

100 CALAMITOUS CURSES

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES[®]

By JAMES MISHLER

100 Calamitous Curses provides the **Castles & Crusades** Castle Keeper with 100 unusual and interesting curses. These can be bestowed upon player characters through mischance and misfortune or used by player character clerics and wizards on hapless non-player enemies. Few of these curses are of the immediately deadly sort, save perhaps to 1st level characters; they are all designed to fall within the parameters set by the *bestow curse* spell, the reverse of the *remove curse* spell which is useable as a 3rd level clerical spell or 4th level wizard spell.

A curse cannot be dispelled using *dispel magic* (not even by the caster of the curse), and can only be nullified through use of a *limited wish*, *remove curse*, or *wish* spell. It is suggested that the following additional rules be considered for use when dealing with curses.

- A curse created through the *bestow curse* spell can be nullified through use of a *remove curse*, but the nullification is not certain. The caster of the *remove curse* spell must make a level-based Intelligence check (if a wizard) or Wisdom check (if a cleric) against a CL equal to the level of the original caster of the *bestow curse*. If the check succeeds, the curse is nullified; if it fails, the curse remains, and the caster of the *remove curse* cannot attempt again to *remove curse* on that specific curse until he has gained another level.
- A curse created through the use of *bestow curse* can be nullified without chance of failure through use of the *limited wish* and *wish* spells, which are both of a much greater order of magnitude of power than the *bestow curse* spell. This is regardless of the differences in level between the caster of the curse and the caster of the nullifier, as the *bestow curse* spell is of such a lesser nature compared to the two other spells.
- The curse upon a cursed weapon, suit of armor, or other miscellaneous enchanted item cannot be nullified permanently through use of *remove curse*. If successful, as above, the wearer/user of the cursed object is able to remove the cursed item and permanently rid himself of it, but the curse is not permanently nullified. A *limited wish* (check against full CL) or *wish* (check against half CL, rounded up) can nullify most such curses, however, the caster using the spell must make a check, as above, in order for the curse to be permanently nullified; failure means the curse is only *temporarily* lifted.

One magic item missing from the **Castles & Crusades** Monsters & Treasures list is the classic *cursed scroll*. In order to add uncertainty to the gathering of magical scrolls from treasure hoards, it is suggested that the CK add in cursed scrolls now and again, perhaps 1 in 20 scrolls found being a *cursed scroll*. *Cursed scrolls* are created in one of two ways. Either the caster creates the scroll as a trap to protect his treasure, or an attempt to create a normal scroll goes horribly awry. A *cursed scroll* affects the reader, even if he cannot normally read the writing thereof; merely glancing at the words causes the scroll to activate. The reader must then make a Charisma save or be affected by the *bestow curse* spell; see below to determine the CL of the saving throw. All saving throws required by the effects of the curse have a CL based on the level of the original caster. Spell Resistance can also be efficacious against the effects of a *cursed scroll*. For the level of the caster, roll on the table below:

d20	Caster Level
1-10	7th
11-15	8th
16-18	9th
19	10th
20	Roll 1d10+10

d100 Calamitous Curse

01 **Curse of Bilius Blood:** The accursed one heals only one hit point per two days of complete bed rest, and magical healing only cures one hit point per spell level.

02 **Curse of the Liar's Lips:** The accursed one can never tell the truth; she must always withhold some bit of truth or replace it with a false element. The false portion need not be dangerous or deadly, but must be misleading.

03 **Curse of the Braying Ass:** The accursed one's head transforms into that of a donkey, he grows a donkey's tail, and his feet transform into hooves. He cannot speak any intelligible language, as any time he tries to speak, he brays quite loudly like an ass (and obviously cannot cast any spells that require a verbal component).

04 **Curse of the Storm Lord:** The accursed one suffers a -6 penalty to all saving throws against lightning and water-based attacks. Also, whenever the accursed one is aboveground and in the open during a storm, there is a 1 in 12 chance every 10 minutes that she and anyone within five feet of her will be struck by lightning for 2d10 points of damage (Dexterity save for half damage).

05 **Curse of Living Death:** The accursed one is bathed in a burst of negative energy and shadows, and when these fade he is shown to have taken on the (non-illusory) appearance of a festering, rotting, stinking zombie! He also has his movement reduced to half normal, and always loses initiative every round (acting last after *all* others have acted). Social interactions are, needless to say, made very difficult (-3 penalty to all Charisma-affected interactions), save for those with necromancers and others of like tastes, who will find the accursed one unnaturally *appealing*. Though he takes on the form of a zombie, he is *not* undead, and gains none of the benefits thereof.

06 **Curse of the Titan's Toe:** One of the accursed one's large toe swells up to the size of an ogre's head, reducing her speed to a mere crawl and causing her to suffer a -4 penalty to AC. Even if the toe is cut off, it regenerates and expands within moments.

07 **Curse of Winter's Embrace:** Any allied, friendly, or neutral being touched by the accursed one suffers 1d3 points of subdual damage from cold (Charisma save for minimal damage); damage occurs each round the accursed one touches the other being. This curse never causes damage to enemies. The accursed one also always feels *cold*, as though caught in a winter storm without furs or coat; his breath always streams cold mist, and his eyebrows, beard, and hair are always rimed in frost. Another side effect of the curse is that his irises become sparking blue, as though of glacial ice.

