when he was strapped to the death wheel of the Minotaur High-Father in the Lightless Labyrinth after he lead a failed slave revolt. Since then, a number of slaves have proclaimed this curse after they suffer a horrific punishment for having attempted to escape.

**Effect** Remove all the features from the subject's face as if they had never been: eyes, ears, nose and mouth. A target must make a save for each facial feature; failure removes one set of features. Note that permanently removing the victim's features causes various adverse effects:

- Removing the eyes inflicts the blindness condition.
- Removing the ears inflicts the deafness condition.
- Removing the victim's nose means he can no longer smell and loses the scent ability.
- Removing the victim's mouth means he can no longer eat, speak (no vocal component spells), and may eventually starve.
- Removing both the victim's nose and mouth means he can no longer breathe, and he becomes immediately subject to the drowning rules. The victim or someone else may cut a new breathing hole with a successful Heal check (DC 25), causing the subject to suffer 1d4 points of damage per attempt

**Cure (DC 27)** Subject must release all its slaves and then spend 6 years as a slave. During its time as a slave the subject does not suffer the effects of the curse. The subject can then have an effect that can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Strength's Anathema

You earn our wrath with your callous course Learn of weakness and the lack of force Until you steal a graveknight's horse. **Type** curse; **Save** Will DC (27)

**Background:** This curse was developed by The Last Warlord who threatens Questhaven, often invoking it against those who caused harm to his minions though carelessness or thoughtless actions. He enjoyed its outcome for it forced those seeking a cure into a confrontation with one of his more powerful lieutenants, Sir Horace The White Bull. The churches of *Our War Marshal in Heaven* and *Our Reaper of Death and Rebirth* eventually learned its secrets and it has found great favor among their priests.

**Effect** Subject's Strength score becomes 1 regardless of other penalties or bonuses; this curse cannot affect incorporeal creatures.

**Cure (DC 20)** Subject must be riding a graveknight's steed when an effect that can remove a *bestow curse* is used upon the subject. Riding a graveknight's steed adds a +20 circumstance bonus on any attempt to remove this curse.

### Taker's Bane

When you are not destroying inestimably valuable samples of ancient cultural crafts, you are looting every slightly shiny bauble that our ancestors ever buried in sacred ceremonies with the ancient dead or invested in the decorations of their divine temples and then you simply hoard them away. You take, you consume, you devour, and you never give. I implore the greater powers that govern the world to teach you restraint.

### Type curse; Save Will DC 38

**Background** Magistrate Sugyn from the High Court of *Our Steely-Eyed Judge* grew to resent and despise the unaccountable actions of the Questor's Society and the adventuring companies that comprise its membership for constantly getting away with breaking the laws of Questhaven while claiming to enforce them. He uttered this curse as a rallying cry when he resigned his position when the jury of the highest court ruled "not guilty" in the matter of the *Tanra Incident* or, as many of the common folk call it, the *Tanra Massacre*. Since then this curse has only been proclaimed by a rural thief-taker when an adventurer lynched an entire group of brigands.

**Effect** Subject cannot touch or make use of items if he possesses wealth greater than the estimated wealth appropriate to a character equal to half his current character level. If he possessed an item that puts him over his limit, it fails to function for him as if ruined, broken or within an *anti-magic field* (subject to GM adjudication).

**Cure (DC 27)** Subjects must go on one adventure (subject to GM's adjudication) without using any object that has a value greater than the estimated wealth appropriate to a character equal to half his current level, the subject can then have an effect that can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse. This often requires the character to give away certain wealth, if he ever gains any of this wealth back without paying its appropriate value (for example he attempts to get around the curse by only loaning his wealth) the curse returns.

# Jepac's Bloody Kiss

An end comes to your days of bliss, Your blood flowing like red-hued mist, Unless you suffer the vampire's bloody kiss. **Type** curse; **Save** Will DC 27

**Background** Lord Tepac, a vampire wizard, crafted this curse to assist his vampire spawn by making living creatures more susceptible to their blood drain attacks. A group of adventurers staked Tepac before he could carry out his vile plan. However, the adventurers desired only Tepac's treasures in gold and magic items and left his countless books of arcane research behind. A faithful servant later smuggled these out and the curse has found some popularity among necromancers and vampire nobility. **Effect** The subject bleeds out rapidly; suffering twice the normal damage from bleed attacks and loses 2 hp per round instead of 1 when reduced to below 0 hp. **Cure (DC 20)** Subject must hold the heart of a vampire that has dealt at least 1 point of Constitution damage to the subject with its blood drain attack when an effect that removes a *bestow curse* is used upon the subject. This special object adds a +20 circumstance bonus on any attempt to remove the curse.

