



INANIMIS' A HUNDRED CURSES

100 unique curses with short descriptions and detailed effects along with 25 ideas for cursed items



A HUNDRED CURSES

Did you ever need to punish a player? Did your players fail to heed the warnings of the crazy old guy screaming about a cursed tomb? Maybe you wanted a curse as a plot hook for your Campaign. This homebrew includes a hundred different curses, how to get inflicted by them and how to cure them. And of course, their effects. If you like my work, you can check more of me by clicking [here](#) or on any *Inanimis* logo. A Hundred Curses is the 3rd installment in my *A Hundred* series. You can find the other two scattered somewhere in this homebrew.

CLARIFICATIONS

Every curse can be removed by the *Remove Curse* spell unless specified otherwise. The curse descriptions suggest what kind of people are supposed to get cursed by this disease. Of course you can completely ignore that part and curse whoever you like. I will include a number of items that can curse someone after I list the curses.

CURSES

1) AMADEUS' NIGHTMARE

This curse is inflicted upon a person that enjoys music but was unfair towards a musician.

Effect: Music sounds like horrible screams in your ears, disorienting you and possibly hurting you. When you hear music, you have *Disadvantage* to your skill checks and attack rolls.

How to Remove it: Fix a broken instrument and gift it to a person that needs it

2) FEAR OF THE DARK

This curse inflicts those with *Darkvision* or *Superior Darkvision*. If you do not have *Darkvision* or *Superior Darkvision* you are safe.

Effect: You lose your *Darkvision* or *Superior Darkvision*. While in the dark, you have *Disadvantage* on any Saving Throws made against *Frightening* effects.

How to Remove it: You have to succeed on a *Saving Throw* against a *Frightening* effect while in the dark.

3) ROTTEN MOUTH

This curse inflicts those that greatly enjoy food and drinking.

Effect: Food and drinks cannot satisfy you. You can only eat raw meat and drink salty water. Both taste terrible. If you try to consume any other type of food or any other type of drink, it burns your internal organs dealing 1d6 *necrotic* damage for every bite or glass you have.

How to Remove it: It goes away after a month

4) GOBLIN'S STRENGTH

This curse inflicts only *Dwarves* and *Orcs* that were ashamed in battle.

Effect: Your *Strength* score becomes 8. Reminder that some armours and weapons need a certain *Strength* score to be used effectively.

How to Remove it: Beat an equal fighter (equal before you were cursed) in honorable combat.

5) COLD WEATHER

This curse inflicts those who break hearts.

Effect: You cannot be... stimulated. Any *Charisma* based skills (except for *Intimidation*) you attempt are made with *Disadvantage*.

How to Remove it: Get married. If you break up in less than a year, the Curse returns

6) PERPETUAL PRESENCE

This curse inflicts those who are too sure of themselves.

Effect: At random moments throughout the day, you feel a presence staring at you but you cannot locate it. When sleeping (unless you are under the effects of a magical sleep), you restore health by rolling your *Hit Dice* instead of simply getting to maximum hit points. The *Hit Dice* are not wasted the next morning. Also, you have *Disadvantage* in *Perception* checks since your mind is always occupied in finding out who is staring at you.

How to Remove it: Stay awake for four days

7) THE YES DISEASE

This curse inflicts those who are extremely suspicious of everyone around them.

Effect: You have *Disadvantage* on *Insight* checks and have to agree to any requests made to you.

How to Remove it: A person that has made a request towards you must die.

8) KILLING THIRST

This curse inflicts those who are bloodthirsty.

Effect: You cannot go a day without killing someone. If you do, at dawn you have to make a *Wisdom Saving Throw* (DC 12). If you fail it, you attack the first person you encounter until you kill them or until you are knocked unconscious.

How to Remove it: Cure a person's disease by yourself or nurse someone back to full health.

9) DEAD SMELL

This curse inflicts those that care a lot for their appearance.

Effect: You smell and look like an undead. People that already know you, won't notice any change but people that see you for the first time consider you an undead.

How to Remove it: Kill as many undeads as your character's level. You have to deal the killing blow.

10) GREEN BLOOD

This curse affects those that are frequently wounded in battle.

Effect: When you are wounded, instead of blood, you bleed acid. This deals an extra 1d4 *acid* damage to you, everytime you are wounded by *Piercing*, *Slashing* and *Bludgeoning* damage.

How to Remove it: You have to drink a bottle of milk everyday for 10 days. If you miss a day, the counter resets.