08 **Curse of Spontaneous Somnolence:** At the beginning of every hour of wakefulness, the CK must check to see if the accursed one suddenly and without warning falls asleep for 1d6 x 1d10 minutes. The chance is 1 in 6 that she will experience a sudden bout of sleep 1d6 x 1d10 minutes into the hour, and 1d6 rounds into the minute. Obviously, if engaged in a dangerous activity at the time, pain and suffering might ensue. If awakened from this sudden sleep before the time would naturally be up, the accursed one suffers a -2 penalty to all attack rolls, saving throws, and attribute and ability checks for double the time she would have remained asleep.

09 **Curse of the Pesky Poltergeist:** A magical effect much like that of an *unseen servant* follows the accursed one, causing trouble wherever he goes by lifting skirts, knocking potions and dishes and glasses off of tables, opening and closing doors, and the like. It is not a true poltergeist and cannot be turned, nor can it be dispelled, save through lifting the curse.

10 **Curse of the Worm's Tongue:** The accursed one's tongue is transformed into a foot-long yellowish-mauve worm. This makes it difficult for her to speak, and if a spell caster she has a 50% chance to miscast and lose any spell that has a verbal component. Social interactions are also quite difficult, and the accursed one suffers a -3 penalty to any Charisma-based social interaction checks.

11 **Curse of the Wolf's Blood:** The accursed one becomes a werewolf, subject to the vagaries of the full moon and all that lycanthropy entails.

12 **Curse of the Demon's Visage:** The accursed one's face is exchanged with that of a demon of random sort. Any allied, friendly, or neutral being who gazes upon the accursed one's face uncovered must make a Charisma save or flee in terror for 1d4 minutes. Enemies are never affected by the effects of this curse. From time to time, the demon that now has the accursed one's face will drop in and mock her, though not attack, for when the accursed one is slain the demon has its own face returned.

13 **Curse of the Imp's Interest:** An imp immediately teleports to the accursed one's side and introduces himself. He will now be the accursed one's "best friend" (i.e., troublemaker), and do everything he can to get the accursed one to get killed while performing an evil act. If successful, the accursed one's soul is his, and the accursed one is condemned to the darker regions for all eternity. He's no familiar, and does what he wants, when he wants, especially if it causes the accursed one grief. If slain, he simply returns after 1d6 minutes.

14 **Curse of Frolicsome Feet:** The accursed one henceforth never walks or runs, she can only *dance*. Her movement is reduced to half normal, and everywhere she moves, she dances; she jigs, prances, sashays, cavorts, sambas, and waltzes, all quite fabulously while humming a tune. *Boom-chicky-boom-chicky-boom-chicky-boom!* Unfortunately, she suffers a -2 penalty to her AC, any opponent he passes within 10 feet of while moving gets a free attack against her as she moves (for she is not really moving in a straight line, but instead dancing back and forth along that line), and if she attacks after moving in the same round, suffers a -2 penalty to hit.

15 **Curse of the Waif's Lament:** Any time the accursed one encounters an orphaned child, that child fixates on the character as his or her long-lost father or mother, uncle or aunt, or other similar person of responsibility. Nothing can dissuade the child from seeking to rejoin their re-discovered parent or guardian; in time, whole mobs of gamins may very well seek to follow the character into the dungeon! The curse is such that the child will know unusual, intimate details of the character's life and be able to invent a likely-sounding story of how the accursed one is the child's parent or guardian. Locals of goodly and even neutral sort will react quite severely to any who they feel are abandoning their charges.

16 **Curse of the Bull's Eye:** The accursed one becomes a target for any enemy archer within range, even if much better targets are available, and all arrows and crossbow bolts aimed at the accursed one gain a +4 bonus to hit.

17 **Curse of Deific Mien:** The foolish and stupid will see the face of the Divine in the face of the accursed one, and proclaim him to be a prophet or demi-god or some such promised leader. Not a one of these followers has any useful talent (all having no class levels, no wealth or power, and Intelligence and Wisdom of no greater than 9 each, often total), and they will always be a drain on their "leader," causing him no end of grief and trouble as they requisition goods and services "in the name of the Grand Crusade" or proclaim the current rulers of the local domain overthrown "in the name of the Chosen One!"

18 **Curse of Ferric Lamentations:** Any metal the accursed one touches or wears rusts and turns to dust, even through a cloth or glove or other garment. This is effectively like the touch of a rust monster; it affects *any* metal, not just iron and steel.

19 **Curse of the Howling Monkey:** Whenever the accursed one speaks he shouts at his loudest voice, and can never speak in normal, let alone hushed tones. In addition to looking like a fool in public, he also attracts wandering monsters at double normal chance when speaking in a dungeon, and of course warns all within hundreds of feet of his presence.

20 **Curse of Unquenchable Thirst:** The accursed one is always thirsty, and must drink a gallon of water every hour. If in hot dry weather or during exertion (such as extended combat), the accursed one must drink two gallons per hour. Every gallon missed the accursed one suffers one point of subdual damage, which cannot be healed naturally or by magic until she catches up on all the missed water.

21 **Curse of the Gossiping Galoot:** The accursed one becomes a notorious gossip, and always seeks to learn and then spread rumor and innuendo on the most trivial and, sometimes, dangerous subjects. Anything the accursed one's friends do is fair game to tell the nearest peasant crone or whisper snidely to the shire reeve. Within an hour of entering a village the accursed one will have told everyone he meets about his and his friends latest doings, their victories and defeats in the dungeons, the treasures they found, and the secrets they wish to ferret out... or keep!

