



by Eytan
Bernstein

Curses!

by Eytan Bernstein

Content Editor: Elizabeth R.A Liddell

Mechanics Editor: Michael Thompson

Artwork: Dana Driscoll

Layout: Kosala Ubayasekara

<<http://www.silven.com/publishing>>

About the the Author

Eytan Bernstein is an aspiring game designer from Long Island, New York. While aspiring, he has been teaching English and history in several countries, including Korea and Canada. He is also an avid musician, film buff, and animal enthusiast. Eytan hopes that gamers will enjoy his contributions to Silven's products because he has truly enjoyed writing them.

About the the Editor

Elizabeth R.A. Liddell is a writer, editor, musician and jack-of-all-trades from the American Midwest. She has been writing in the fantasy genre for over a decade and gaming for nearly as long. In 2004, she earned her Master of Music degree and promptly began a career as a part time editor, language instructor, and renaissance clothing specialist. In addition to editing the ÓShort PDFÓ product line for Silven Publishing, she serves as the Editor-in-Chief for the official monthly e-zine of Silven Crossroads, The Silven Trumpeter.

About the Series

Our short PDFs are books of less than 30 pages that are sold at \$2 or less. Our goal is to bring concentrated content on one area or subject to our readers in a manner than can be used directly as is with little or no modification in your games.

Open Gaming Content Designation

All text in this product is to be considered open game content. All logos, trademarks and artwork are protected content and may not be used or reproduced without permission. For more details refer to the Open Gaming Licence at the end of this book.

Official Website for this Book

The official webpage for this product is hosted on Silven Crossroads at

<http://www.silven.com/publishing>

Anti-Piracy Initiative

As small publishers, we are dependant on the fact that people pay for our products. If you have downloaded this product or received it from someone without paying for it, then do the right thing and report that to us. As an incentive we make you the following offer:

If you let us know that you have this product and voluntarily pay for it, you will be given a 50% discount on any one product that we carry of similar value. You will not be prosecuted and do not need to divulge where you downloaded the copy.

Email piracy@silven.com to make use of this offer. We appreciate and reward honesty.

Abbreviations

PHB = Player's Handbook

DMG = Dungeon Master's Guide



Contents Page

Overview	4	Undeath Infusion, Lesser [metamagic]	14
		Undeath Infusion [metamagic]	14
		Undeath Infusion, Greater [metamagic]	14
Curses in Ancient Egypt	4		
Curses in Ancient Greece	4		
Curses in the Judeo-Christian Tradition	5		
Voudoun	5		
The Evil Eye	5		
Curse as a Subtype/Descriptor	6	Prestige Classes	14
New Uses of Bestow Curse and Mark of Justice	6	Blood Hexer	14
		Evil Eye	16
		Hexomancer	18
		Servant of Vengeance	20
New Spells	7		
New Bard Spells	7		
New Cleric Spells	8		
New Druid Spells	8		
New Paladin Spells	8		
New Ranger Spells	8		
New Sorcerer/Wizard Spells	8		
Spell Descriptions	9		
Color	9		
Curse of Ineptitude	9		
Curse of Item Rebellion	9		
Curse of Magnetic Polarization	9		
Curse of Prevarication	9		
Curse of Tongues	9		
Curse of Truth	10		
Curse of Utter Hopelessness	10		
Detect Curse	10		
Glossolalia	10		
Impart Blasphemy	11		
Magic Circle vs. Curses	11		
Mute	11		
Pariah	11		
Protection from Curses	11		
Raven's Curse	11		
Toady	12		
Troglydyte's Curse	12		
Feats	13		
Blessed [general]	13		
Curse of Blood [general]	13		
Curse of Blood, Greater [general]	13		
Death Curse Contingency [general]	13		
Hexer Bane [general]	13		
Persistent Curse [general]	13		
Potent Curse [general]	13		
Power Word Master [general]	13		
Spell Focus: Curse [general]	13		
Spell Focus: Curse, Greater [general]	13		

Listing of Tables

Table 1.1 New Uses of the Bestow Curse and Mark of Justice spells	7
Table 2.1 Blood Hexer	15
Table 2.2 Evil Eye	17
Table 2.3 Hexomancer	18
Table 2.4 Servant of Vengeance	20



Overview

The purpose of this book is to serve as a supplement to d20 games. It provides new options and material for incorporating a greater use of curses into a d20 fantasy game. This book explains some of the background of the phenomenon of curses as well as a series of new spells, feats and prestige classes. Though primarily intended for the dungeon master (DM), this book can also be used by players.

Curses are magic spells placed upon people, locations or objects with the intent of causing harm. Curses have a long history that spans most cultures and time periods. The common thread in almost all is an intense desire to cause truly pernicious harm to an enemy. Enemies take many forms and occur on many levels; thus, the level of harm and intensity of the curse also vary quite considerably.

The mystical actions necessary to bring about a curse vary depending on tradition and intent. Many ancient cultures believed in the sacred power of words. They held that words had power in and of themselves. When an individual has strong emotions, he or she can turn ordinary words into curses. Frequently, the most marginalized members of society – women who are abused or without rights, families wronged by a corrupt and decadent nobility, slaves and servants of harsh and uncaring masters – are the ones whose frustration has the most power.

Most types of curses are the result of strong emotions, quite frequently attached to the desire for vengeance. Some curses, however, are born from pettiness and the selfish concerns of daily life. These can occur in a variety of forms: a jaded old woman cursing young ladies with boils out of jealousy for their beauty, an envious young man cursing a lover who spurned him with blindness, a warrior hiring a witch to hex a rival with ineptitude.

Yet other curses arise from a truly dark root. Sometimes a spellcaster develops a penchant for pernicious magic. Simple spells that cause harm are not sufficient for these casters. They desire to cause pain, suffering and embarrassment in their victims. In wizards, the use of curse magic frequently stems from a cold, sadistic streak. In clerics, it is usually the result of worshipping a god of vengeance: a deity who demands the fulfillment of vengeance when called upon. Among sorcerers, it is often the result of rage channeled into vengeful magic.

Curses have been present throughout history and across cultures, appearing in a wide variety of manifestations. From ancient Egypt to the New World, curses have been all but commonplace. In some beliefs, the power to curse another being was the central aspect, while in others it was a tool to use for the betterment of the world. Yet other curses were used out of spite, hatred or revenge.

Curses in Ancient Egypt

In Ancient Egypt, priests of the god Apep – the serpent deity of evil, darkness and destruction – prayed to their god while creating an effigy of an enemy of their church. They would torture, crush and finally burn these effigies, resulting in a long and gruesome death for their enemies. This principle is known as *sympathetic magic*: the idea that through special rituals, a replica of a person can be created (like a voodoo doll) and the replica used to enact a curse. The person from whom the replica was created experiences the symptoms of what is inflicted on the replica. Typically, an important possession of the victim or a body part (frequently a hair, but sometimes a more gruesome part) is needed. Many other traditions used effigies for this purpose, though they can be put to more beneficial goals as well.

The ancient Egyptians believed that disturbing the tomb of a mummy brought a powerful curse upon the grave robber. Since a proper burial was crucial for the transportation and rest of the dead, the Egyptians went through elaborate rituals to ensure the safety of their tombs. Grave robbers were punished severely for any attempt to disturb a tomb, usually involving the transformation of the victim into the familiarly swaddled form of the Pharaohs and their families. The Curse of King Tut is believed by some to have caused the death of those involved in desecrating his tomb.

Curses in Ancient Greece

Ancient Greek mythology is rife with curses, but one of the most direct ones is the one Polyphemus placed on Odysseus. Polyphemus was one of the Cyclopes, a race of divine giants with one eye. On his way home from the Trojan war, Odysseus and his men stop at Polyphemus' island to steal food. Alerted to their presence, the giant attempted to stop them, but they put out his eye and absconded with the food. In a vengeful rage, Polyphemus called upon the power of his father, Poseidon, to make the voyage home a living hell for Odysseus.