### The Undesirable Misery

"I shalt not have you, and you shalt not take me, for I shalt not bear your heirs. None shalt have you, and you shalt take no one, for no one shalt bear you heirs." **Type** curse; **Save** Will DC 38

**Background** Lynwen Fairchild wrote out this curse in her own blood as part of her suicide rather than submit to an arranged marriage to the Immortal Emperor Korvak Cynmark. Scholars believe that it is one of many factors leading Korvak to seek his later transformation into a Dread Lich and his thousand-year reign of tyranny. The curse was later used by forgotten young maiden who refused to marry one of the dread lich's polemarchs. He, however, was the one to discover the cure, though far too late for the Immortal Emperor's use.

**Effect** Subject fails in every romantic relationship he attempts to engage in with circumstance and ill fortune always conspiring to sabotage his efforts, offending the intended relationship. The subject also becomes unable to produce or bear offspring and the subject's ability to participate in sex is compromised. This can be a sensitive subject and should be handled with care while some of the effects of this affliction might be entirely unimportant in some campaigns.

**Cure (DC 27)** Subject must die while attempting to defend a romantic interest's virtue from being forcibly violated by another. If the subject is raised from the dead and returned to life afterwards, the subject can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# The Unfamiliar

What is left to do,

When your best friend turns on you? Destroy outer pride.

Type curse; Save Will DC 31

**Background** Glynbeard was a cruel alchemist who wanted nothing more than the bonded companionship of a familiar. For some reason, he could never make the connection and was left with only the cruel mockery of the knowledge of creating homunculi. Because of this, he delighted in turning other wizards' familiars against them.

**Effect** The subject becomes both a complete stranger to their familiar and the target of its aggression. The subject immediately loses all gained benefits from having a familiar, and even risks having the familiar attempt to attack the subject or give away the subject's location to enemies. Any attempt to dismiss the familiar

### requires a DC 22 check.

**Cure** (DC 30) The subject must be wearing a necklace created from the remains of his own homunculus when an effect that can remove a *bestow curse* is used upon the subject. The remains of the homunculus grant a + 20circumstance bonus on any attempt to remove this curse.

# Three Faces of Fate

"What you could have been will destroy you!" Type curse; Save Will DC 38

Background This curse originates 300 years from now, and can only been uttered by upon the death of a time thief or time warden or the deaths of godlings or phanes whose deific parents possessed portfolios relating to destiny, time, or fate. The phane child of Our Dark Lady of Ladies spat out this curse during the Insurrection of Adventure against the horrifically overpowered imperious sorcerer Amren "The Immortal" Kompier of the Circle of Heroes when Amren killed the phane in a duel on the floor of the Coliseum Morpheuon upon the Plane of Dreams. Rumors say his first duplicate is the one to have survived, but most people did not like the original Amren.

Effect This curse causes two exact duplicates of the subject to come into being. The alignment of the first duplicate is in opposition to the subject, while the second one is one step away on each axis of alignment from the original but cannot be the same alignment as the first duplicate. For example, a true neutral subject could generate a Chaotic Evil first duplicate and a Lawful Good second, while a Lawful Good subject would generate a Chaotic Evil first duplicate and a neutral second duplicate. The duplicates have all the possessions and powers of the original (including magic, but not artifacts). Upon the defeat or destruction of one of the duplicates, the duplicate and its items disappear completely. When only one original or duplicate remains, the remaining one becomes the original and the other's items disappear completely (excluding artifacts). While the duplicates often try to kill the original to take its place, believing they are the original, some flee, seeking just to live out their new existence.

Cure (DC 31) The subject must defeat or destroy these duplicates or force all remaining duplicates to stand in front of a mirror of opposition (that has had bestow curse cast upon it), with the original at the same time (this will not activate the *mirror* of opposition). Standing in front of the mirror adds a +20 circumstance bonus on any attempt to remove this curse.