22 **Curse of Wandering Winds:** The accursed one becomes a leaf upon the winds, being subject to being blown away by and upon any wind greater than 10 miles per hour. In all other ways she still weighs the same, she simply weighs not more than a leaf as far as *winds* are concerned (i.e., if she falls into a pit, unless it is particularly windy in the dungeon, she still falls and is hurt). The winds cannot carry her away if she is weighted down with her full, *maximum* encumbrance, nor if she is tied to something of similar or greater weight, though she will be buffeted around to the full extent of the loose length of the rope.

23 **Curse of Fey Fury:** The accursed one bears a mark upon him readily visible to any fey creature; such creatures will seek to harm, waylay, trouble, and otherwise cause no end of grief to the accursed one, up to and including slaying him (though only after first making his life a living hell). Even elves and gnomes feel uncomfortable around the accursed one, and he suffers a -3 penalty to all social interactions with elves and gnomes.

24 **Curse of Odious Omniscience:** The accursed one is struck by omniscience, which for mortals has the same effect as a *feblemind* spell. If anyone tries to read the accursed one's mind, they must make an Intelligence saving throw or also be accursed with omniscience; success means nothing was read, but the caster has a splitting headache for a month. If the curse is lifted, the accursed one recalls nothing from his period of omniscience, save that the fate of the world somehow hinges upon squirrels.

25 **Curse of Babe's Strength:** -6 to Strength score (cannot be reduced below 1).

26 **Curse of Inconsistent Incontinence:** The accursed one loudly loses all control of her bowels and bladder. Every hour, awake or asleep, there is a 1 in 6 chance the accursed one cuts loose without warning; roll 1d6 x 1d10 to determine the minute of the hour and 1d6 to determine the round of the minute. The accursed one suffers a -2 penalty to all attack rolls, saving throws, and attribute and ability checks until she can take five minutes to clean herself and change her clothing.

27 **Curse of Raging Rodent:** The accursed one is polymorphed into the form of a normal brown rat, as per the *polymorph other* spell.

28 **Curse of the Harrying Horse Head:** Every hour, awake or asleep, there is a 1 in 6 chance the accursed one is visited by an intelligent disembodied horse's head; roll 1d6 x 1d10 to determine the minute of the hour and 1d6 to determine the round of the minute. The head arrives with a loud and obnoxious whinny that all within 240 feet can hear, and then for 1d6 minutes loudly regales the accursed one of his latest doings in the Common tongue, spoken with a horsey accent. "*Annnnnhbddd thennnn I wbennnnt to thbbbe westttttern fieldddd, where the grrrrrasssss loooooobbbked grrrrreeenerrrrr, buuuuuut it rrrrrreallllly wasn'tttt as sweeeeeeet, you knowwww?*"

29 **Curse of Noble Noxiousness:** Whenever the accursed one must speak or write the title and/or name of a noble or other person of high social standing and authority (guild master, high priest, mayor, captain of the guard, etc.), the title and/or the noble's name are replaced with a series of offensive expletives, even if the accursed one tries to create a "code" to get around the limitation.

30 **Curse of the Ogre-King's Nose:** The accursed one's nose grows to the size of a goblin's head, regularly dripping gobbets of mucus and making hideous snorting sounds, making it very difficult to eat or speak (requiring a Dexterity save to do any of these), and especially to cast spells with a verbal component; 25% chance to miscast and lose any spell that has a verbal component. Needless to say, it is also quite a social problem, and anyone who tries to sleep nearby will fail utterly as the accursed one's snoring is of deific proportion (though oddly the accursed one never notices it)! Even if the nose is cut off, it regenerates and expands within moments.

31 **Curse of the Ghoulish Gourmand:** The accursed one develops a taste for the flesh of humans, demihumans, and humanoids, but especially those of his own race. This is first noticed when he is within 10 feet of a corpse, which to the accursed one smells like an irresistible well-seasoned and perfectly-grilled steak. The accursed one must make a Charisma check each time he encounters a new corpse (with a -2 penalty for the flesh of his own race), or he decides to succumb to temptation and tucks in without worry for cooking or seasoning (though he still seeks to do so surreptitiously, if others can see). After failing and consuming such flesh a number of times equal to his Constitution score, he is hooked, and can *only* subsist on such flesh; all other foods are regurgitated or simply provide no sustenance. Thereafter for every day he goes without the flesh such a being he suffers 1d6 points of subdual damage, which cannot heal naturally or be cured by magic until he once again consumed forbidden flesh.

32 **Curse of Felonious Fortune:** The accursed one is showered with stolen lucre. Any person she touches who possesses carried wealth loses some small yet readily identifiable bit of wealth; 1d10 coins, a piece of jewelry or a gem, or some other item, which disappears from the victim's purse and appears without warning in the accursed one's d6; 1-3 = hand or 4-6 = belt pouch or backpack. There is a 2 in 6 chance that the victim senses the loss of his item(s) and/or hears the subtle clink of coins or sees the stolen wealth in the accursed one's hand (assured if it is obvious and the hand is in the open). If the accursed one gets away without trouble, she will squirrel away the ill-gotten booty and never, *ever* spend it; all such loot is hidden and counted regularly. The accursed one rapidly gains a reputation as a petty thief, and those aware of her reputation act accordingly.

33 **Curse of Thin Blood:** The accursed one's blood becomes thin and slick, as he suffers from hemophilia. Every time the accursed one is cut he starts to bleed 1 hit point per round, including the round in which he was cut. Magical first aid and healing automatically staunches the wound, but using bandages only has a 2 in 6 chance to stop the bleeding (can be retried only with *new* bandages each round).

