

CURSES

Adapted from Chivalry & Sorcery 3rd Edn
By Bill Gant, June 1998

Ancient tombs and dungeons are sometimes cursed by powerful magic, particularly if they contain important artifacts. Below is a sample of curses that may afflict any would-be robber:

1d100	Curse
01-04	Flame glows blue in the character's presence.
05-12	Character becomes allergic to something he/she used to enjoy eating.
13-17	Flowers and small plants may wither from the character's touch or shadow.
18-22	Animals shy away from the character and will not let him/her ride them.
23-26	Spiders and snakes are attracted to the character and will seek him/her out.
27-34	Dogs snarl and bark, and cats arch their backs and hiss malevolently at the character whenever he/she draws near.
35-44	People feel uncomfortable in the character's presence. Children fear and try to hide from him/her.
45-52	Milk and cream sometimes curdle in the character's presence, especially if his/her shadow touches them. Cows tend to go dry if the character is around them for several days.
53-57	Food and drink tend to lose some of their flavour in the character's presence.
58-61	The character is haunted by evil dreams and has difficulty sleeping.
62-65	A most unusual birthmark appears on the character, which causes pain at unexpected moments (EML -10 for a short duration).
66-70	Bright sunlight hurts the character's eyes (EML -5 on a clear day).
71-80	The character gains a random phobia (+20 on the severity roll).
81-85	The character has foul breath (-1d3 Com).
86-89	The character suffers a facial deformity (-1d3 Com).
90-92	A hump grows on the character's back (-1d3 Com).
93-95	A milky film covers the character's eyes (-1d3 Eye).
96-97	The character's hands become stiff and crooked (-1d3 Dex).
98-99	The character walks with a limp (-1d3 Agl).
00	The character becomes weak and more susceptible to illness (-1d3 Sta).

Curses may take some time to manifest, usually between a day and a year. The cause of the curse usually becomes apparent to the character, although that too may take some time.