### Time's Torment

"You shall be slower than I, forevermore! Forevermore!"

Type curse; Save Will DC 42

Background Perzanta the Once-Tiger, former familiar and an accomplished wizard in her own right, grew increasingly frustrated with those who spoke quickly to her, with apprentices who hurried, and especially at those who walked faster than she as she aged. The wise woman devised this malediction to afflict all whom she disfavored.

Effect Subjects lose the ability to take their full action every round. They lose their move action. They may only take their standard action, swift and immediate actions, and free actions. Spells that increase actions function normally on the cursed one; however, they will still lack their normal (not magical) move action. A cursed target may, of course, take a move action *instead* of a standard action.

**Cure (DC 35)** To remove this horrible effect, the victim must possess a consecrated hourglass worth at least 100 gp while encountering either a wizard using *time stop* or a hasted quickling. The subject must then hold the hourglass when an effect that can remove a bestow curse is used upon the subject. This special object adds a +20 circumstance bonus on any attempt to remove this curse.

# Forment of Babble

You have disturbed the peace with your tramping, Learn to love silence via a blight of eternal ranting, Until you suffer the pain of the bird demon's dancing. Type curse; Save Will DC 30

Background The hag covens of Steelcrag fashioned this curse to punish those who violated their breeding warrens unprovoked, and to ensure they could not pass on anything they learned of those dark passages. They find sadistic glee in forcing the victims on a quest to fight the demonic demons of the air in the hope of earning a cure.

Effect Subject's ability to speak coherently is compromised. Any time he attempts to communicate (including casting spells with verbal components), whatever information he attempts to transfer information comes out as gibberish (regardless of the form he attempts to use: verbal, written, symbols, sign language etc.).

Cure (DC 23) Subject must survive a vrock's dance of ruin, then kill it and hold its feather when an effect that can remove a bestow curse is used upon the subject. A vrock's feather earned in such a battle adds a +20 circumstance bonus on any attempt to remove this curse.

# **Torment of Beauty**

They will love you to death.

Type curse; Save Will DC 38

Background It is said this curse was created in an elder age in a temple to Our Fairest Lady of Love and Song, and brought about the creation of the first shedaemon of pride. Envious and jealous of the beauty of a rival who stole her husband, a witch crafted this curse with the assistance of the patrons of pride. This curse is now issued by angry nymphs, she-daemons of pride, servants of Our Fairest Lady of Love and Song, and spiteful paramours who have lost their lover to a rival. Effect The subject gains the most beautiful form ever known for its race and gender, granting the subject a + 5inherent bonus to its Charisma score. Those within 30 feet who look directly at the subject and are attracted to its race and gender must make a successful Fort Save (DC 10 + 1/2 the subject's HD + its Cha modifier) or suffer 3d6 points of Wisdom damage; a successful save results in half the Wisdom damage. Those creatures that are not attracted to the subject's gender within 30 feet and looking directly at the subject must make a Will Save (same DC) or attack the subject; continuing to attack until unconscious or dead or until the subject is dead or destroyed.

**Cure (DC 10)** Subject must slay a nymph or a shedaemon of pride. Once this task is completed the subject can have an effect that can remove a *bestow curse* used upon him. This act adds a +20 circumstance bonus to any attempt to remove this curse.

### **Torment of Hungering**

You have taken the respected names of the dead vain; your blasphemy will not stand unchecked.

Type curse; Save Will DC 38

**Background** Over a hundred years ago, a mad patrician of House Larkchild held a feast in honor of the highest priests of the pantheon to be found within the city, but he poisoned the wine to make every priest sick. Claiming it was the deed of his son, he had his son executed and invited all the priests back to his home where he served up his son as the dinner course. This curse is very rarely uttered, as it requires an individual to have violated rites of hospitality plus commit cannibalism and filicide, though many members of the church of *Their Lord of Dark Fire* suffer from it.

**Effect** The subject spoils all food and drink it attempts to consume. Liquid and food-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + 1/2 the subject's HD + its Wisdom modifier) or become ruined. The subject is constantly hungry and thirsty though it does not need to eat or drink. At the beginning of each day, the subject must make a Will save (same DC) or suffer a circumstance penalty equal to half its HD on attack rolls, skill checks, and ability checks due to this pain.