11) NO TONGUE

This curse affects highly charismatic characters.

Effect: You can no longer speak the *Common* language.

How to Remove it: You cannot remove this curse without a *Wish*, a *Remove Curse* or a *Divine Intervention*. You can try to learn the *Common* language again.

12) LOST SHEEP

This curse affects mapmakers, explorers and scouts.

Effect: You can never tell which way is north, you can never accurately follow directions and you always get lost if you are alone or if you are in charge of leading a group of people.

How to Remove it: It goes away after 1 month

13) BLACK FUTURE

This curse can affect anyone. It is inflicted upon an individual that messes with a cursed item.

Effect: You are aware that you will die in a month's time. When you die this way, your existence is erased, meaning that you can only be brought back with *True Ressurrection*, a *Wish* or a *Divine Intervention*.

How to Remove it: If you manage to accomplish a feat set by the DM, the curse is lifted. The feat can be according to your level, but it should be a *really* hard feat. For example, you have to travel to *Nine Hells* and kill the Lord of Avernus. This curse cannot be removed by *Remove Curse*.

14) NO RABBIT'S FOOT

This curse affects those who dare acrobatic feats.

Effect: You are haunted by extreme bad luck. Once a day, when attempting a simple or a dangerous task, you fail. The task that fails is chosen by the DM.

How to Remove it: Kill fifty rabbits, cook and eat their feet.

15) JACK OF NO TRADES

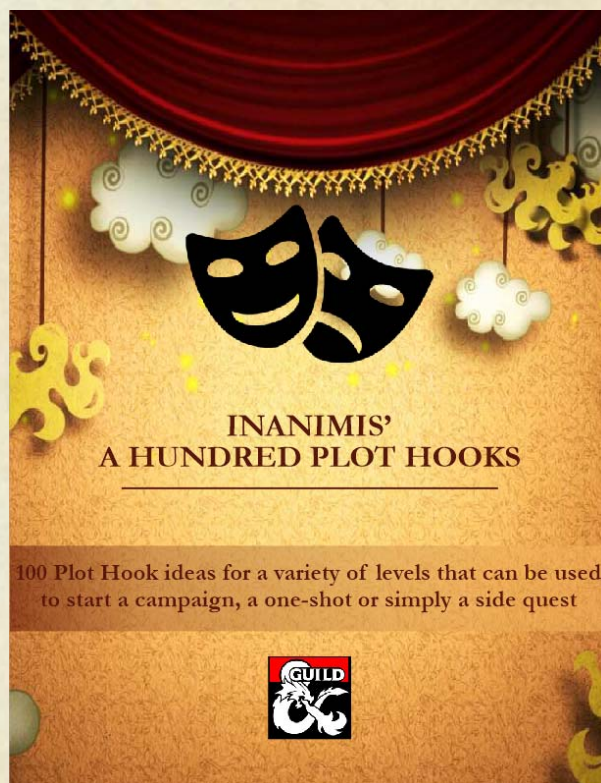
This curse can affect anyone.

Effect: The DM rolls a d20. According to the roll one of the following things happen.

How to Remove it: Succeed three times in a row at a skill that you are not *proficient* with.

JACK OF NO TRADES EFFECT

d20 Roll	Effect
1	You fail all skill checks
2	Nothing happens
3	You fail all <i>Acrobatics</i> checks
4	You fail all <i>Animal Handling</i> checks
5	You fail all <i>Arcana</i> checks
6	You fail all <i>Athletics</i> checks
7	You fail all <i>Deception</i> checks
8	You fail all <i>History</i> checks
9	You fail all <i>Insight</i> checks
10	You fail all <i>Intimidation</i> checks
11	You fail all <i>Investigation</i> checks
12	You fail all <i>Medicine</i> checks
13	You fail all <i>Nature</i> checks
14	You fail all <i>Perception</i> checks
15	You fail all <i>Performance</i> checks
16	You fail all <i>Persuasion</i> checks
17	You fail all <i>Religion</i> checks
18	You fail all <i>Sleight of Hand</i> checks
19	You fail all <i>Stealth</i> checks
20	You fail all <i>Survival</i> checks



16) WEAK GLASS

This curse affects those who drink a *lot*.

Effect: Any amount of alcohol will force you to roll a *Constitution Saving Throw* (DC 15) so that you won't get instantly drunk. On a fail, you are drunk. Repeat the save after consuming any amount of alcohol.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

17) CURSE VERSE

This curse affects people that have no interest in music or poetry.