Circe, child of the sun god Helios and a sorceress by birth, was known for her ability to turn men into animals with her wand. Like many curses in Greek mythology, hers is associated with Odysseus. She transformed his men into pigs when they landed on her island, Aeaëa, but her curse had no effect on Odysseus due to a special herb given to him by the god Hermes.



In other instances, curses occurred when an individual who died tragically used her last ounce of life to place a powerful curse on the perceived cause of her demise. Sometimes, a family patriarch would use ancient ancestral knowledge to place a long-lasting, linear curse on the future generations of an individual who raped one of his daughters or offended him in some other egregious manner.

Curses in the Judeo-Christian Tradition

The Judeo-Christian tradition is filled with examples of intentional and subtle curses. These frequently take the form of words of power: syllables with a powerful charge, frequently spoken in an old language. Other times, curses take the form of prophecies. The speaker is not so much casting a spell as pronouncing a fate, but the results are very much the same.

In the book of Exodus, God works through the hands of Moses to bring down the *aseret hamakot* (ten plagues) upon Egypt. In the Hebrew tongue these words are *dam, sphardaia, keenim, arov, dever, schin, barad, arbeh, hosesch, and makat bechorot*; in English they are blood, frogs, gnats, flies, cattle disease, boils, hail, locusts, darkness, and the first-born plague. The word *makot* can be translated as plagues, but can also be used to mean an attack, or possibly a curse. The first-born plague is frequently referred to as the curse of the first-born. This is probably the most powerful curse intoned in literature or history; some scholars feel that the redactors of the book of Exodus were writing a direct attack against the Egyptian polytheistic structure.

In the Books of Kings I and II, Samuel develops a complex relationship with the Saul, the first King of Israel. Samuel, for reasons that are debated, finds fault with virtually everything done by the naïve King, sending Saul into fits of depression and acts of irrationality. Several times, Samuel curses Saul's kingship and threatens the kingdom and people with destruction if they disobey God. Unfortunately, he is very vague about exactly what actions entail disobeying God: frequently, curses seem unjust and undeserved, but take hold nonetheless.

Words of power play a significant role in the New Testament. Many miracles resemble the removal of curse-like afflictions, sometimes even death! These words are always obvious, for they are written in Aramaic, despite the rest of the text being written in Greek. In Mark 8:22-6, Jesus cures a man of his deafness and speech impediment. He uses the direct Aramaic term *ephphatha* (be opened), almost as if it were a mystical incantation. In another instance, Jesus resurrects a child from the dead, using the Aramaic words *talitha qumi* (arise child).

Some scholars argue that the Ancient Near Eastern view on the separation of religion and magic scarcely resembled later perceptions. There were instances in which even saints are said to have had peaceful magical contests with pagan practitioners.

Voudoun

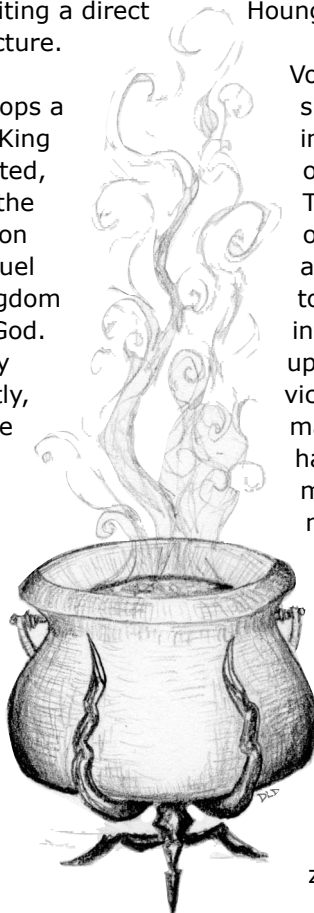
Voudoun as we know it today originated with African slaves in Haiti. Traditional Dahomey practices melded with African traditions, Masonry, and Catholicism to become Voudoun, one of the world's most unique syncretic religions. Vodoun can be split into two traditions: obeah, or folk magic, also known as "hoodoo," and loa, a system in which the practitioner is possessed by a spirit of God.

Very little of the Hollywood depictions of Voudoun are accurate, thus this section cannot truly do justice to Voudoun religion. It will mainly be an overview of how a certain small and relatively minor aspect of the religion may be of interest to us. This branch has been most frequently seen in New Orleans and South America.

It is important to separate the black magic from the standard practices of Voudoun. Black magic is the use of dark arts to perform hexes, curses and other malicious magics on others. More common forms of Voudoun rituals involve healing, purification and ceremony, performed by Houngans and Mambos.

Voudoun black magic, the domain of the sinister Caplatas or Bokors, frequently involves the use of a Voodoo doll: a form of effigy used through sympathetic magic. Through the use of a personal possession or a part of the victim, Caplatas can create a doll that serves as a mystical connection to the body of the victim. The creator then inflicts suffering, curses and other harm upon the doll, simultaneously hurting the victim through the process of sympathetic magic. "Sympathetic" here obviously has little in common with the traditional meaning of the word: there is definite malicious attempt on the part of the Bokor.

Bokors are also said to have the ability to raise corpses as zombies. While popular culture would have us believe that these were dead bodies risen from the grave, they are at best living people under the influence of powerful drugs. However, there have been no documented sightings of Voudoun zombies.



The Evil Eye

The evil eye is a superstition held by the ancient Greeks and Romans as well as Jews, Muslims, Buddhists and Hindus. They believed that some malicious individuals could seriously harm others, especially animals and small children, with but a glance. Many plagues, blights and unexplained occurrences were blamed on such people, frequently known as warlocks or witches. Country dwellers throughout history have blamed a variety of problems on the evil eye, from spoiled milk and bad harvests to more insidious problems such as infertility, disease or even death. It seems that the favorite target of the evil eye was infants. Old wives had countless rituals and talismans over an infant's crib to ward off its influence. They also had numerous protective actions, such as spitting or crossing, to prevent the encroachment of the evil eye.

Curse as a Subtype/

Descriptor

Curse is a new subtype that can be added to many spells. It is a difficult subtype to define because it has so many different manifestations, but like certain necromancy spells (such as spells with the fear descriptor), spells are assigned the curse subtype based on the feel of the spell. It is up to the DM to make a final rule on new spells and spells from other sources, but here is a general guide to things that make a spell into a curse:

- A spell is a curse if it has a permanent or ongoing detrimental effect on the victim. Some spells have a duration of Instantaneous, such as *feblemind*, but still fall into this subtype because they are, for all intents and purposes, permanent.
- A spell is a curse if it has the word "curse" in its name, such as *curse water*.
- Power words, holy words and other verbal rebukes are frequently curses by nature of the fact that they are a use of charged words to cause harm to another. They are among the few curse spells capable of directly killing a victim.
- Spells that have the feeling of a curse, especially ones that affect morale such as *bane* or *doom*, are frequently curses.

- Spells are considered curses when they compel a subject to perform a certain action, or punish them if they don't do that action, such as *geas/quest* or *mark of justice*.
- Any spell that can be removed with a *remove curse* spell is a curse.
- Spells from other sources can be assigned the curse type when appropriate, subject to DM approval.

As a result of this new subtype, spellcasters can take the Spell Focus and Greater Spell Focus feats in the curse subtype.