**Cure (DC 10)** Subject must cure and secure the release of an insane murderer who has been imprisoned, and return one of his murdered victims to life. Once this task is completed the subject can have an effect that can remove a *bestow curse* used upon him. This act adds a +20 circumstance bonus to any attempt to remove this curse.

# **Trial of Nudity**

You lurid behavior has consequences; I pray to the god of vengeance that you learn them.

Type curse; Save Will DC 38

**Background** Followers of *Our Mother of Many Ways* often become afflicted with this curse after one of their wild wine-fueled festivals offends the more conservative members of a given community. The most recent case happened when a group of adventures known as The Companions of Chaos woke up naked in the Mandir Basilica of The Great Church of the Pantheon during morning services.



### Trial of the Minotaur

**Effect** The subject loses all equipment-based bonuses and protections (armor, shield, magic rings, magic cloaks, etc.), except for those acquired from artifacts or divine relics. The subject is, essentially, naked.

**Cure (DC 27)** The subject must have allowed a cloaker to wrap itself around himself for one full round. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# **Trial of the Minotaur**

"Troubled by a nightmare you have, now let a nightmare trouble you!"

Type curse; Save Will DC 31

Background Folk tales tell of an alchemist who went to the heart of the Buried Realm to perform an experiment to let him transform through his mutagens into something akin to a minotaur paragon, but during his experiment the dark fey energies of The World Below ran rampant at the climax of his research. This opened a doorway between our world and the realm of the Khan of Nightmares. When the arrogant alchemist opened the portal, the alchemist tried to bind the Khan with one of his creations; instead, the Khan cursed him with a mystical monstrosity he kept captive beneath the Coliseum Morpheuon. The Hungering Reavers of Their Vicious Brother of Destruction long for the secret of this curse as they see it as a blessing of their vile deity, while the White Sisters of Our Queen of Wisdom and Mercy seek to relieve those suffering from it.

**Effect** Subject is polymorphed as *monstrous physique IV* into a Huge monstrous humanoid (most often a minotaur) when a specific condition best suited to the monstrous humanoid is met (usually when one is no

longer being observed by another creature). The subject gains a +6 size bonus to its Strength, a -4 penalty to its Dexterity, and a +6 natural armor bonus. The subject also gains: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon (fire), ferocity, grab, horrific appearance, leap attack, natural cunning, overwhelming, roar, trample, and trip. The subject gains resistance 20 to acid, cold, electricity and fire but has vulnerability to sonic. The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability), attacking the nearest creature and continuing to fight until unconscious or dead or until no living creature remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met.

**Cure (DC 24)** The subject must seek the forgiveness of a creature with the nightmare template (See the Advanced Bestiary by Green Ronin Publishing), most often this is done through the completion of a quest. Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Trial of Untied Time

"None shall remember your name or the greatness of your deeds."

Type curse; Save Will DC 28

**Background** This curse, like the Three Faces of Fate, originates 300 years from now, and can only been uttered by a person who is not native to the current time, a time thief, time warden or godlings or phanes whose deific parents possessed portfolios relating to destiny, time, or fate. A godling child of *Our Dark Lady of Ladies* inflicted this trial upon The Lost Hero during the Insurrection of Adventure, as the ironborn Madborn Larkchild only learned of his existence when he became unstuck in time, visiting an age before the godling issued the curse.

**Effect** When the curse takes effect, the subjects of this curse are the only ones who can remember their prior existence. Everyone, including the subject's family, friends and allies, has no recollection the subject ever existed and there is no physical evidence of that existence. All deeds that required the subject's existence are attributed to other creatures, often the subject's most hated nemesis or rival. The subject also possesses a 30 ft. radius unnatural aura, as such, animals do not willingly approach the subject unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**Cure (DC 21)** The issuer of the curse must speak the subject's name in the subject's presence and the presence of a third person who knows the subject's name but cannot remember it. If the issuer is dead, a *speak with dead* can be made to work. If this is done the subject can then have an effect that can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Tribulation of Truth

The pain you have caused with your lies.... I curse you to suffer with truth.