34 **Curse of Capricious Confusion:** Every hour of wakefulness or sleep there is a 1 in 6 chance the accursed one becomes *confused*, as per the spell; roll 1d6 x 1d10 for the minute and 1d6 for the round in the minute. If asleep, she is jolted awake in his confused state. The accursed one remains confused for a number of rounds equal to the level of the caster of the curse.

35 **Curse of the Pusillanimous Poltroon:** Whenever the accursed one first seeks to enter combat against or is faced by a new opponent (not a group of opponents, but each *singular* new opponent), he must make a Charisma saving throw or flee as though affected by a *cause fear* spell (even if the accursed one has six or more hit dice).

36 **Curse of the Pauper's Purse:** The accursed one finds it impossible to keep any treasure in the form of coin, jewelry, gems, and the like. Every time she goes to open a belt pouch or other stash of treasure, 1d10 x 10% of the treasure has disappeared. This happens even if she has another person hold her treasure, or if she hides it and buries it under a dozen traps, etc.; the curse gets around such arrangements readily, though once money is well and truly spent then it is beyond the power of the curse.

37 **Curse of the Occluded Oculi:** The accursed one is struck blind in some spectacularly hideous fashion; his eyeballs transform to worms, or bleed, or are filled with buzzing bees, or some other unnatural and disconcerting event. This blindness cannot be nullified, even temporarily, by the *remove blindness or deafness* spell. The accursed one suffers -10 to hit on attack rolls, loses any Dexterity bonus to AC, suffers a -2 penalty to AC, moves at half speed, and suffers a -4 penalty to Strength and Dexterity checks.

38 **Curse of the Babbling Buffoon:** The accursed one never shuts up. *Ever*. She is *always* talking about a lot of *nothing*. This, that, the other, and especially the weather and the cut of her dress and oh hey look a bird I wonder if birds like the taste of cheese I'm hungry how about you I could eat an elephant though I've never seen one and *wouldverymuchliketoseeanelephantbut* hey how about those new horses down by the smiths... and so forth. For some players, of course, this is hardly a stretch.

39 **Curse of Burning Water:** Water becomes as acid to the accursed one, dealing 1d6 points of damage merely by touching so much as a small vial thereof, or if caught in a light drizzle without complete waterproof body covering. It is impossible for him to drink water, as each glass so consumed deals 2d6 points of damage, as does each round immersed in water or caught in a rainstorm. Fortunately, the accursed one will discover that he can subsist on alcohol; however, this causes trouble with drunkenness, not to mention the social difficulties of going through life never bathing...

40 **Curse of Karmic Kickassery:** Whatever other humanoid race the accursed one most dislikes or despises, she is polymorphed into; if a human despises most the humans of another ethnic group, she transforms into a member of that ethnic group, no less than how a high elf might transform into a dark elf. Unlike the *polymorph other* spell, she does not have to worry about eventually finding her condition natural. She always remembers her original form and continues with her normal mental state. To make the transformation complete, the accursed one speaks only in the tongue of her new race; even if she tries to speak in another tongue, it only ever comes out as being in the perfect, pure form of the language of the new race (the same goes for any writing). Members of the opposite sex of the accursed one's new race find him or her to be absolutely irresistible (effective Charisma 18), while members of the same sex invariably consider the accursed one to be a dangerous rival.

41 **Curse of Fatal Attractiveness:** The accursed one is unnaturally appealing to people who cause him no end of trouble. The local baron's wife, the priestess's husband, the daughter of the local guild master of thieves, the insane cannibal barber... anywhere the accursed one goes, in every village, town, and city, the most dangerous (and often powerful) person in the settlement becomes insanely attracted to him.

42 **Curse of Death's Embrace:** Anyone who willingly has sexual relations with the accursed one (even a mere "dalliance") must make a Charisma saving throw or lose one life energy level; non-classed and 1st level beings who fail their save die.

43 **Curse of Slug's Speed:** -6 to Dexterity score (cannot be reduced below 1).

44 **Curse of the Immanentized Enemy:** The accursed one has a second head burst forth from her shoulders, such that she looks much like a small ettin. The second head is her opposite in all things; it has the opposite alignment (if the accursed one is Neutral the other head is either Lawful Good or Chaotic Evil, equal chance), and opposite Intelligence, Wisdom, and Charisma (i.e., every point above 10 the accursed one has in the attribute, it has below 10, and vice versa). The second head knows everything the accursed one knew up to the time of its creation. The accursed one is usually in control of her body, but there is a 1 in 6 chance per hour that the second head has a chance of taking over the body; roll 1d6 x 1d10 for the minute and 1d6 for the round in the minute. The second head is in charge of the body for 1d6 x 1d10 minutes before the accursed one regains control; if the result is ever 60 minutes, instead roll 1d4 x 1d6 to determine the number of hours the second head is in control; similarly, if the result is ever 24 hours, roll 1d4 x 1d8 to determine the number of days the second head is in charge; finally, if the result is ever 28 days or greater, roll 1d12 to determine the number of months the second head is in charge. The second head has its own goals and plans, invariably at odds with those of the accursed one. If the second head is chopped off, it simply grows back within moments. Optionally, if a *magical sword* is used to chop off the head, the head instead grows its own body, exactly like that of the accursed one, and becomes an individual on its own; though if it is ever slain, it simply burst forth once again from the neck of the accursed one, until the curse is nullified. If the second head has the accursed one's head chopped off, events transpire in the same fashion... and note that though the accursed one does not know how the second head can gain its own body, *it does*.

45 **Curse of the Mindless Lips:** Anything the character thinks, he says, especially if he wishes he hadn't, and invariably when it would cause the most trouble. This is easiest to play by adjudging that anything the character's *player* says, the *character* says.