The curse subtype can be added to the following spells in the *PHB*:

Baleful Polymorph – Drd 5, Sor/Wiz 5
Bane – Clr 1
Bestow Curse – Clr 3, Sor/Wiz 4
Binding – Sor/Wiz 8
Blasphemy – Clr 7
Blindness/Deafness – Brd 2, Clr 3, Sor/Wiz 2
Contagion – Clr 3, Drd 3, Sor/Wiz 4
Curse Water – Clr 1
Diminish Plants – Drd 3, Rgr 3
Doom – Clr 1
Feeblemind – Sor/Wiz 5
Flesh to Stone – Sor/Wiz 6
Geas/Quest – Brd 6, Clr 6, Sor/Wiz 6
Geas/Lesser – Brd 3, Sor/Wiz 4
Holy Word – Clr 7
Imprisonment – Sor/Wiz 9
Insanity – Sor/Wiz 7
Mark of Justice – Clr 5, Pal 4
Maze – Sor/Wiz 8
Nightmare – Brd 5, Sor/Wiz 5
Polymorph Any Object – Sor/Wiz 8
Power Word Blind – Sor/Wiz 7, War 7
Power Word Kill – Sor/Wiz 9, War 9
Power Word Stun – Sor/Wiz 8, War 8
Remove Curse – Brd 3, Clr 3, Pal 3, Sor/Wiz 4
Soul Bind – Clr 9, Sor/Wiz 9
Temporal Stasis – Sor/Wiz 9
Trap the Soul – Sor/Wiz 8

New Uses of Bestow Curse and Mark of Justice

The *PHB* states in the *bestow curse* description that alternative curses can be created for the spell. The following is a chart of possible alternative curses for the use of both *bestow curse* and *mark of justice*. It can be rolled randomly, or the caster or DM can choose the effect upon casting.



Table 1.1 New Uses of the Bestow Curse and Mark of Justice spells

d%	Effect
01-10	Target becomes horribly disfigured; it loses 2 points of Charisma (to a minimum of 1) and takes a -4 penalty on all Charisma based checks except turning.
11-20	Target gains a fear of the undead. If a cleric, the target turns at -4 levels. All other victims are considered panicked whenever they are within 60 ft. of visible undead.
21-30	Target begins to grow emaciated; it loses one point of Strength and Constitution a week. This curse cannot bring the target below 1 in either attribute.
31-40	Target gains lunar madness. For the hour before and after midnight during the full moon and three nights leading up to it, the target is affected by an <i>insanity</i> spell.
41-50	Target becomes resistant to healing. Anyone attempting to cast a healing spell on the target must make an opposed caster level check against 11 + the caster level of the curse. Target also recovers hit points and ability damage at half the normal rate (ie. half their level for hit points and one ability point per two days).
51-60	All allies of the target, including the target, suffer a constant <i>bane</i> effect when within 50 ft. of the target. All allies receive a saving throw to resist this effect, based on the DC of the original caster.
61-70	Target becomes sullen and temperamental. Target can receive no morale bonuses from effects such as bardic music, <i>bless</i> , <i>good hope</i> etc., and suffers double the normal penalty for all negative morale-based effects.
71-80	Target has reverse evasion, taking double damage on all failed Reflex saves and half damage on those that succeed. If the target has evasion, ignore the previous effect, but all forms of evasion and improved evasion are lost.
81-90	Target is treated as having 20% greater spell failure due to a feeling of awkwardness. If not subject to spell failure, reroll.
91-100	Target can only subsist on blood and takes on an ashen pallor. Food provides no sustenance and the target can only gain nourishment from fresh blood of the target's race. The target no longer needs to eat or drink water. Unfortunately, this thirst for blood does not provide any of the supernatural abilities typically associated with similar afflictions.

New Spells

New Bard Spells

1st-Level Bard Spells

Color: Changes the color of a creature or object.
 Curse of Ineptitude: Target experiences clumsiness and bad luck.

2nd-Level Bard Spells

Curse of Prevarication: Target is incapable of telling the truth.
 Glossolalia: Target's speech becomes random and inappropriate.
 Mute: Target is rendered incapable of speech.

3rd-Level Bard Spells

Curse of Truth: Target is incapable of speaking falsehoods.
 Raven's Curse: Target is incessantly hounded by animals.

4th-Level Bard Spells

Detect Curse: Detects the presence of cursed items, creatures and objects.

5th-Level Bard Spells

Pariah: Target is branded a social outcast.

6th-Level Bard Spells

Curse of Tongues: Target's speech patterns become forever random and inappropriate.
 Curse of Utter Hopelessness: Target is demoralized to the point of uselessness.



New Cleric Spells

1st-Level Cleric Spells

Curse of Ineptitude: Target experiences clumsiness and bad luck.

2nd-Level Cleric Spells

Curse of Prevarication: Target is incapable of speaking the truth.

Glossolalia: Target's speech becomes random and inappropriate.

3rd-Level Cleric Spells

Curse of Truth: Target is incapable of speaking falsehoods.

Mute: Target is rendered incapable of speech.

4th-Level Cleric Spells

Curse of Item Rebellion: A single item acts as if cursed.

Detect Curse: Detects the presence of cursed items, creatures and objects.

Protection from Curses: Target is rendered immune to the effects of curses.

Raven's Curse: Target is incessantly hounded by animals.

6th-Level Cleric Spells

Pariah: Target is branded a social outcast.

7th-Level Cleric Spells

Impart Blasphemy: Target loses its divine powers due to thoughts of blasphemy until it atones.

8th-Level Cleric Spells

Curse of Tongues: Target's speech patterns become forever random and inappropriate.

Magic Circle vs. Curses: Circle makes those inside immune to curses.

New Druid Spells

3rd-Level Druid Spells

Raven's Curse: Target is incessantly hounded by animals.

Toady: Temporarily turns subject into a small, harmless animal.

5th-Level Druid Spells

Troglodyte's Curse: Target produces a stench like that of a troglodyte when stressed.

New Paladin Spells

2nd-Level Paladin Spells

Curse of Truth: Target is incapable of speaking falsehoods.

4th-Level Paladin Spells

Detect Curse: Detects the presence of cursed items,

creatures and objects.

Protection from Curses: Target is rendered immune to the effects of curses.

New Ranger Spells

3rd-Level Ranger Spells

Raven's Curse: Target is incessantly hounded by animals.

New Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Necro Curse of Ineptitude: Target experiences clumsiness and bad luck.

Trans Color: Changes the color of a creature or object.

2nd-Level Sorcerer/Wizard Spells

Ench Curse of Prevarication: Target is incapable of speaking the truth.

Necro Mute: Target is rendered incapable of speech.

3rd-Level Sorcerer/Wizard Spells

Ench Curse of Truth: Target is incapable of speaking falsehoods.

Glossolalia: Target's speech becomes random and inappropriate.

Curse of Item Rebellion: A single item acts as if cursed.

Trans Toady: Temporarily turns subject into a small harmless animal.

4th-Level Sorcerer/Wizard Spells

Div Detect Curse: Detects the presence of cursed items, creatures and objects.

Abjur Protection from Curses: Target is rendered immune to the effects of curses.

Necro Raven's Curse: Target is incessantly hounded by animals.

5th-Level Sorcerer/Wizard Spells

Trans Troglodyte's Curse: Target produces a stench like that of a troglodyte when stressed.

6th-Level Sorcerer/Wizard Spells

Ench Pariah: Target is branded a social outcast.

Trans Curse of Magnetic Polarization: Target cannot wear or use metal objects due to magnetic polarization.

7th-Level Sorcerer/Wizard Spells

Ench Curse of Tongues: Target's speech patterns become forever random and inappropriate.

Curse of Utter Hopelessness: Target is demoralized to the point of uselessness.

8th-Level Sorcerer/Wizard Spells

Abjur Magic Circle vs. Curses: Circle makes those inside immune to curses.



Spell Descriptions

Color

Transmutation (Curse)

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature or object of no more than 2 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates, see text; or none (object)

Spell Resistance: Yes

This spell permanently alters the color of a creature or object. If the object is attended or the creature is unwilling, a Will save is allowed to negate the effect. The spell has the curse subtype when used against an involuntary target. The spell can be dispelled or removed with a *remove curse* spell.

Curse of Ineptitude

Necromancy (Curse)

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You impart a streak of bad luck on the target. Any actions the target takes in the round in which it is affected have a 50% chance of failing.

