

# d30 Curses



NEW BIG DRAGON  
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## CMIN: MINOR CURSES

### Roll Effect of Minor Curse\*

- 1 all gold touched turns to copper
- 2 all speech comes out as babbling/gibberish
- 3 annoying familiar (summoned/stays with victim)
- 4 becomes extremely selfish
- 5 becomes hairless
- 6 blurred vision (penalty on all "to hit" rolls)
- 7 cannot lie
- 8 cannot tell the truth
- 9 completely color blind (sees only grays)
- 10 completely mute
- 11 completely deaf
- 12 constant crying/depression
- 13 constant sense of dread/desperation
- 14 face becomes distorted/cartoonish (loses charisma)
- 15 hair grows in odd places on body
- 16 hallucinations/delusions
- 17 incessant laughter/euphoria
- 18 loss of focus (will always be surprised)
- 19 polymorphed into alternate humanoid race
- 20 polymorphed into opposite sex
- 21 skin color changes
- 22 stiffness (movement halved/1 attack per 2 rounds)
- 23 suffers rashes ("to hit" penalty while wearing armor)
- 24 victim attracts wandering monsters
- 25 victim emits horrible odor (loses ability to surprise)
- 26 victim grows larger
- 27 victim grows smaller
- 28 victim grows older (does not affect level)
- 29 victim grows younger (does not affect level)
- 30 victim radiates disinterest (-2 to all reaction rolls)

\* saving throws at DM's discretion

## CMAJ: MAJOR CURSES

### Roll Effect of Major Curse\*

- 1 accident prone (e.g. will drop weapon on failed attacks)
- 2 becomes target for a creature that will hunt down and attempt to kill the victim
- 3 cannot keep food down (loses 1d3 hp per day from malnutrition)
- 4 complete blindness
- 5 constant urge to commit suicide
- 6 debilitated by a sense of excruciating pain (takes no physical damage)
- 7 debilitated by extreme fear/cowardice
- 8 everything person holds explodes (on object saving throw vs. spells)
- 9 falls under the control of an extra-planar being (demon)
- 10 generates heat (all in 10' radius take 1d6 heat damage per round)
- 11 generates cold (all in 10' radius take 1d6 cold damage per round)
- 12 keeps only 1/2 of experience points rewarded
- 13 loses 1d3 points of STR
- 14 loses 1d3 points of INT
- 15 loses 1d3 points of WIS
- 16 loses 1d3 points of DEX
- 17 loses 1d3 points of CHA
- 18 loses 1d3 points of CON
- 19 mind becomes "blank" (becomes catatonic)
- 20 narcolepsy (50% chance to fall asleep during tense/extreme situations)
- 21 paralyzed (does not affect senses, only ability to move)
- 22 penalty on all saving throws
- 23 petrified (turned to stone)
- 24 radiates hatred (-6 to all reaction rolls)
- 25 requires twice as much rest to recover hp
- 26 suffers oozing sores (cannot recover lost hp; loses 1 pt. of charisma every 3 days)
- 27 takes double damage from all attacks
- 28 takes on a spectral/mist-like form (cannot wear/wield anything)
- 29 unable to move beyond defined radius from location where curse was enacted
- 30 unable to sleep (side effects include: delusions, memory loss, frail bones)

## CMFX: MISC. EFFECTS

### Roll Misc. Effect

- 1 anxiety
- 2 chest pains
- 3 chills
- 4 diarrhea
- 5 dizziness
- 6 dry mouth
- 7 dry/itchy eyes
- 8 ear aches
- 9 fatigue
- 10 feverish
- 11 flatulence
- 12 frequent urination
- 13 itchiness
- 14 light-headedness
- 15 malaise
- 16 muscle pain
- 17 nausea
- 18 nosebleeds
- 19 shortness of breath
- 20 sweats
- 21 things smell funny
- 22 things taste funny
- 23 trouble hearing
- 24 trouble sleeping
- 25 trouble speaking
- 26 trouble with memory
- 27 trouble writing
- 28 unquenchable thirst
- 29 unquenchable hunger
- 30 weakness