46 **Curse of Saddened Slug:** The accursed one is polymorphed into the form of a normal slug, as per the *polymorph other* spell.

47 **Curse of Phantom Form:** The accursed one is reduced to a gaseous form, as per the *gaseous form* spell. Unfortunately, unlike the spell, the accursed one's gear is *not* thusly affected, and of course the effect ends only when the curse is lifted.

48 **Curse of the Crimson Claws:** The accursed one's hands are transformed into large, crab-like claws of thick chitin. She cannot hold any tools or weapons, and cannot cast any spells requiring a somatic component. Rogues and the like cannot climb, open locks, pick pockets, or perform any other abilities that require fine motor skills of the hands. Even using a door knob requires a simple Dexterity check! The accursed one can attack with her claws, one each round, though she is considered non-proficient with the attack, and deals 1d3 points of normal damage with each hit.

49 **Curse of Flummocking Flatulence:** Every hour, awake or asleep, there is a 1 in 6 chance the accursed one will break wind in an heroic fashion and without warning; roll 1d6 x 1d10 to determine the minute of the hour and 1d6 to determine the round of the minute. The accursed one and any living being within 30 feet must make a Constitution saving throw or suffer nausea for 1d6 minutes, during which the being suffers a -1 penalty to hit, on damage rolls, to saving throws, and to attribute and ability checks. Additionally, the 10 foot diameter area directly behind the accursed one suffers the effects of a *gust of wind* spell.

50 **Curse of Burning Blood:** Smoke emits irregularly from the accursed one's ears, nose, mouth, and other orifices. Her skin is red, blistered, and very hot to the touch. The accursed one is in constant pain such that she suffers a -4 penalty to attack rolls, saving throws, and attribute and ability checks.

51 **Curse of Mournful Mothers:** If the accursed one passes within 60 feet of a pregnant woman or vice versa, she suffers a spontaneous abortion (no saving throw); without the attention of a cleric or midwife, the mother also perishes if she fails a Constitution saving throw.

52 **Curse of Multiple Malefactors:** Whenever the accursed one engages an enemy in combat or targets an enemy with a spell, that enemy suddenly has 1d4+1 *mirror images*, as per the spell. These mirrors are visible to all, not merely the accursed one, and cannot be dispelled. The mirror images last for three rounds per level of the caster of the original curse. Note that if an accursed spell caster targets a group with a *fireball* or similar spell, *all* the targets in the area gain mirror images!

53 **Curse of the Eternal Cloud:** Anywhere the accursed one goes outdoors a 10 foot diameter storm cloud follows him above his head... literally! It hovers 10 to 60 feet above his head, continually dropping rain at rates from a light drizzle to a continuous downpour. Every 1d6 hours a 10 to 100 ft. long bolt of lightning shoots out; 1 in 20 chance of striking a random friend, ally, or neutral if in range (though never the cursed accursed one or an enemy) for 2d6 points of damage, Dexterity save for half, along with a light thunderclap. If indoors, the cloud remains above the accursed one at about 10 feet above the ground or roof; if the accursed one is in a large building with very high ceilings, such as a cathedral, the cloud might even follow him indoors!

54 **Curse of Odious Obesity:** The accursed one immediately balloons up to three times her normal weight! Clothing and armor worn expand then rip and explode disastrously, destroying said clothing and armor and leaving the accursed one wearing very, very tight undergarments (or nothing at all, should no undergarments be worn). The accursed one suffers a -3 penalty to any Dexterity saves or checks, a -3 penalty to all social-interaction Charisma checks, and moves at only half speed. No diet will be efficacious at removing the weight thus gained, even starvation, though the accursed one will still starve to death if he does not eat normally.

55 **Curse of the Glass Chin:** -6 to Constitution score (cannot be reduced below 1).

56 **Curse of Malevolent Mutation:** The unborn child of any friendly or allied woman whom the accursed one touches is mutated into a horrible monster, though still with the soul and mind of a child. Roll d6: 1 = goblin, 2 = orc, 3 = gnoll, 4 = ogre, 5 = hill giant, 6 = other monster such as a dragon or chimera or even a demon. If the friendly victim is a female of a humanoid race, the child ends up being a halfling, gnome, dwarf, human, elf, or goodly monster!

57 **Curse of the Cat's Soul:** The accursed one becomes the bane of dogs everywhere, and all dogs and wolves, wild and domestic, attack him as opportunity permits, to the exclusion of all others.

58 **Curse of the Bottomless Belly:** The accursed one is always hungry, and must consume three times her normal daily food and drink or suffers 1d6 points of subdual damage per day she does not eat enough food. This damage cannot be healed naturally or by magic until she catches up on all her missed food. Still, no matter how much she eats, she never gains weight, but readily loses weight if not eating enough...

59 **Curse of the Pustulent Pox:** The accursed one's skin breaks out in large, pus-filled buboes that burst on a regular basis. The pustules form everywhere (*everywhere!*), and are quite painful. His clothing rapidly becomes covered in slimy pus, and he gives off a noxious stench to all within a 10 feet radius. Any living being within 10 feet must make a Constitution saving throw or suffer nausea for 1d6 minutes, during which the being suffers a -1 penalty to hit, on damage rolls, to saving throws, and to attribute and ability checks. Anyone who actually touches the accursed one gets no saving throw! The accursed one suffers pain and nausea continuously, and so suffers double the normal penalty (-2). Though he gets used to the stench after three days, he never gets used to the pain, and thereafter suffers only a -1 penalty. Finally, any time the accursed one rolls a natural 1 when using a melee weapon, the weapon slides from his grasp and flies 1d6+4 feet away in a random direction.

