

Evil Cleric Base List 2.8.7

EASTERN CURSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Curse	5'R	1 min/lvl	10'	P
2)	Ticks	1 target	special	100'	F
3)	Curse Analysis	1 target	—	10'	P
4)	Rotten Teeth	1 target	special	100'	F
5)	Reversal	1 target	special	100'	F
6)	Curse of Varlaag	1 target	special	100'	F
7)	Curse of Ulgar-Jay	1 target	special	100'	F
8)	Curse of Brôn	1 target	special	100'	F
9)	Dark Visions	1 target	special	100'	F
10)	Phantom Pains	1 target	special	100'	F
11)	Curse of Puna	1 target	special	100'	F
12)					
13)	Well Curse	1 well	special	touch	F
14)	Curse of Maerin	1 target	special	100'	F
15)	Curse of Abath	1 target	special	100'	F
16)					
17)	Curse of Malcoi	1 target	special	100'	F
18)	Dark Strain	1 target	special	100'	F
19)					
20)	Curse of Edmon	1 target	special	100'	F
25)	Curse of Larimë	1 target	special	100'	F
30)	Black Mind	1 target	special	100'	F
50)	Death Clock	1 target	special	100'	F

1. Detect Curse — Caster can detect a curse on an item or a person. Caster can concentrate on a different 5'R each round.

2. Ticks — Target will be obsessed with a special (often annoying) tick. This can be something like poking his nose in public, always doing the funny walk or stutter.

3. Curse Analysis — Caster can examine a detected curse for knowledge about what curse it is and who the caster was.

4. Rotten Teeth — Targets teeth will slowly (10-100 days) decay and if no treatment is offered, they will be destroyed. Appearance stat is lowered by 11-20.

5. Reversal — One of targets RR's vs either a realm of magic, poison, disease or fear are reversed. Determine randomly and simply switch the symbol in front of the number (i.e a +5 RR will be a -5 RR, a ±0 is still zero).

6. Curse of Varlaag — The target develops a hate for horses and draft animals. He will never voluntarily ride a horse and will (25% chance) try to harm any such animal within sight.

7. Curse of Ulgar-Jay — The target becomes susceptible to disease and will once every week have to roll an RR or catch some non-lethal disease. Failure (on the disease RR, not the spell RR) with 1-25 will put him at -10, 26-50 will put him at -25 and 51-100 will put him at -50 for the duration of the disease.

8. Curse of Brôn — The target must sleep for 12 hours each night. For every hour not slept he will receive a -5 penalty (i.e a person that is only allowed 6 hours of sleep will operate at -30 during the entire next day).

9. Dark Visions — The target of this spell will begin to see visions, both during night time dreams and in daylight hours. The visions are only sometimes true, but always horrible (e.g death of friends, torture and mishap). Due to bad sleep and loss of concentration the target is at -10 while under this curse and there is a 1% chance each year that the character commits suicide.

10. Phantom Pains — The target suffers unexplainable pains in random body parts. Every morning, roll to see which part of the body hurts. (1-5) stomach, (6-10) chest, (11-15) joints, (16-20) head, (21-30) left arm, (31-40) right arm, (41-60) legs, (61-70) back or (71+) none. Any action directly utilizing the hurting body part will be done at -25 (i.e left arm while climbing, legs while running, or casting spells while head hurts). If a general area (like stomach) is targeted, all actions performed will be at -10.

11. Curse of Puna — The target of this curse is either a spell user or a magic item. If cast on an item this curse will negate 1 magical quality of the item (i.e remove the ability to cause extra heat crits). If cast on a spell user, he will be unable to cast spells from one randomly chosen spell list.

13. Well Curse — The target of this curse is a well or water supply. Anyone that drinks from the cursed well will have to resist or suffer the effects of a curse or disease (lvl 1-5) chosen by caster at the moment he casts this spell. Caster must also know the curse or disease to cast (i.e know the list 2.8.1 Curses or 2.8.4 Disease or chose something from this list) and cast it in conjunction with this spell.

14. Curse of Maerin — Target becomes extra susceptible to stun. Whenever he receive an injury resulting in a stun or stun no parry result, the number of rounds get doubled.

15. Curse of Abath — Target will panic if more than five people are within 20' of him. He will not move and if the people do not move within 3 rnds the target will pass out for 2-20 rounds.

17. Curse of Malcoi — Targets bones become brittle. Every time he performs any violent action (i.e combat, running) there is a 10% chance every round that a bone breaks.

18. Dark Strain — Any given day the target of this curse has a 25% chance of becoming extremely depressive. This persona will always answer questions in a moody and negative manner, he will see all plans as hopeless, he will start discussions over simple matters or just be silent with a clearly negative attitude.

20. Curse of Edmon — Target cannot be affected by any beneficial herbs (i.e Character Law & Campaign Law enchanted herbs 601-700).

25. Curse of Larimë — Everytime the target of this spell gains a level he lowers his CON stat with 2d10. When CON reaches zero, he dies.

30. Black Mind — Target of this spell will automatically become the carrier of a mind disease. He is not affected himself but everyone within his vicinity must RR once per day or suffer under a random mind disease (from the Evil Mentalism Base list *Mind Disease*) up to 10th lvl.

50. Death Clock — Target has a 10% chance to die every time he goes to sleep. Contrary to other curses on this list, everyone close to target can see or feel that the target has been contaminated with a "death clock".