Material Component: The fur of a black cat.

Curse of Item Rebellion

Enchantment (Curse) (Compulsion) [Mind Affecting]

Level: Clr 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu ft./level

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to impart a curse on an object. This causes the object to function exactly opposite how it was meant to work. Thus, a +3 sword becomes a -3 sword, a *ring of fire resistance 10* causes its wielder to take 10 more points of damage from fire sources, a *ring of jumping* subtracts 5 from Jump checks, etc. If the object is unattended, it receives no save. If attended, it uses the wielder's saves. If unattended at the time of the curse, the object functions as a normal cursed item when

picked up by a character. It can be removed using a *remove curse* spell as normal and reverts back to its original state.

Curse of Magnetic Polarization

Transmutation (Curse)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The victim of this curse is unable to grasp metal or wear any metal devices. This prevents him from holding coin, armor, metallic weapons, etc. The polarization is strong enough to make grasping or wearing such items impossible. This repulsion does not extend outside of the inflicted person's body. This curse can only be removed by a caster of equal or higher level than its originator. All metal currently being worn, including armor, is automatically removed from the body and flung 5 feet away.

Material Component: Magnetic shavings.

Curse of Prevarication

Enchantment (Curse) (Compulsion) [Mind Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The victim of this curse is unable to tell the truth. While under its effects, the subject must speak the opposite of any truthful phrases it intended. It can choose not to speak, but nothing it says can be true. *Curse of prevarication* counters and dispels *curse of truth*.

Material Component: The tooth of a liar.

Curse of Tongues

Enchantment (Curse) (Compulsion) [Mind Affecting]

Level: Brd 6, Clr 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes



The affected creature suffers from a continuous *glossolalia* effect, as per the spell. *Remove curse* can remove this curse, but the caster must be of equal or higher level than the person who cast the original spell.

Material Component: The tongue of someone suffering from an *insanity* spell.

Curse of Truth

Enchantment (Curse) (Compulsion) [Mind Affecting]

Level: Brd 3, Clr 3, Pal 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The victim of the curse is unable to tell a lie as per the spell *zone of truth*. *Curse of truth* counters and dispels *curse of prevarication*.

Material Component: Saliva from the victim.

Curse of Utter Hopelessness

Enchantment (Curse) (Compulsion) [Mind Affecting]

Level: Brd 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft./level)

Target: One living creature

Duration: 10 min/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This curse fills the victim with feelings of self-worthlessness, hopelessness and absolute despair. The victim has trouble concentrating on anything and all actions seem pointless. The victim suffers a -10 morale penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: A vial of tears from a child, broken when the spell is cast.

Detect Curse

Divination (Curse)

Level: Brd 4, Clr 4, Pal 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40 ft radius emanation centered on the caster

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of the presence of spells with the curse subtype, creatures affected by such spells and cursed items. The spell's area radiates from you and moves as you move.

You know the location and power of all magical auras of the curse subtype within your range. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell (PHB page 219). If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic in each. Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.

This spell can be used in conjunction with the *identify* spell (PHB page 244) to determine the nature of curses affecting objects. This sees through the misleading information often detected from the object.

Glossolalia

Enchantment (Curse) (Compulsion) [Mind Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the target with random bouts of glossolalia, a condition in which a person's speech is random and often incomprehensible. Unlike the standard symptoms of this unfortunate ailment, the victim of the spell simply has no control and often says inappropriate things, especially at inopportune times. Consult the chart below for the effects during any given round.

Material Component: The tongue of a madman.

d%	Behavior
01-10	Target says horrible things about the caster, regardless of whether or not the caster is known. These have nothing to do with actual truth concerning the caster unless he is known by the victim. Spellcasting is possible but requires a concentration check with a DC of 10 + spell level + caster's relevant ability modifier.
11-20	Speak normally. Spellcasting is unaffected.
21-50	Babble incoherently. Spells with verbal (V) components cannot be cast.
51-70	Target speaks something incredibly personal, embarrassing or damning to the nearest creature. Spells with verbal (V) components cannot be cast.
71-100	Target says horrible things about the person closest to them. Spellcasting is possible but requires a concentration check with a DC of 10 + spell level + caster's relevant ability modifier.



Impart Blasphemy

Enchantment (Compulsion) (Curse) [Mind Affecting] [Evil]

Level: Clr 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One religious practitioner

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This particularly vicious spell imparts feelings of doubt and guilt in religious practitioners. If the target fails its saving throw, it loses all powers granted by a deity or code until it can atone. This spell only affects creatures that can regain powers with an atonement spell. Until the victim atones, it is incapable of using its powers as expressed in the *PHB*. This spell is typically used by evil religions to weaken good sects.

Material Component: A holy symbol or other appropriate symbol of the target, burned in the casting.

Magic Circle vs. Curses

Abjuration (Curse)

Level: Clr 8, Sor/Wiz 8

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 10 ft. radius emanation from touched creature

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell is cast in a similar manner as a *magic circle vs. evil* (*PHB* page 249), but has very different results. Those who stand in the effects of the circle are immune to the effects of curse spells. All curse spells brought into the circle can be suppressed, though their duration continues: they resume if a victim leaves the circle. No curse spells can be cast into or out of the circle.

If you cast magic circle vs. curses in an area currently occupied by a curse effect, you must make an opposed caster level (1d20 + your caster level) against each spell or ongoing effect within the circle. The DC for this check is 11 + the spell or effect's caster level.

Focus: A gem or crystal worth at least 300gp.

Mute

Necromancy (Curse)

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft./level)

Target: One creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell renders its target incapable of speech.

It is not physiological so much as a localized area around the target's mouth (or mouths) from which no sound is able to be emitted. Thus, the target cannot grunt or otherwise produce verbal sounds of any sort, although it still may make sounds such as walking, snapping fingers, or clapping. This prevents any sort of spellcasting that requires verbal components.

Pariah

Enchantment (Curse)

Level: Brd 5, Clr 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

The caster of this curse brands the target's forehead with the symbol of a pariah. The victim's mark is noticeable to all and he has an aura of unpleasantness about him. The subject suffers a -5 penalty on all Charisma-based ability and skill checks except turning undead. The target also takes 1d6 points of damage from the brand. This damage cannot be healed until the curse is removed. The curse can only be removed by a caster of equal or higher level than its originator.

Focus: A brand with the symbol of a pariah.

Protection from Curses

Abjuration (Curse)

Level: Clr 4, Pal 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

The warded creature is immune to the effects of all curse spells for the duration of the spell. The warded creature can still cast spells with the curse descriptor. If the creature is under the effect of any curse spells at the time of casting, those effects are suppressed for the duration of the spell.

Material Component: A bit of stone from a petrified creature.

Raven's Curse

Necromancy (Curse)

Level: Brd 3, Clr 4, Drd 3, Rgr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

Raven's curse makes its target the victim of constant harassment by small animals. Whenever a normal animal of 2 hit dice or less passes within either 60 ft. of the victim or scent range, that animal's attitude immediately shifts to hostile. Animals are liable to attack or harass the character: birds fly around and peck at the character, cats trip him, and larger animals might do worse. A druid's Wild Empathy check can calm an animal down, though there is rarely enough time to do so.

Material Component: A raven's feather and a drop of hag's blood.

Toady

Transmutation (Curse)

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *baleful polymorph* (PHB page 202), except the duration is not permanent. The target need not make a Will save to see if it succumbs to the curse. Also, the new form cannot prove fatal to the creature.

Material Component: A toad, living or dead.

Troglodyte's Curse

Transmutation (Curse)

Level: Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

When the victim of *troglodyte's curse* is angry or frightened, including any combat situation, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes and others afflicted by this spell) within 30 feet must succeed on a fortitude save, DC based on the spell's originator, or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same victim's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature.

Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on the saving throw. Creatures with no sense of smell cannot be sickened by this effect.