Type curse; Save Will (DC 28)

**Background** Over two hundred years ago, the Gray Shepherdess visited the dreams of a woman who could change the outcome of the Insurrection of Adventure, yet she denied these visions time and time again, and lied to all she met about what she had seen in her dreams. Her lie about her final dream to the First Hero of Questhaven resulted in the near genocide of its gnomish population; the Gray Shepherdess that night appeared in every living creature's dream in Questhaven and spoke this curse against the traitorous woman.

**Effect** The subject is rendered unable to tell a deliberate lie, or perform any form of misdirection, in either speech, writing, or by deeds. The subject cannot omit the truth or fail to communicate, and must succeed on a DC 28 Will save to avoid answering direct and indirect questions truthfully. The subject can make the truth sound sarcastic or laughable but it must be the truth.

**Cure (DC 21)** Subject must write the complete and truthful story of his life and give the book to his greatest nemesis. He can then have an effect that removes a *bestow curse* cast upon him. This special event grants a +20 circumstance bonus on any attempt to remove the curse.

### Tribulations of Might

You must come to my world of dreams to escape your nightmares.

Type curse; Save Will DC 29

**Background** The Khan of Nightmares, as a driving force to urge suitable champions to visit his realm, created this curse; he has found that surviving the curse weeds out those who were unfit to visit his Chimeric Amphitheater. He tends to make greater use of this curse when there is not a build up to one of his more grand tournaments and considers it great sport, spreading the Tribulations of Might via cursed magic items.

**Effect** If the subject activates the use of any feat, class ability (including spell casting), or racial ability, the next night the subject sleeps, he is plagued by a *nightmare* of the potential long-term consequences of those actions. This prevents restful sleep and causes 1d10 points of damage that cannot be healed until the subject has slept for 8 hours without suffering the effects of this curse. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. Creatures that do not require sleep are immune to this curse.

**Cure (DC 22)** The subject must go to sleep while physically present on the Plane of Dreams. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# **Troll's Damnation**

"You have taken what should only be given, now let the darkness take what you hold dear!"

Type curse; Save Will DC 38

**Background** Myth and legends speak of an extremely old but strong man who stole away with a young woman he fancied without the permission of her family. Her mother spoke this horrid curse when the daughter did not return home that night from her chores, but by that time he was high up in the mountains amongst the places of barren stones. It can now be spoken by any blood relative of a kidnap victim. The order of inquisitors known as The Hawks of Vengeance who serve *Our Father of Star and Sky* see this as a fitting punishment for those who would deny someone their freedom through kidnapping, while the clergy known as the Fair Ones of *Our Fairest Lady of Love and Song* see it as ugly an unjust punishment.

Effect Subject is polymorphed as giant form II into Huge giant (most often a Huge troll) when a specific condition best suited to the giant is met (usually when the subject is in total darkness). The subject gains +8 size bonus to Strength, -2 penalty to Dexterity, +6 size bonus to Constitution, a +6 natural armor bonus, and a +10 foot enhancement bonus to its speed. The subject also gains: darkvision 60 feet, low-light vision, rend (2d8 damage), regeneration 5 (acid and fire), rock catching, and rock throwing (range 120 feet, 2d10 damage). The subject gains resistance 20 to cold, electricity and sonic but has vulnerability to acid and fire. The subject then goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability), attacking the nearest creature and continuing to fight until unconscious or dead or until no living creature remains within 30 feet. The subject reverts to normal form after the rage ends until the triggering condition is again met.

**Cure (DC 31)** The subject must be subject to a spell or effect with the light descriptor controlled by a star archon (see the *Pathfinder Roleplaying Game: Bestiary*  $2^{TM}$ ). Once the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

# Unstable Ordeal

"You will be as volatile as your glory, feeding upon opinion, and remaining as fickle as its food."

### Type curse; Save Will DC 28

**Background** Aderyn of Olothuntryr was a famous poet in that City of Artisans over 3,000 years ago who survived the Unreaping Famine that decimated the city; she also survived the city's water supply being spiked by a slow-acting poison. She ultimately, however, was struck with an incurable wasting disease, and watched may of her fellow artisans commit suicide rather than leave the fair city. After her death, a cleric of *Their Vicious Brother of Destruction* attempted to raise her as a dread ghost; instead she uttered a curse that struck the whole of that vile church. This curse often arises when



### Troll's Damanation

necromancers and fell priests seek to bring back from the dead someone who died defending their home.