60 **Curse of the Perturbed Passerine:** The accursed one is polymorphed into the form of a normal sparrow, as per the *polymorph other* spell.

61 **Curse of the Genie's Wrath:** The accursed one now has a genie (of type determined by the CK) as an enemy, due to some perceived or real slight performed against the genie on behalf of the accursed one, i.e., a quasit appears in the genie's home and steals something from the genie, saying "I serve [name of accursed one], come and get this back from him if you can!" or appears in the genie's harem and pinches a notable part of a concubine's body, saying "So I was ordered to do by my master, [name of accursed one]." The genie, thus, acts accordingly, but rather than taking immediate and violent revenge, plots and plans a series of counter-offenses and actions tenfold worse than that which he suffered.

62 **Curse of Haphazard Haberdashery:** Every hour there is a 1 in 6 chance the accursed one's clothes suddenly change color and form; roll 1d6 x 1d10 for the minute and 1d6 for the round in the minute. Roll d10 to determine the kind of clothing the accursed one now wears: 1 = royal clothing, 2 = noble clothing, 3 = gentleman's clothing, 4 = soldier's uniform, 5 = craftsman's work clothes, 6 = merchant's suit, 7 = peasant's or servant's clothes, 8 = beggar's rags, 9 = clothing of the opposite sex (roll d8 to determine type), 10 = none (clothing disappears and never reappears). Armor and weapons remain unaffected, as does treasure and the like. Any clothing the accursed one removes disappears instantly if handed to anyone else or if he moves more than 20 feet from it. When the accursed one's clothes *disappear*, she must acquire new clothes entirely.

63 **Curse of the Locust Swarm:** Anywhere the accursed one goes a swarm of locusts follows within 50 feet ((1d6-1) x 10). The swarm ranges randomly from 10 to 60 feet in diameter; if burned away by *fireball* or swatted incessantly, the locusts somehow replenish their numbers within minutes. The swarm causes an incessant buzzing and trilling noise, making it impossible for anyone other than the accursed one to sleep. The swarm rapidly consumes any grains or vegetable matter in a few minutes, and can rapidly strip a farmer's field or inn's larder.

64 **Curse of the Life Leech:** Whenever the accursed one heals damage, the nearest friend, ally, or neutral being suffers a like amount of damage. If cured by a spell, usually the friendly caster suffers the damage; if healing through bed rest, the nearest person loses a similar number of hit points regardless of distance!

65 **Curse of the Rat's Blood:** The accursed one becomes a wererat, subject to the vagaries of the full moon and all that lycanthropy entails.

66 **Curse of the Sanguineous Spawn:** Whenever the accursed one suffers damage from a slashing or cutting weapon, the blood spilt instantly transforms into a random monster upon hitting the ground. The type of monster is of appropriate size to the number of hit points lost, equal to a one hit die creature per five hit points or portion thereof. The type of creature is at the whim of the CK. These creatures are utterly inimical to the accursed one, and attack her at first opportunity.

67 **Curse of the Medusa's Kiss:** The accursed one is transformed to stone, as per the *transmute flesh and stone* spell, however, the accursed one's clothing and equipment are unaffected!

68 **Curse of Karmic Equipoise:** Any time the accursed one deals hit point damage to a living creature with a weapon or spell, she immediately suffers a like amount of damage.

69 **Curse of the Purloined Privates:** The accursed one's genitalia, external and internal, disappear, though the accursed one retains all other physical gender elements (and a basic organ for voiding liquids); a male would suddenly speak soprano, while a female's voice would head toward the tenor range.

70 **Curse of Tasty Flesh:** The accursed one gives off a tasty scent that attracts animals and monsters; double the chances of random encounters for the accursed one and her companions!

71 **Curse of the Warlock's Soul:** Everywhere the accursed one goes, within 30 feet fire and flames turn blue, milk and cream spoils, and normal animals go mad and attempt to flee from his presence. It is impossible for the accursed one to ride a horse; the horse either flees or, if held too tightly, dies of fear. Superstitious peasants and the like recognize these signs and likely mistake the accursed one for a follower of evil.

