

Zathabar's Curse-o-Matic Random Doom Dispenser:

The Curses					Rites of Removal	
Dice [d14]	Brief Name (Severity)*	Luck Penalty	Other penalties	Base ** duration	Performed by or at and any mundane costs	Removal Action required
1	Sadim's Accursed Touch (Very Minor)	-2	While under this, the accursed just cannot seem to accumulate money. Stuff just happens to them all the time, they are the victim of pick pockets, out right thieves or just seem to loose the stuff. However it happens the result is 10-30% of their cash is deducted from each share they receive, by the end of the day its just gone.	Perm. or until removed.	The Accursed Character alone	Character must donate to charity or the needy in secret for one month a total 30% of characters current funds. At the end of the month the character will be allowed to make a luck roll (DC 10) to throw off the curse. If character does not succeed he must repeat the procedure until he can roll the DC 10 on the luck roll
2	Curse of Snivelling Dribble (Very Minor)	-1	Once cursed the player is susceptible to all mundane minor diseases and is rarely not without a cold. That's more of a comedic inconvenience however... At any time stealth is needed they may sneeze/cough unless a DC 10 Luck check is made.	1 year or until removed.	Accursed Character + Cleric at a waterfall. <i>(The cleric may need to be paid for their assistance depending on alignment or creed)</i>	Character has to stand naked under a waterfall for half a day while the Cleric casts Bless on him/her six times.
3	Alopecias' Caress (Very Minor)	-1	When the curse is bestowed all of the target character's hair will immediately all fall out. Roll d5 to determine: <ul style="list-style-type: none"> 1. Grows back in a Bizarre colour. 2. Grows back in an odd place (like the middle of their back not their head) 3. Does not grow back at all but the skin takes on the colour of the hair lost. 4. Grows back but forms hard horn like growths unless daily grooming of at least an hour is taken. -1 Pre if they forget to groom. 5. Character becomes extremely hirsute all over and could be mistaken for a were-beast. 	Perm. or until removed.	Blindfolded Drunken Barber NPC In a public place. <i>(The Barber will expect to be be paid handsomely for his assistance - and of course the Beer is all on the Player character!)</i>	The Character must be shaven by a blindfolded barber in some place like the public square while beseeching the gods for mercy.

System: Dungeon Crawl Classics
(Semi) Random Curse table

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Minor Curses						
4	Death's Glance (Minor)	-2	Something has marked the target for an early death. Lose two points from [d3] Str, Agil or Sta till lifted. This curse can be particular appropriate if the party have been in proximity to powerful undead.	2-7 Months or until removed.	In a graveyard by the grave of somebody that died too young	Character must tend the grave of someone that died too young for at least a week, spending a minimum of 10 Gp./week in appropriate items (<i>Flowers hiring a gardener etc</i>) This will allow a Will check (DC 15) to throw curse off. Each extra week gives a +2 on the check. A failed check merely resets the time they need to try again.
5	Aetheric Fever (Minor)	-2	Similar to above except the curse can be brought on from the nearby duelling of a sorcerer. It causes a magical penalty of 2 points to [d3] Int, Pre or 1pt from each. If an already cursed character is close to another spell duel its duration is extended for a further d3 months. This one can be especially fun if the players begin to suspect it was the incautious actions of a <i>Party member</i> mage that caused it!	2-4 Months+ Special or until removed.	Accursed Character	Character must wear tin foil around their head or copper wires that drag along the ground for a minimum of one month to get a Will check (DC15) to throw it off.
6	Magpie's Eye (Minor)	-2	Gold/Silver/Gems are no longer recognisable as valuable to the character. Or equally valuable making appraisal of goods impossible and the character very easy to swindle	Perm. or until removed.	Accursed Character must give away all material wealth in the form of coins/gems jewellery etc. Then travel to a wood where magpies roost	Character must sit in a make shift nest for one day hours wearing only feathers while beseeching Malotoch that this game isn't funny any more! At the end of the day the character can make a Luck check (DC15) to remove the curse. Failure means they must try again <i>in a different forest!</i>

Continued....