Effect Unstable ordeal causes the subject's body to destabilize into an amorphous, ever-shifting mass. The creature's body melts, flows, writhes, and boils. The subject is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items-armor, backpacks, even shirts-hamper more than help, reducing the creature's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the subject cannot act coherently, attacking blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). At the end of the spell's duration, it returns to its normal form. The subject can regain its own shape by taking a standard action to attempt a Will save (DC 10 + 1/2 the subject's HD + its Wis modifier). A success reestablishes the creature's normal form for 1 minute. On a failure, the subject can still repeat the check each round until successful.

**Cure (DC 21)** Subject must have an effect that can remove a *bestow curse* used upon him or her by a follower of a deity or ethos whose portfolio includes community. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### Vile Indecision

You failed to act, and we were damned, I pray you suffer a similar fate. **Type** curse; **Save** Will DC 26 **Background** Myths tell of Auberyon the Solstice King capturing brownies in the Dire Weald so he could transform them into quicklings or use them in the creation of quickling creatures. While doing so, a young human woman had a chance to warn a group of brownies who dwelled in her home next to the weald, but she said nothing. When the Solstice King came to her home to take the brownies she did nothing; as the matron of the brownie family was taken away, she voiced this curse.

**Effect** Subject suffers a -8 penalty to initiative rolls and Reflex saves. In addition, the subject can never act in a surprise round. When in combat or another type of high-stress encounter (subject to GM adjudication), the subject gains the staggered condition.

**Cure (DC 16)** Subject must be holding a sample of blood from the fey creature known as a quickling, or a quickling creature, when an effect that can remove a *bestow curse* is used upon the subject. The sample of quickling blood (or quickling) adds a +20 circumstance bonus on any attempt to remove this curse.

# Vilification of Pure Blood

I am not protecting the sword from you; I am trying to protect you from the sword.

Type curse; Save Will DC 38

**Background** In the land of Questhaven, the Great Church of the Pantheon, *Our Smiling Lady of Hearth and Home*, and *Our Fairest Lady of Love and Song* put great stock in the intimate relationships and marriages that occur between two people. This curse has been known to find their support when someone becomes intimate with another creature's romantic partner or spouse, and even when a spouse ends a marriage. Recently the curse was spat out by a vengeful child against all the members of her parents' love triangle, affecting a surprisingly large number of people.

**Effect** This curse is always bound up with a weapon and causes its wielder to, once per week, seek and murder the closest good-aligned creature with an Intelligence of 3 or greater. It usually does this while the wielder is asleep, though if after 8 hours of rest it has not reached the closest good-aligned creature, the subject will awaken; if it makes a Will save (DC 10 +1/2 the subject's HD + its Cha modifier) the subject regains control. Otherwise, the subject remains under control of the curse though the subject can speak on its own.

**Cure (DC 27)** The subject must immerse the weapon in the tear drop of a Colossal-sized, good-aligned creature. If the subject does this, he can then have an effect which can remove a *bestow curse* affect him. This special event adds a +20 circumstance bonus on any attempt to remove this curse.

### **Wiper's** Imprecation

"Let the serpent nestled in your bosom be shown in truth to the world entire."

### Type curse; Save Will DC 26

**Background** The Immortal Emperor and Dread Lich Cynmark used this infamous curse upon a traitorous warlord Polemarch Pendaran ap-Padarn and all of his



### Vilification of Pure Blood

warriors who had risen up in support of the Rebellion of the Harmonious Fist over 400 years go. He even personally inflicted it upon Pendaran when the Polemarch walked into his armory. It is said he seized every weapon and eventually they consumed him alive as his retainers entered the room, their attempts to save him resulting in his death.

**Effect** This curse causes any weapon held or carried by the subject to polymorph into a venomous snake on the first round of a combat encounter. This snake has all the stats of a Medium viper (see *Pathfinder Bestiary*<sup>TM</sup>) except it uses the subject's BAB and Str modifier (or Dex modifier if the subject possesses Weapon Finesse) and retains all of the weapon's enhancement bonuses and special abilities. It always acts at the start of the subject's turn before the subject performs any actions, and attacks immediately upon transforming before the subject can react. If the viper is killed or at the end of the combat encounter, it returns to its original form until the first round of the next combat encounter.