- 72 **Curse of the Triumph Macabre:** Any human, demihuman, or humanoid slain by the accursed one's hand (that is, any being to whom the accursed one deals the killing blow or dealt half or more of its total hit points in damage, whether with a melee weapon, missile weapon, or spell damage) rises as an undead creature the next evening. Humanoids with only hit dice or one class level arise as simple 1 HD or zombies or 2 HD skeletons, depending on the state of the corpse. Humanoids with 2 or more levels arise as greater undead; those with 2 to 4 levels arise as 2 HD ghouls, those with 4 to 7 levels arise as 4 HD wights, and those with 8 or more hit dice arise as 8 HD vampires (if the bodies were destroyed or burned, they return as 3 HD shadows, 5 HD wraiths, and 7 HD spectres, respectively). The common undead simply wander about will-less, while the extraordinary undead remember their death, and seek out their slayer to punish him.
- 73 **Curse of Idiot's Inspiration:** -6 to Intelligence score (cannot be reduced below 1).
- 74 **Curse of the Wanton Wailer:** Whenever the accursed one is safe, at peace, and among friends (or even simply among a crowd of non-enemies), especially at dinner and like occasions, a bloody ghostly form appears and cries out prophecies of doom, destruction, and terrible pain and suffering for the accursed one and all her friends, allies, and even those simply sitting nearby. The ghostly form enumerates the crimes the accursed one has committed in the past, embellishing some and making up others entirely, and finally disappears after screaming out apocalyptic invectives against the accursed one and all those who stand by her.
- 75 **Curse of the Evil Eye:** Any allied, friendly, or neutral being within 20 feet who meets the accursed one's gaze suffers 1d3 points of subdual damage and a twinge of extreme pain and slight fear (Charisma save for merely pain and fear). This might seem cool, but remember that this curse has no effect on enemies, and makes it impossible for the accursed one to have any sort of positive social interaction! Anyone who can meet the gaze of the accursed one sees that his irises have taken on a skull-shaped outline, with the pupil of the eye divided into two eye sockets and a nasal socket. Needless to say, peasants react poorly to anyone with the Evil Eye!
- 76 **Curse of Gobliny Gore:** Whenever the accursed one suffers damage from a slashing or cutting weapon, the blood spilt instantly transforms into a goblin or like creature upon hitting the ground. The type of goblin is of appropriate size to the number of hit points lost, i.e., 1 to 6 forms a goblin. If more than six points are spilt, there is a 50/50 chance that two or more goblins form or one single creature of greater abilities forms. If only goblins form, each has 5 hit points, with the odd remaining hit points, up to 6, forming the last goblin. If a single creature is created, 7 to 10 hit points creates a hobgoblin, 11 to 24 creates a bugbear, 25 to 32 creates an ogre, 33 to 72 creates a hill giant, and 73 or more creates a red dragon of appropriate hit dice! These creatures are utterly inimical to the accursed one, and attack her at every opportunity.
- 77 **Curse of the Devil's Pride:** The accursed one grows ebony horns, ivory fangs, a black goatee (if male), a long pointed tail, his feet become cloven hooves, his eyes glitter and glow red, and his skin turns a bright scarlet red. He will invariably be mistaken for a devil by superstitious peasants and wise clerics alike!
- 78 **Curse of the Lamenting Leporid:** The accursed one is polymorphed into the form of a normal white rabbit, as per the *polymorph other* spell.
- 79 **Curse of the Living Hair:** The accursed one's hair grows quickly and continually at a rate of one foot per hour; it is also slightly animated, and grabs at the accursed ones arms and legs if long enough. If not regularly cut, the hair tangles the accursed one's arms, causing him to suffer a -2 penalty on attack rolls, saving throws, and attribute and ability checks; if the hair reaches his knees or beyond, reduces his movement to half normal speed. Any hair cut off rots away in moments.
- 80 **Curse of Chimerical Chaos:** Whenever the accursed one touches a normal animal, a portion of her body is transformed into that of the animal's form. For example, if she touches a horse, a portion of her body will be transformed into that of a horse; if she touches a cat, a portion of her body will be transformed into that of a feline. And so forth. Roll d12: 1 = feet, 2 = legs, 3 = whole lower body, 4 = torso, 5 = hands, 6 = arms, 7 = whole upper body sans head, 8 = eyes and ears and upper head, 9 = nose and lower face, 10 = entire head, 11 = roll again but affects only the left or right side of part rolled, 12 = roll twice. With the right combination, the accursed one can have the parts of several animals! No matter the part gained, the accursed one never gains the special attacks (bite, claw, poisons, etc.) of the animal parts of which she is made.

81 **Curse of the Wailing Waifs:** Whenever the accursed one comes within 20 feet of a babe in arms, a small child, or even a “tween,” the child feels a burning pain that sets it off screaming and wailing. Teenagers feel unnerved at the accursed one’s presence, and always react negatively to anything he says or does.

82 **Curse of the Withered Soul:** The accursed one loses one life energy level, as though drained by a wight. If this happens to a 1st level character, she dies.

83 **Curse of Herbaceous Extirpation:** Any normal, non-sentient and non-monstrous plants smaller than and within five feet of the accursed one wither and die if he remains in the area for a minute or more. Larger plants such as saplings and trees grow sickly, but do not die unless the accursed one remains within range for an hour or more per century of age of the tree.

84 **Curse of the Gender Bender:** The accursed one physically changes gender from female to male (or male to female); as per *polymorph other* the accursed one must check every 12 hours or he or she will consider the change normal and not want to be changed back. Of course, some players might not view this as a curse at all, but that is neither here nor there...

85 **Curse of the Quivering Liver:** The accursed one becomes an alcoholic, unable to pass up any opportunity to imbibe an alcoholic beverage, and when lacking such, seeking any way possible to purchase, beg, or steal more. He will be in a continual drunken haze at most times; such situations are as adjudicated by the CK, but generally this means that he suffers a -1 to a -4 penalty to hit, on damage rolls, to saving throws, and to attribute and ability checks, among other social problems, when he is not simply passed-out drunk (spending *at least* one day in six thus, if at all possible). If engaged in combat and he rolls a natural 1 to hit, it means he hits the nearest ally, if at all possible.

86 **Curse of Unwelcome Wariness:** The accursed one cannot sleep until she is reduced to zero hit point through subdual damage or normal damage. She suffers 1d6 points of subdual damage per day she misses sleep; this cannot be healed naturally or by magic until she finally gets some sleep. She also suffers a -1 to all rolls to search, spot, or otherwise notice things, *cumulative*, per day of wakefulness. If reduced to zero hit points, she then sleeps *unceasingly* for a length of time equal to all the sleep she missed; nothing, not even further damage by weapon or slapping, wakens her from this sleep. This sleep cures all the subdual damage suffered due to the wakefulness. The accursed one is immune to *sleep* spells and the like.