This curse can only be removed by a caster of equal or greater level than its originator.

Material Component: A sprinkle of troglodyte musk.



Feats

*Denotes a new feat found in this book.

BLESSED [GENERAL]

You are harder to curse and curses don't take to you easily.

Benefit: You have a +3 sacred bonus to all saving throws vs. curse spells. If you fail a saving throw vs. a curse spell, you may make another saving throw the following round.

CURSE OF BLOOD [GENERAL]

Your curses come from somewhere deep inside, and sometimes they are overpowering.

Prerequisites: Chaotic alignment, ability to spontaneously cast spells.

Benefit: You can cast such powerful curse spells that they do not allow saving throws. In order to cast such a spell, you must spend a number of permanent hit points equal to the level of the spell. Any metamagic feats that raise the spell level also raise the number of permanent hit points that must be expended. These lost hit points are never regained, even if the target is unaffected or cured of the curse.

Special: A spell modified in this way can reduce its caster below zero hit points. If such a thing happens, the caster often returns as a ghost.

CURSE OF BLOOD, GREATER [GENERAL]

You cast curses with more potency than other spells.

Prerequisites: Curse of Blood*, chaotic alignment, ability to spontaneously cast spells.

Benefit: You cast curse spells at +2 caster level.

Special: You can take this feat only once.

DEATH CURSE CONTINGENCY [GENERAL]

When you die, you can use the last ounce of your life force to inflict a potent curse on your killer.

Prerequisite: Character Level 6.

Benefit: When you die, you may pick any spell that has a range greater than touch (unless you are within range to touch the target, in which case it may be a touch spell) from the list of curse spells in the *PHB* and this book. You may then cast that spell on the person who caused you to die. You must be of sufficient character level to have been able to cast that spell as a sorcerer, although you do not need any focus or material components. You cling to life just long enough to admonish your killer: you must describe how you are cursing them. You do not need to be a spellcaster to take this feat.

Special: There is no saving throw allowed for the curse you cast. It must be a type of spell that fits the nature of the situation, subject to DM discretion. A person who uses this feat upon his death can never be raised or resurrected by any power short of a deity, *miracle* or *wish* (*PHB* pages 254 and 302).

HEXER BANE [GENERAL]

You have a knack for removing curses.

Prerequisites: The ability to cast *remove curse* (*PHB* page 270).

Benefit: When you cast spells that cancel the effects of a curse, such as *remove curse* or *break enchantment*, treat yourself as if you were four caster levels higher for the purposes of comparing level.

PERSISTENT CURSE [GENERAL]

The spells of the curse subtype that you cast require more power to remove.

Prerequisites: Potent Curse*, ability to cast 3rd-level spells

Benefit: Treat your caster level as four levels higher for the purpose of determining whether or not an opponent is of sufficient level to remove a curse you have placed. This applies to cursed items you create.

Special: This feat can only be taken once.

POTENT CURSE [GENERAL]

Weaker casters cannot remove the spells of the curse subtype that you cast.

Benefit: When a caster attempts to remove a curse you have cast, he must be of at least your caster level. This holds true for removal spells such as *remove blindness/deafness*, *remove disease*, *break enchantment*, etc. (see chapter 11 of the *PHB* for spell descriptions). For spells that already have this feature or a similar one, increase the required caster level by 2.

Special: This feat also applies to cursed items you create.

POWER WORD MASTER [GENERAL]

Any *power word* spell(s) (see the *PHB*) you cast affect a greater range of foes.

Prerequisite: Ability to cast at least one *power word* spell.

Benefit: The range on all *power word* spells you cast is increased by 50 HP per category. For *power word blind*, the categories are now 100 or less, 101-150, and 151-250. For *power word kill*, change the wording to any creature of 151 HP or more. For *power word stun*, the categories are 100 or less, 101-150, and 151-200.

SPELL FOCUS: CURSE [GENERAL]

The spells of the curse subtype that you cast are more potent.

Benefit: Add +1 to the difficulty class for all saving throws against spells from the curse subtype.

SPELL FOCUS: CURSE, GREATER [GENERAL]

The spells of the curse subtype that you cast are now even more potent than before.

Prerequisites: Spell Focus: Curse



Benefit: Add +1 to the difficulty class for all saving throws against spells from the curse subtype. This bonus stacks with that from Spell Focus: Curse.

UNDEATH INFUSION, LESSER [METAMAGIC]

Any target(s) killed by a lesser undeath infused spell come back as undead under your control.

Prerequisites: Ability to cast *animate dead* (PHB page 198), any one other metamagic feat, evil alignment

Benefit: You may infuse a spell with the power of unlife. Any targets killed by such a spell come back as undead under your control as per the *animate dead* spell. You may animate as many bodies as the spell allows based on your caster level. An undeath infused spell takes up a spell slot two levels higher than the spell's actual level. This feat adds the curse and evil subtypes to the spell cast.

Special: This feat does not allow you to control more HD of undead than normal.

UNDEATH INFUSION [METAMAGIC]

Any target killed by an undeath infused spell comes back as a powerful undead creature under your control.

Prerequisite: Lesser Undeath Infusion*, any one other metamagic feat, evil alignment, ability to cast *create undead* (PHB page 215).

Benefit: You may infuse a spell with the power of unlife. If the target is killed by such a spell, it comes back as a powerful undead creature under your control as per the *create undead* spell. This spell must be of a type that targets only one creature. An Undeath Infused spell uses up a spell slot four levels higher than the spell's actual level. This feat adds the curse and evil subtypes to the spell cast.

Special: This feat does not allow you to control more HD of undead than normal

UNDEATH INFUSION, GREATER [METAMAGIC]

Any target killed by a greater undeath infused spell comes back as a very powerful undead creature under your control.

Prerequisite: Lesser Undeath Infusion*, Undeath Infusion*, any one other metamagic feat, evil alignment, ability to cast *create greater undead* (PHB page 215).

Benefit: You may infuse a spell with the power of unlife. If the target dies from it, they come back as a powerful undead creature under your control as per the *create greater undead* spell. This spell must be of a type that targets only one creature. An Undeath Infused spell fills a spell slot five levels higher than the spell's actual level. This feat adds the curse and evil subtypes to the spell cast.

Special: This feat does not allow you to control more HD of undead than normal.

Prestige Classes

Blood Hexer

Blood hexers are spontaneous spellcasters whose powers are born from incredible rage and anger. They are especially adept at delivering powerful curses to all whom cross their paths. Their ability to modify their spells with little effort is extraordinary.

Blood hexers are great examples of a star burning twice as bright but only half as long. Their powers are nearly impossible to overcome, but their own intensity eats away at their own lives. Most blood hexers die by their own hands rather than at the hands of another, and often return as ghosts to haunt those who brought out their rage.

Blood hexers are a fantasy equivalent of an individual with incredible anger management issues. They cannot control their anger and it boils over into manifestations of magic. They can be forces of incredible destruction, but they can just as easily accomplish great good through the overthrowing of tyrants and despots. People don't choose to become blood hexers. Inborn rage brings some sorcerers over the brink and awakens previously unknown power.

Blood hexers don't tend to congregate together. Their intensity and chaotic natures tend to make them difficult to work with. Occasionally, they will lead a group in mission of vengeance, but they rarely tend to stick to plans because of their rage.

Sorcerers make up the majority of blood hexers, but it is possible that other spontaneous spellcasters could meet the requirements.

Hit Die: d4.

Requirements

To qualify to become a blood hexer, a character must fulfill all of the following criteria.

Alignment: Any chaotic.

Skills: Knowledge (arcana) 10 Ranks, Spellcraft 10 Ranks.

Feats: Curse of Blood*, Greater Curse of Blood*.

Spells: Able to cast *bestow curse* (PHB page 203) spontaneously.

Class Skills

The blood hexer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4 of the PHB for skill descriptions.