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Moderate Curses						
7	Curse of Sympharni a's Illusion (Moderate)	-2	Occasionally the Accursed sees the face of a foe as that of a loved one/comrade and vice versa. Any attacks or benefits dealt to one affect the other due to this mistaken impression. <i>(Trick here is to allow the player to roll an attack normally on the "foe" then assess the results suddenly against a comrade!)</i>	Till death of caster or until removed.	To attempt a dispel a Spell caster is required. This may be the Accursed themselves if they have the right skills. NPC casters may charge a fee based on their skill level.	Typically all the accursed can do is pursue the curser and beg for them to lift it <i>(or slay them if they can)</i> . But rarely another spell caster might have a chance to dispel this curse; if they know any Illusion class spell they may initiate a special spell duel by proxy against the curser. If they win the curse is removed. If they loose the duel, that spell caster may not try again (Find another).
8	Atlas's Burden (Moderate)	-3	The slightest weight or encumbrance makes the character feel as if they have a massive weight on their shoulders. Wearing more than a loin cloth or carrying something heavier than about a Kilo (2lbs) causes this. Sleep is nigh impossible except in the nude...	1 Year or until removed.	Must be performed upon a mountain using a Minimum 5 best marble stone slabs costing at least 5 Gp each. (High class Gravestones could work maybe?)	The accursed must have marble slabs laid against them at the rate of one per hour. When they have as many as they can endure they may attempt a Luck Check (DC 25- number of slabs). However Slabs placed on them that exceed their STR cause 1 Hp of damage times their level. If they fail the check, they can try again in one week.
9	Shadow Curse (Moderate)	-3	The character's shadow takes on a life of its own, exhibiting poltergeist like actions when no one is looking or it's hard to see, though it will not directly attempt to kill anybody***. The poltergeist has a Str/Agil of 8 equivalent to determine what it can move. It is not killable by normal means though it can be suppressed by having light spell cast on (not near) the accursed one	Perm. or until removed.	An Elven Archer must perform the rite. They may accept a simple fee or require a service in return later.	The character is staked out in a bright room with a single lantern playing over them. The archer must shoot the Accused's Shadow with a silver arrow. The shadow is AC20 and every time the shooter misses a friendly fire chance must be made to see if the accursed is hit.
10	The Duellist Curse (Moderate)	-1	Accursed must fight all enemies to the death if: [d5] <ol style="list-style-type: none"> 1. They taunt/insult the cursed. 2. They draw first blood. 3. Are of the same race as the curser 4. Are of the same race as the Accursed 5. All enemies. <i>(Oh shit)</i> <i>(Generally this is cast by dying Necromantic types as a final "fkkk you" to their slayer)</i>	Perm. or until removed.	Requires sorcerers bones and at least one assistant plus cleric of at least 4th level to finalise the rite	Find a thigh-bone of any deceased spell caster, then an assistant must beat the cursed character with it until they pass unconscious. A cleric must then perform an exorcism rite over the unconscious victim. The Accursed may make a Luck check (DC 10) to be freed from this curse. If the original cursers bones are used add +4 to the Luck roll.

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Major Curses (Level 7+ Party Suggested)						
11	Curse of the Wailing Desert (Major)	-4	Affects the character releasing it automatically. Those in their presence may be affected as well for the duration of a season (3 months and they cannot spread the curse only the original target does that). They are permanently thirsty (-2 Fort & Agil saves) All fire effects are enhanced one dice chain in their presence water effects drop one. Any liquid they directly drink from will spoil after one hour. Ponds, rivers, lakes, etc will drop 1ft (33.5 cm) in water level every time they touch them.	7 Years or until removed.	Need a large amount of Holy Water (<i>Either character created or purchased or both</i>) plus travel to a genuine desert.	All cursed persons must drink nothing but Holy Water for a period of at least a month. Then they must make a pilgrimage into the heart of a Desert and pour out their own blood near (but not into) an Oasis. How much blood poured out/sacrificed is based upon HD. The base Luck DC to have the curse lifted is 25. Each HD worth of damage the accursed inflict on themselves lowers this DC by 1. If they fail they may retry in 1 Month.
12	Spirit Beast Curse (Major)	-3	The character is becoming a werewolf or similar. Not only at the full moon but whenever there is an evening where the character is asleep and not directly observed. A primal spirit will leave his body and rampage about the surrounding area. The spirit creature can be seen and fought (same HD as Host) but if wounded it will cause a similar wound to manifest upon the accursed's body .	Perm. or until removed.	Requires a place and a spell caster that can transfer the accursed's soul into the dreaming plane. They may exact a fee or require a service from the character before they perform the rite.	Using Divine intervention or a specialised magic the accursed must fight and kill the animal spirit on the spirit plane in a dream type event. This spirit beast will have the same HD as they do and be very ferocious. In the spirit plane they may have limited access to any special skills or spells that they would normally have (GM's discretion). No physical items can be used in the fight (no weapons/ armour). If they lose their soul is devoured and they will cease to be a player character having fully transformed into a were-beast. (aka Sux to be You mate)
13	Utopian Curse (Major)	-5	An effect follows the accursed that blesses all around them +1 Luck at all times to their companions. Crops grow faster and healthier in a mile radius. Their touch heals colds and minor ailments, all is well in a minor sort of way wherever they pass. However... Each week the character is under this curse it will cause them to age 1% of their species average lifespan permanently. Additionally any wound they receive will cause folks around them to be HEALED (<i>friend and foe alike, just not themselves</i>) for the same amount of damage. Each wound however, costs them another 0.5% off their life. (<i>Rule of thumb default life spans: I assume 80 years for Humans 120 for Halflings, Dwarves 300 & Elves 1000</i>)	Perm. or until removed.	Skies the limit what would a person need to be offered to accept this two edged curse? An old person with not long to live might do so as a favour, or perhaps if they feel they owed the player some life debt? Go nuts with this one!	The accursed must find a willing person to take on the curse. Then with the help of a spell caster (Typically a cleric Divine intervention or similar) the curse can be transferred to them.
14	Roll twice and combine two at approximately half strength each - BOTH removal conditions must be met to remove however.			* Assume threats of 1-3 Hd deliver very minor curses. 3-6 Hd Minor 4-8 Moderate and 9+ Hd for major. ** Suggested Duration if not removed by accompanying Rite for flavour. *** The Poltergeist shadow wont murder everybody in their sleep but apart from that...		