87 **Curse of the Auricular Abrogation:** The accursed one is struck deaf in some spectacularly hideous fashion; his ears fill with worms, or bleed, or grow cauliflower, or some other unnatural and disconcerting event. This deafness cannot be nullified, even temporarily, by the *remove blindness or deafness* spell. In addition to the obvious effects, the accursed one suffers a -4 penalty on initiative checks and has a 25% chance to miscast and lose any spell that has a verbal component.

88 **Curse of Fool’s Foresight:** -6 to Wisdom score (cannot be reduced below 1).

89 **Curse of the Maniacal Monologist:** The accursed one *must*, when he has his enemies prostrate at his feet and in his power, reveal his entire plan to them in a monologue lasting 1d4+2 minutes, during which he *automatically* fails to notice any attempt by his captive(s) to escape or otherwise improve their situation. Similarly, any time anyone, from beggar to king, shows *any* interest in the accursed one’s plans, be them conquering the kingdom or simply going to the store to buy some rations, he must spend 1d4+2 minutes explaining his plan in minute detail, similarly oblivious to any unusual occurrences around him (such as a rogue picking his pockets or the like).

90 **Curse of Avian Approbation:** Birds are now the accursed one’s *best friend*. Flocks of pigeons, ducks, sparrows, and the like follow her wherever she goes. Murders of crows cover the ground around her when she stops for a while by the side of the road. Giant eagles seek to convey her to their eyries, and rocs... well, what the *rocs* want with her is best left unsaid. Suffice to say, that the only way for the accursed one to *not* be surrounded by flocks of squawking, singing, tittering birds at all hours of the day is to live deep underground.

91 **Curse of the Hapless Hopper:** The accursed one's legs and feet are transformed into those of a giant frog. The accursed one can only scamble and hop wherever he goes; whenever moving more than half his normal speed he must make a Dexterity check to end up in the exact position he wishes to end his move, or otherwise he has accidentally hopped 1d4 x 5 feet in a random direction from his desired location. Similarly, while he now can jump an additional 20 feet, he must add the level of the spellcaster to any Dexterity check to jump, as he has little control over his leg movements. He also cannot wear a full suit of armor, as he cannot wear greaves and other leg armor, and so only gains half the normal AC bonus (rounded up) from suit armor.

92 **Curse of the Forlorn Frog:** The accursed one is polymorphed into the form of a normal frog, as per the *polymorph other* spell.

93 **Curse of the Unmentionable Itch:** The accursed one develops a raging red rash and unceasing itch upon his private parts, such that he is in eternal discomfort and suffers a -4 penalty to attack rolls, saving throws, and attribute and ability checks. Additionally, his obvious and continual attempts to stifle the itch by scratching and otherwise tending to his travails no doubt cause social discomfort and perhaps even dangers, especially in polite and socially powerful company.

94 **Curse of Voluminous Vomit:** Suddenly and without warning the accursed one vomits forth a noxious mix of digestive juices and sickly green stuff, even if she already has an empty stomach. The CK checks each hour, waking or sleeping; there is a 1 in 6 chance the accursed one vomits forth that hour, roll 1d6 x 1d10 for the minute and 1d6 for the round in the minute. Anyone to the accursed one's front in a 10 foot line might be hit by the projectile ejecta (Dexterity save to dodge); anyone hit is overcome by nausea themselves, and suffers a -1 penalty to hit, on damage rolls, to saving throws, and to attribute and ability checks for 1d6 minutes thereafter; the accursed one suffers the same penalty for 2d6 minutes.

95 **Curse of the Mouse's Soul:** The accursed one becomes the bane of cats everywhere, and all cats, wild and domestic, attack him as opportunity permits. While small domestic cats cannot do damage, they can still cause no end of trouble, especially if they swarm the accursed one...

96 **Curse of Lascivious Lips:** Whenever the accursed one encounters a person to which she would be attracted, even slightly, she cannot help but loudly proclaim the amazing endowments and attributes of the idolized, in most base and vulgar fashion. She also goes into great and gory detail of how she would show his affection to the person in the most carnal manner.

97 **Curse of the Beggar's Bait:** Any beggars the accursed one encounters recognize the accursed one as a generous type and easy touch, especially if the character most certainly is not. The accursed one rapidly acquires a following of entire mobs of beggars following him, asking for alms and assistance. Even wholesale slaughter does not deter the beggars in their quest for spare change; they follow their charitable hero wherever he goes, a great unwashed mass of hunger and privation, never once able to provide any sort of assistance to their "savior."

98 **Curse of Lily-Livered Louse:** -6 to Charisma score (cannot be reduced below 1).

99 **Curse of the Rhymer's Tongue:** The accursed one can henceforth speak only in rhymed couplets or in song; it can be doggerel, but unless he speaks in rhymes or song, he only grunts, hoots, and gobbles. To make this simple if the cursed character's player has no, um, talent for rhyme or song, the CK can simply make the player roll a Charisma save every time he wishes to speak. Needless to say, it is very difficult to cast a spell requiring a verbal component with this curse; the accursed one can make an Intelligence save, with an additional CL equal to the spell level, to cast a spell.

00 **Curse of Tentacled Travail:** The accursed one's arms and hands are transformed into slime-coated squid tentacles. While she can still manipulate objects and weapons and the like, she suffers a -4 penalty with any action requiring manual dexterity. She is incapable of casting any spell requiring a somatic component.

100 CALAMITOUS CURSES

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