**Cure (DC 19)** Subject must eat a snake while it is still alive; this is often done with small, just-recently-hatched snakes. If this ritual is done then an effect that can remove a *bestow curse* can be used upon the subject.

This ritual adds a +20 circumstance bonus on any attempt to remove this curse.

# Wealth's Taxing Tally

Collect the coin, keep the coin, count the coin when free Count the coin, count the coin, one, two, three Count your coins forever, never be free Unless you strike off the head of your counting greed.

**Type** curse; Save Will DC 30

**Background** The lover of a thief lord devised this curse when the lord's minions betrayed him and stabbed him to death for his vast wealth. She enjoyed watching as each wasted away from starvation and exhaustion, surrounded by their ill-gotten gold.

**Effect** Subjects must spend all their down time not actively adventuring counting their wealth, even if they only have two coins. Subjects must make a Will save DC 22 in order to do normal tasks such as studying spell books, praying for spells, and even to sleep.

**Cure** (DC22) The subject must give away all gold (and similar valuables) and make a vow of poverty for one year when an effect that can remove a *bestow curse* is used upon the subject. Making this vow adds a +20 circumstance bonus on any attempt to remove this curse. However, if the subject violates the vow, he immediately falls back under the effect of the curse. Furthermore, the cure of this curse has

diminishing returns. Every subsequent

removal attempt's bonus is one point lower than the previous attempt.

# Wish of the Great Soul

You will be the change I wish to see in the world.

### Type curse; Save Will DC 38

**History** A true pacifist follower and agnostic of Saint Chardab the Awakened spoke this wish to a group of Questors who were attempting to stop a riot in the streets of Questhaven. They struggled for many years but eventually accepted this demand and the Fellowship of Peace became the most successful group of the watchman, fire brigades, and rescue company in the history of the Questor's Society. The most likely group to utter this curse are the agnostic members of The Great Church of the Pantheon who practice nonviolence, clerics of *Our Queen of Wisdom and Mercy*, and well as those who follow the ethos of peace.

**Effect** The subject cannot deal any hit point damage, including non-lethal damage, to any creature or object.

**Cure (DC 27)** Subject must permanently transform a powerful magic weapon (meaning one with a +5 effective bonus or higher) into a something nonviolent that can be used to create or help things grow (such as sword into a plowshare). If this is done then the subject can by affected by a spell or effect that can remove a *bestow curse*. Performing this ritual

grants a +20 circumstance bonus on any attempt to remove the curse.

# Your Foul Words

Flatterers and your followers all be damned, Eat your words and be sickened by them, Your only salvation is to face your own venom. **Type** curse; **Save**: Will DC 32

**Background** Count Brisbane was a man who blamed politicians for the ruination of his homeland. He devised this curse to make sure those gifted with golden tongues would no longer get their way.

**Effect** When the subject speaks, any allies or those who view the subject in a neutral or favorable light must make a Will save DC 16 or be struck nauseated for 3 rounds. Saving throws must be made each and every time they hear the subject's voice, regardless of previously making successful saves.

**Cure** (DC 21) Subject must possess a giant serpent's tongue and read aloud in front of a group of at least 10 other people from a list of his most embarrassing transgressions. When an effect that can remove a *bestow curse* is used upon the subject, the giant serpent's tongue and reading the list of transgressions add a +20 circumstance bonus on any attempt to remove this curse.



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I didn't start out to have an adventure.

I didn't intend to escape some dreary hell by fancying myself up some wonderland of tricks and treasures.

No. Someone precious to me was taken, and I was left with no choice but to plunge into the infinite bowels of unreality – or do nothing.

Given that, what else was a father to do?

Enter a world which is strange beyond strange.

It is a realm of feverish thoughts floating on bubbling notions, with nightmares holding court and hopes set out to melt like snowdrifts.

All the terrible things people imagine just run around here, killing and living in equal measure. This place is Dream, and you'd be mad to expect something sane.

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I will survive this place.

I will not go mad.

Or, if I do, Ill make the most of it.

But no matter what, I will get through this. I made a promise to a little soul I love so dearly, and the warm certainty of that purpose is stronger than any dream.



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