Table 2.1 Blood Hexer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Metacurse affinity, blood curse reprieve 1	+1 level of existing class
2nd	+1	+0	+0	+3	Curse repertoire, blood sweat	+1 level of existing class
3rd	+1	+1	+1	+3	Malicious curse Dexterity, bonus metamagic feat	+1 level of existing class
4th	+2	+1	+1	+4	Curse repertoire	+1 level of existing class
5th	+2	+1	+1	+4	Blood curse reprieve 2	+1 level of existing class
6th	+3	+2	+2	+5	Curse repertoire, malicious curse Strength	+1 level of existing class
7th	+3	+2	+2	+5	Blood sweat metamagic, bonus metamagic feat	+1 level of existing class
8th	+4	+2	+2	+6	Curse repertoire	+1 level of existing class
9th	+4	+3	+3	+6	Blood curse reprieve 3, malicious curse Constitution	+1 level of existing class

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the blood hexer prestige class.

Weapon and Armor Proficiency: Blood hexers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new blood hexer level is gained, the character gains new spells per day (and spells known, if applicable) as if she had gained a level in whatever spontaneous spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of the class would have gained (such as a familiar) except for an increased effective level of spellcasting. If the character had more than one spontaneous spellcasting class before becoming a blood hexer, she must decide to which class she adds the new level for purposes of determining spells per day/known.

Metacurse Affinity (Ex): The blood hexer is adept at quickly casting metamagic-enhanced spells of the curse subtype. The blood hexer does not extend the casting time of curse spells when using metamagic feats.

Blood Curse Reprieve (Ex): The blood hexer has gained a greater degree of control over her Curse of Blood. At 1st level, she can subtract 1 from the number of hit points permanently sacrificed from the use of this feat. At 5th level, she can subtract 2. At 9th, she can

subtract 3. This can never reduce the cost of using this feat to less than 1: there is always a price for power.

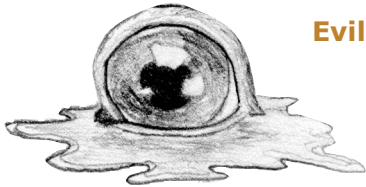
Blood Sweat (Ex): The blood hexer can heat her own blood to enhance her spells. She can choose to take one point of temporary damage to her Strength, Dexterity and Constitution. For each set of ability damage taken, she can add one to the DC of the spell, the spell level and her caster level for the round. The blood hexer cannot spend more sets of Strength, Dexterity and Constitution than her prestige class level. This increase only affects curse spells.

At 7th level, a blood hexer can take damage to her Strength, Dexterity and Constitution in the same manner to reduce the increase in spell level caused by metamagic feats. Each set of damage taken reduces the cost increase of the metamagic feat by one. This can reduce the increase to zero. This only affects curse spells.

Curse Repertoire (Ex): At 2nd, 4th, 6th 8th and 10th levels, a blood hexer can add a curse spell to his known spells. This spell can be taken from any spells with the curse subtype – even spells normally prohibited to the class. The spell can be of any level, up to a maximum of one level lower than the maximum level of spell the blood hexer can cast.

Malicious Curse (Ex): At 3rd level, each curse spell cast by a blood hexer that is not successfully resisted also inflicts one point of Dexterity damage on its victim. At 6th level, it inflicts one point of Dexterity and Strength damage. At 9th level, it inflicts one point of Strength, Dexterity and Constitution damage.

Bonus Metamagic Feats: At 3rd, 7th and 10th levels, a blood hexer may select a bonus metamagic feat.



Evil Eye

An evil eye is a person with such hatred in his heart that it attracts the attention of Cthuloid extra-planar evil. Easily recognized by their bizarre visage, evil eyes have a large mystic eye in the center of their forehead. The acceptance of the third eye is part of a pact with their demonic master that grants them a myriad of powers, but is wrought with mistrust and fear.

No one knows why an individual makes a deal with a being of evil or is willing to alter themselves, but most evil eyes jump at the option. The demon gives them the power they crave to extract revenge upon their enemies. They rationalize their destructive powers as bringing justice to those who, in their eyes, have caused them harm. This rationalization rarely stops them from progressing towards ever-increasing destructive impulses. After they destroy those who have hurt them, they usually move on to terrorize others. The extent and direction of their malevolence usually has a direct relationship to that of their master.

An evil eye is similar to a traditional warlock. They gain considerable power from their demonic masters, but they also have considerable weaknesses. They suffer from a number of restrictions due to their link to the otherworldly.

Most evil eyes do not make good player characters due to their inability to relate to other people: their hatred for most people, combined with their inhuman characteristics, make them an unlikely team player. Others conceal their hatred behind a guise of benevolence or wisdom. Evil eyes, especially those of evil character, may work with people for temporary ends but rarely for any extended period of time.

Anyone who meets the requirements can qualify for this prestige class, but they do tend to be somewhat

violent. The abilities can be of use to many classes, though they do not increase spellcasting or other major class features.

Hit Die: d6.

Requirements

To qualify to become an evil eye, a character must fulfill all of the following criteria.

Alignment: Any evil.

Skills: Bluff 4 Ranks, Intimidate 4 Ranks, Spot 4 Ranks.

Feats: Death Curse Contingency, Iron Will.

Spells: Ability to cast 3rd-level spells or spell-like abilities.

Class Skills

The evil eye class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft/Psicraft* (Int), Spot (Wis). See Chapter 4 of the *PHB* for skill descriptions.

*Based on what the appropriate skill is for the base class.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the evil eye prestige class.

Weapon and Armor Proficiency: Evil eyes are proficient in all simple weapons, light armor and shields.

Expanded Awareness (Ex and Sp): At each level, the evil eye gains increased powers of awareness due to his third eye. At 1st level the evil eye gains low-light vision. He also gains a +1 to all Spot checks per level of the prestige class. This is an extraordinary ability.

At 2nd level, the evil eye gains darkvision with a range of 60 ft. If he already has darkvision, increase the range by 30 ft. He also gains a +1 to all Sense Motive checks per level of the prestige class. This is an extraordinary ability.

At 3rd level, the evil eye gains permanent *comprehend languages* and *read magic* effects. This only affects reading, not hearing.

At 4th level, the evil eye gains a permanent *arcane sight* effect.

At 5th level, the evil eye gains a permanent *true seeing* effect. See the *PHB*, chapter 11, for spell descriptions. This is a spell-like ability.

Evil Eye (Sp): At each level, the evil eye gains special curse powers that can be used through his third eye. At each level he gains 2 uses of this power per level per



Table 2.2 Evil Eye

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Expanded awareness: lowlight/spot; evil eye 2/day; warlock superstition	+1 level of existing class
2nd	+1	+3	+0	+3	Expanded awareness: darkvision/sense motive; evil eye 4/day; warlock superstition	+1 level of existing class
3rd	+2	+3	+1	+3	Expanded awareness: <i>comprehend languages/read magic</i> ; evil eye 6/day; warlock superstition	+1 level of existing class
4th	+3	+4	+1	+4	Expanded awareness: <i>arcane sight</i> ; evil eye 8/day; warlock superstition	+1 level of existing class
5th	+3	+4	+1	+4	Expanded awareness: <i>true seeing</i> ; evil eye 10/day; warlock superstition	+1 level of existing class

day. Some powers cost more than one use. Unless noted, all powers have a range of close.

At 1st level, the evil eye gains the ability to use *bane*, *curse of ineptitude* or *doom*. Each of these costs 1 use.

At 2nd level, the evil eye gains the ability to use *blindness/deafness*, *glossolalia* or *mute*. Each of these costs 2 uses.

At 3rd level, the evil eye gains the ability to use *bestow curse*, *contagion* or *toady*. To use *bestow curse*, the evil eye must make the normal touch attack, but does so by pressing his third eye into the target's forehead. This imposes a -2 penalty on the touch attack, but leaves a brand of the evil eye visible to all. Each of these costs 3 uses.

