

CURSES OF THE ELVES

RANDOM TABLE TO SPICE THINGS UP AT YOUR TABLE



Design, Layout and Writing by Déric Marchand

Illustrations by Danny Marchand



*Special thanks to my players
who accept to be guinea pigs for my craziest ideas.*



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What a little candid pyromaniac.

For centuries, elves have made pacts with powerful patrons. These bonds did not always turn out for the best. In result, entire bloodlines are now cursed for who knows how much time. Probably an eternity or two.

It is extremely rare to be relieved of such an unfortunate burden: it runs deep into your veins, thanks to one of your ancestors. It is not impossible, though. And more than one elf takes the road to find a desperate cure to their weakness.

Roll on this table to know which curse affect you.



Why this table?

Even if I allow them at my table, I'm not particularly fond of demi-humans. To try to inject a bit more flavor to them, I've come up with a table to spice up the process of generating elves. I've started from the iron sensitivity idea in the DCC corebook – which I like – and expanded on that. Instead, elves are cursed because of their bloodlines. Fiddling with powerful entities must certainly have a cost over time, right? Of course, nothing stops you to use these curses at your table without worrying about the damned elves. They're not very specific to them and hence are easy to adapt. It should also be quite an easy task to convert this table to another system. Hope you find it inspiring.

Déric
strangefacedoor.com

TABLE: CURSES OF THE ELVES

d12	Name of the Curse	Description and Mechanical Effects
1	<i>Curse of the Iron</i>	This represents the weakness that normally affects elves in DCC RPG. You are repelled by iron. It makes you uncomfortable in many ways and you try to stay far from it. As long as you have direct contact with iron, you suffer a penalty of -1 on all of your rolls, except Luck. Additionally, for every day you had long and direct contact with iron, you lose 1 hit point.
2	<i>Curse of the Gold</i>	You are repelled by gold in all its forms. You can wield some only at the cost of a great effort. And you can but notice that it seems to get you into trouble when you do. For every day you kept gold on yourself, you lose 1 Luck. Additionally, you make a DC 10 Will save. On failure, you also lose 1 hit point.
3	<i>Curse of the Flesh</i>	The touching of any living animal or person (excluding vegetal and extraplanar entities) makes you profoundly uncomfortable. You cannot ride a horse or hug a friend without feeling sick. For every time you make such a contact, make a DC 10 Will save. On failure, you lose 1 temporary ability point of your choice, except Luck.
4	<i>Curse of the Sun</i>	Sunlight seems to pierce your skin until it reaches your guts. You try to avoid it, but naturally it is not always an easy task. As long as you find yourself in direct sunlight, you suffer -1 on all of your rolls, except Luck. Additionally, for every day you had contact with sunlight, make a DC 10 Fortitude save. On failure, you get sunburned and lose 1 hit point.
5	<i>Curse of the Mantle</i>	You are terrified by darkness, because unlike your kins, you cannot see through it. You don't benefit from infravision. Also, everytime you stay in the dark for an extended period of time you make a DC 10 Will save. On failure, you suffer a penalty of -1 on all of your rolls, except Luck. It resolves when you spend some time with a comforting light source.
6	<i>Curse of the Fish</i>	You often dream that you are drowning in the middle of the sea, where no one would save you. When your body is exposed to water, partially or fully, like being in the rain or walking in a foot of water, you suffer a penalty of -2 to all of your rolls, except Luck. Additionally, you don't know how to swim and you cannot learn it as long as you carry this curse.

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7	<i>Curse of the Candle</i>	<p>Nothing is more dangerous than the beautiful and contagious fire. And you know it far too well. You cannot stand nearby fire without being consumed by ideas of inviting kindlings and flames baths. If it happens, make a DC 10 Will save. On failure, roll 1d100.</p> <p>On a result of 1-50, you try to spread the fire. On a result of 51-100, you plunge into fire, taking 1d6 fire damage. The pain is enough to get you back on track. Ironically, you feel inspired if you did either of these things. Next time you act, you get +1d.</p>
8	<i>Curse of the Truth</i>	<p>Your tongue refuses to tell anything but the truth. Telling a lie sucks up all of your energy, as if your soul was leaving your body. When you are voluntarily lying, make a DC 15 Will save. On a failure, you lose 1 temporary ability point of your choice, except Luck. It also becomes apparent that you're telling a big fat lie or that you're trying to make up the truth.</p> <p>It is also painful and uncomfortable for you to hear an ally lying when you know they do. When it happens, make a DC 10 Will save. On failure, you lose 1 temporary ability point of your choice, except Luck.</p>
9	<i>Curse of the Fly</i>	<p>If a disease is running nearby, you will catch it. It is almost a certainty. Everytime the Judge consider that you're close enough from a potential source of disease, like a rotten corpse or a stuffy room, make a DC 10 Fortitude save. On failure, you catch something for the rest of the day and lose 1 temporary ability point of Judge's choice. On a natural 1, you contract something more severe. Roll 1d3:</p> <ul style="list-style-type: none"> 1 – You lose 1d4 temporary ability points instead. 2 – You become unconscious for 1d3 hours. 3 – You lose 1 permanent ability point. <p>On the bright side, your body is so accustomed to cure itself that you heal 1d4 more hit point every time you rest.</p>
10	<i>Curse of the Root</i>	<p>To feel safe, your feet have to touch the ground. If you're prone or suspended in the air, for example, you tend to feel vulnerable and panicked. As long as your feet doesn't touch the ground, you suffer a penalty of -1 on all of your rolls, except Luck. For every hour that passes this way,</p>

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make a DC 10 Will save. On failure, you get a panic attack and choose to either lose 1 temporary point of Intelligence or Personality. If you pass one week this way, your Intelligence and Personality scores become temporarily zero.

11 *Curse of the Hermit*

Whenever you find yourself in a particularly crowded place, you suffer a -1 on all of your rolls, except Luck. Additionally and every hour, you make a DC 10 Will save. On failure, you feel the need to isolate yourself for awhile. If you cannot, the penalty you suffer increases to -3.

12 *Curse of the Architect*

Your tongue refuses to tell anything but the truth. Telling a lie sucks up all of you energy, as if your soul was leaving your body. When you are voluntarily lying, make a DC 15 Will save. On a failure, you lose 1 temporary ability point of your choice, except Luck. It also becomes apparent that you're telling a big fat lie or that you're trying to make up the truth.

It is also painful and uncomfortable for you to hear an ally lying when you know they do. When it happens, make a DC 10 Will save. On failure, you lose 1 temporary ability point of your choice, except Luck.