At 4th level, the evil eye gains the ability to use *diminish plants*, *mark of justice* or *raven's curse*. Each of these costs 4 uses. The brand from the mark of justice is in the form of the evil eye.

At 5th level, the evil eye gains the ability to use *baleful polymorph*, *pariah* or *troglydyte's curse*. To use *pariah*, the evil eye must make the normal touch attack, but does so by pressing his third eye into the target's forehead. This imposes a -2 penalty on the touch attack, but leaves a brand of the evil eye.

See the *PHB*, chapter 11, for spell descriptions.

Warlock Superstition (Su): The pact made between the evil eye and his demonic master is wrought with paranoia and misinformation. This is one of the reasons

the evil eye is so bitter. The evil eye suffers from the following restrictions and weaknesses:

At 1st level, the evil eye gains light sensitivity: he is dazzled in bright light or in the radius of a daylight spell.

At 2nd level, the evil eye begins to radiate an aura of corruption. Any bread or milk he passes within 100 ft of is spoiled. This aura shows up as an unholy aura such as that of a blackguard.

At 3rd level, the evil eye becomes unable to cross running water. This can be circumvented by flight of a minimum of 100 feet above the water. He can never be put forcefully on a watercraft of any kind. A supernatural force blocks any attempt.

At 4th level, the evil eye gains the evil subtype for all purposes of spell targeting such as *dispel evil*, *magic circle vs. evil*, and similar spells.

At 5th level, any normal plant touched by the evil eye's bare flesh withers and dies. This kills stray branches and leaves withered footprints, making it easy to track a careless evil eye.

Table 2.3 Hexomancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Extended curse, corrupting magic	+1 level of existing arcane class
2nd	+1	+0	+0	+3	Effigy of control 1st & 2nd	+1 level of existing arcane class
3rd	+1	+1	+1	+3	Enlarged curse, corrupting magic	+1 level of existing arcane class
4th	+2	+1	+1	+4	Effigy of control 3rd & 4th	+1 level of existing arcane class
5th	+2	+1	+1	+4	Heightened curse 1, corrupting magic, deny solace	+1 level of existing arcane class
6th	+3	+2	+2	+5	Effigy of control 5th & 6th	+1 level of existing arcane class
7th	+3	+2	+2	+5	Heightened curse 2, corrupting magic	+1 level of existing arcane class
8th	+4	+2	+2	+6	Effigy of control 7th & 8th	+1 level of existing arcane class
9th	+4	+3	+3	+6	Heightened curse 3, corrupting magic	+1 level of existing arcane class
10th	+5	+3	+3	+7	Effigy of control 9th	+1 level of existing arcane class

Hexomancer

A hexomancer is an arcane spellcaster who delights in the long, extended suffering caused by curses. He is a master of suffering, a scientist who revels in the exquisite pleasure derived from his chosen instruments of torture: curses. Unlike other curse specialists, the hexomancer is more focused on the permanent nature of his curse. He often experiments on subjects while they are under the effects of his spells.

The hexomancer prestige class is centered on two facets:

- the ability to extend certain metamagic feats to all of its spells without increasing the level of the spell.
- the ability to further affect victims of its curse spells with more magic, even at a distance, through the creation of effigies.

Hexomancers tend to get along with others who delight in torture and pain, but if properly concealed, they could reasonably function as a party magician. Their tendency to focus on what causes the most pain – and allows them the most control – might bring them into conflict with those in a party focused on cooperation and practicality.

Most hexomancers are wizards with a penchant for suffering and a control complex. The metamagic requirements make it difficult for classes other than wizards to qualify, but it is possible. Despite this, the abilities of the class are most beneficial to wizards.

Hexomancers are an extremely disturbing lot. They share many similarities to Nazi doctors and malicious mad scientists. It should be with great caution that players and DMs consider the use of this prestige class.

Hit Die: d4.

Requirements

To qualify to become a hexomancer, a character must fulfill all of the following criteria.

Alignment: Any evil.

Skills: Craft (doll-making) 5 Ranks, Knowledge (arcana) 13 Ranks, Intimidate 6 Ranks.

Feats: Enlarge Spell, Extend Spell, Heighten Spell, Persistent Curse*, Potent Curse*.

Spells: Ability to cast 5th-level prepared arcane spells.

Class Skills

The hexomancer class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (all skills,



taken individually) (Int), Profession (Wis), Spellcraft (Int). See Chapter 4 of the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the hexomancer prestige class.

Weapon and Armor Proficiency: Hexomancers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new hexomancer level is gained, the character gains new spells per day (and spells known, if applicable) as if he had gained a level in whatever arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of the class would have gained (ie. familiar, metamagic feats) except for an increased effective level of spellcasting. If the character had more than one arcane spellcasting class before becoming a hexomancer, he must decide to which class he adds the new level for purposes of determining spells per day/known.

Corrupting Magic (Ex): Hexomancers are adept at corrupting other forms of magic to their malicious purposes. At every odd-numbered level, the hexomancer can take a spell that does not have the curse subtype and add that subtype to it. It henceforth is treated as a curse spell for all purposes.

Extended Curse (Ex): Hexomancers have mastered the ability to increase the duration of their spells. At 1st level, all curse spells cast by the hexomancer have their duration doubled as per the Extend Spell feat. If the spell already has a permanent or instantaneous duration (or otherwise cannot be extended), increase the DC of the saving throw by 1.

Effigy of Control (Ex): At 2nd level, hexomancers can create deadly effigies of their enemies. The hexomancer must have an important personal possession or a body part of the victim: this must be incorporated in some fashion into the effigy. The effigy can only be activated when the hexomancer casts a curse spell on the victim. If the victim succeeds in the save, the effigy is destroyed; if the victim fails, the effigy is activated.

The effigy allows the hexomancer to cast touch spells, not necessarily curses, through it as a conduit. These spells are resisted as normal, but the hexomancer does not need to be able to see the victim: in fact, they can use the effigy from anywhere. Should the victim succeed in the saving throw against one of these spells, he is entitled to a new saving throw vs. the original curse to break the spell of the effigy.

At 2nd level, hexomancers are limited to the use of 1st-level and 2nd-level touch spells. At 4th level, they may

add the use of 3rd-level and 4th-level touch spells. At 6th level, they may add the use of 5th-level and 6th-level touch spells. At 8th level, they may add the use of 7th-level and 8th-level touch spells. At 10th level, they may add the use of 9th-level touch spells.

Enlarged Curse (Ex): Hexomancers have mastered the ability to increase the range of their spells. At 3rd level, curse spells cast by the hexomancer are enlarged as per the Enlarge Spell feat. Curse spells that cannot be enlarged, such as touch spells, have the DC of their saving throws increased by 1.

Deny Solace (Su): The hexomancer can corrupt healing magic cast by another spellcaster in an effort to harm his intended target. At 5th level, as a free action, the hexomancer can reverse the effects of a spell with the healing descriptor. On a spell such as *cure light wounds*, the spell harms instead of heals. A spell that removes an effect, such as *remove disease*, simply fails to work. The targeted caster must make a Will save equal to 10 + hexomancer level + Intelligence modifier of the hexomancer. The DC of this ability can be enhanced by any feats and abilities that increase the DC of curse spells such as *spell focus*. This ability can be used once a day. See the *PHB*, chapter 11, for spell descriptions.

Heightened Curse (Ex): Hexomancers have mastered the ability to increase the inherent power of their spells. At 5th level, all curse spells cast by the hexomancer are heightened by one level as per the Heighten Spell feat. At 7th level, all curse spells are heightened by 2 levels. At 9th level, all curse spells are heightened by 3 levels. No curse can have an effective level of higher than 9th using this ability.

Table 2.4 Servant of Vengeance

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Eye for an eye 1/day melee	+1 level of existing class
2nd	+1	+3	+0	+3	Brand of justice 1/week	+1 level of existing class
3rd	+2	+3	+1	+3	Eye for an eye 2/day range	+1 level of existing class
4th	+3	+4	+1	+4	Brand of justice 2/week, smite injustice 1/day	+1 level of existing class
5th	+3	+4	+1	+4	Eye for an eye 3/day	+1 level of existing class
6th	+4	+5	+2	+5	Brand of justice 3/week	+1 level of existing class
7th	+5	+5	+2	+5	Eye for an eye 4/day magic, smite injustice 2/day	+1 level of existing class
8th	+6	+6	+2	+6	Brand of justice 4/week with geas/quest	+1 level of existing class
9th	+6	+6	+3	+6	Eye for an eye 5/day	+1 level of existing class
10th	+7	+7	+3	+7	Brand of justice 5/week, smite injustice 3/day, dictum	+1 level of existing class

Servant of Vengeance

Servants of vengeance are divine practitioners bent on avenging slights, injustices and cosmic wrongs. Whether drawn to her calling because of wrongs in her own life or picked by a deity because of her innate ferocity, the servant of vengeance is a powerful tool of retribution.

Servants of vengeance come in many forms.

Some are simply priests of a vengeful god who will take up any cause of vengeance, justified or otherwise. Others are members of special sects of a god of justice devoted to maintaining cosmic justice. Some work with or become members of local law enforcement groups; others are vigilantes.

Servants of vengeance get along with other classes based on their personalities. Servants devoted to avenging true wrongs may congregate with others of similar interests. Those devoted to vengeance may travel with bullies, hexomancers, blood hexers or even other servants of vengeance; but, despite the common interests, such relationships do not typically last very long.

Servants of vengeance share much in common with other inquisitor-type characters. They serve a strict law-based order or a code. In many ways, they are similar to the knights of the Crusades. The importance of this is that they need not necessarily be justified in their vengeance: they gain the power regardless. If they worship a just deity, they may be

more prone to consideration of clemency; if they worship a deity of anger and vengeance, they honor the spirit of revenge more than the spirit of true justice.

Most servants of vengeance are clerics, but sometimes paladins also take up the calling. Anyone who meets the requirements can benefit from this prestige class.

Hit Die: d8.

Requirements

To qualify to become a servant of vengeance, a character must fulfill all of the following criteria.

Alignment: Any lawful

Skills: Knowledge (religion) 5 Ranks, Sense Motive 5 Ranks.

Feats: Endurance, Diehard, Iron Will.

Spells: Ability to cast *mark of justice* (PHB page 252).

Class Skills

The servant of vengeance's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive, Spellcraft (Int). See Chapter 4 of the PHB for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the servant of vengeance prestige class.



Weapon and Armor Proficiency: Servants of vengeance are proficient with all simple and martial weapons, all armors and shields.

Spells per Day/Spells Known: When a new servant of vengeance level is gained, the character gains new spells per day (and spells known, if applicable) as if she had gained a level in whatever spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of the class would have gained (ie., turning undead, special mount) except for an increased effective level of spellcasting. If the character had more than one spellcasting class before becoming a servant of vengeance, she must decide to which class she adds the new level for purposes of determining spells per day/known.

Eye for an Eye (Su): A servant of vengeance is a master of redirecting injustices to those who commit them. At 1st level, she can pick a melee opponent within line of sight that has just damaged an ally (including herself). That opponent suffers the same amount of damage. While the redirected damage is unnamed (it has no type), the originator of the damage appears to take on the same wounds as her victim. This ability can be used no more than once per round, and at 1st level she can only use it once per day. This damage is not affected by damage reduction.

At 3rd level, the servant gains an additional daily use of this power. Furthermore, she can redirect damage from a ranged source. The source of damage does not need to be within line of sight, but the victim of the original damage must be.

At 5th level, the servant gains an additional use of this power.

At 7th level, the servant gains an additional use of this power. Also, she can redirect damage from a magical source (this includes supernatural powers such as breath weapons that do damage). The source of the damage does not need to be within line of sight, though the victim of the original damage must be. The target is allowed saving throws for the spell appropriate to the type of damage being reflected, but the new DC is set by the servant's primary spellcasting attribute. This damage is not affected by spell resistance.

At 9th level, the servant gains an additional use of this power.

Brand of Justice (Sp): At 2nd level, the servant of vengeance can cast a *mark of justice* spell (*PHB* page 252) once per week as a touch spell. Unlike the normal functioning of the spell, the victim need not be willing or restrained; but rather, he receives a saving throw as per standard spellcasting rules. If the save fails, he is

marked by a brand that is visible to all members of the caster's faith and to anyone using a *true seeing* spell. The ability otherwise functions as a *mark of justice*. This ability can also be used to cast the standard version of the spell as described in the *PHB* on page 252.

This ability can be used once per week at 2nd level, and the caster gains an additional use per week at every even level afterwards. At 8th level, any use of this power also functions as a *geas/quest* spell. Only one saving throw is necessary for both effects.

Smite Injustice (Su): At 4th level, a servant of vengeance can make one smite attack against an opponent as per the paladin ability *Smite Evil* (*PHB* page 44), but only in the pursuit of vengeance. The servant gains an additional attack at both 7th and 10th levels. This ability stacks with any other smite attacks gained from other classes, such as the paladin class.

Dictum (Sp): At 10th level, a servant of justice can use a *dictum* spell once a day (*PHB* page 220).

Multiclass Note: A servant of vengeance may freely multiclass as a monk or paladin, although the actions required might make this difficult.

Open Gaming Licence

THIS LICENSE IS APPROVED FOR GENERAL USE.
PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY
WIZARDS OF THE COAST! OPEN GAME LICENSE Version

1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- 1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 85

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game Licence v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

Silven Crossroads, Silven Publishing and both corresponding logos are registered trademarks. Copyright ©2002 Kosala Ubayasekara. All Rights Reserved.





upcoming products

The Mitarra Adventures Series

Coming throughout 2005 and 2006 is a series of adventures set in Mitarra. The first book [Mitarra - The Agenda of Itherelle: Centipedes](#) will introduce players into the adventure plot that will be woven through at least 20 adventures published throughout 2005 and 2006. Each book will also contain additional setting information for DMs to use to enhance their game and integrate the area of Mitarra into their own game worlds.

Starlanko's Guides

Coming in early summer 2005 is [Fifty New Ways to Blow Things Up: Starlanko the Magnificent's Big Book of Evocations](#). The first in a series of books delving deep into spells and spellcasting and empowering players of mage and sorcerer classes with some exciting new strategies and spells.

Secret Societies

Coming in Summer 2005 is the most comprehensive d20 book on [Secret Societies](#) for the RPG industry. Soon to be available in PDF format, its packed with everything you will need to create and integrate powerful secret societies into your gameworld.

The Book of Curses is a comprehensive d20 guide to the use of curses, hexes and other magical afflictions. *The Book of Curses* provides background material for expanding the notion of curses in your game and includes several new prestige classes, new feats, spells, and a number of variant options. From voodoo dolls to sweating blood, *The Book of Curses* is everything you need to torment your PCs or spice up your favorite evil game! If evil isn't your style, there are also a variety of tools for vengeance and punishment and material to make your NPCs more interesting.

The Book of Curses is not only useful to spellcasters but also to other classes. There are options for traditional hexers as well for those looking to add a little misery to their character – or that of others. The book also offers some rules that clarify and expand the existing d20 curse rules.

The Book of Curses features the following:

- Background material for curses based on many traditions including: Ancient Greece, the Judeo-Christian Tradition, Voudoun and the Evil Eye
- A list of spells from the *core rule books* which gain the **curse** subtype – a new subtype for magical spells
- Variant rules on the use of the curse subtype
- New uses for the *bestow curse* and *mark of justice* spells
- 17 new spells for bards, clerics, druids, paladins, rangers and sorcerer/wizards.
- 12 new feats
- 4 new prestige classes