Effect: In order to speak you have to rhyme.

How to Remove it: Defeat a poet in a "Poetry Battle"

18) SUDDEN FOOL

This curse affects intelligent individuals.

Effect: Every dawn you have to roll a d20. On a 1, you suffer the effects of *Feeblemind*.

How to Remove it: If you succeed on 20 rolls, the curse cannot take place. If it *does* take place, you have to remove *Feeblemind* (PhB page 239).

19) GREED'S END

This curse affects people that love money.

Effect: You have to spend any gold you make with the first chance. You suddenly hate carrying gold on you.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

20) PERSONAL CLOUD

This curse affects extremely happy people.

Effect: A small cloud of rain follows you all the time even indoors. You suddenly feel extremely sad all the time.

How to Remove it: Make a child believe that their parents are dead. The cloud moves over to them. The cycle never ends.

21) TWISTED WORDS

This curse affects people with persuasive skills.

Effect: When you try to say something, you say the exact opposite of what you wanted to say, but you are not aware of it.

How to Remove it: It goes away in 2 weeks

22) BENDER

This curse affects anyone.

Effect: You wake up being the opposite gender of what you previously were.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

23) SOULSWAP

This curse affects narcissistic people.

Effect: The next person you touch swaps souls with you.

How to Remove it: You have to kill the other person. (Reminder: *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration* still works)

24) VOX POPULI

This curse affects stealthy people.

Effect: Whenever you talk, your voice booms up to 3 times as loud as normal.

How to Remove it: Don't talk for two days

25) DARK SKIES

This curse affects fighters.

Effect: You are *Blinded*.

How to Remove it: Defeat a person in single combat.

26) PACIFIST

This curse affects those that have killed an innocent person.

Effect: Every time you attack someone you have to make a *Wisdom Saving Throw* (DC 13). On a failure, your attack is wasted.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

27) JACK'S CURSE

This curse affects those that like to bargain for a better price.

Effect: You can never tell if a bargain is good and you can never appraise items correctly.

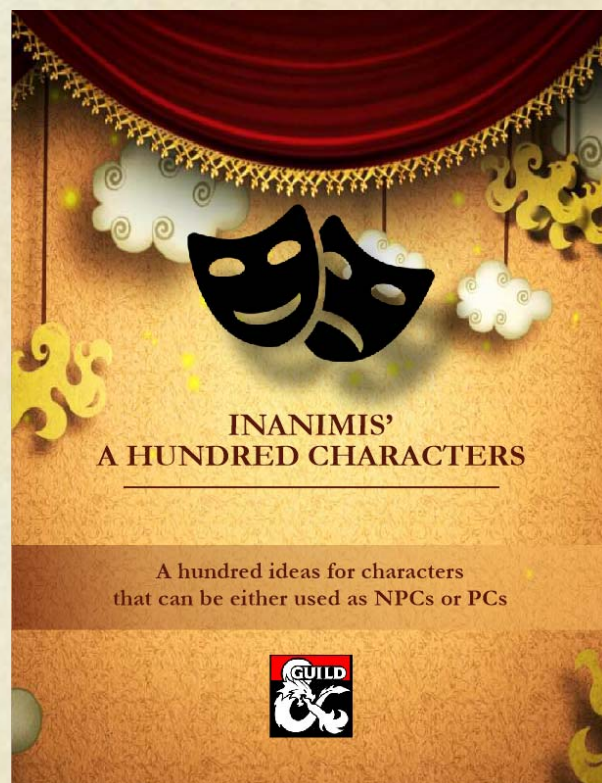
How to Remove it: Kill a merchant

28) OWNER'S TOUCH

This curse affects anyone.

Effect: The next item the person touches, must always remain on them. It cannot be removed with normal means. If it is a weapon, you must always wield it in combat.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, **Greater Restoration*.



29) MOONTOUCHED

This curse affects those that hate the wild.

Effect: You become a Werekin. Roll a 1d6 to determine what kind of a Werekin you become.

MOONTOUCHED KIN

d6 Roll	Werekin
1	Reroll
2	Wererat
3	Wereboar
4	Werewolf
5	Weretiger
6	Werebear

For a balanced way to approach *Lycanthropy* and a more exciting way to remove *Lycanthropy* check my detailed guide by clicking [here](#) or on the homebrew's image.

How to Remove it: A simple *Remove Curse* won't be enough. You have to lock the Werekin down with a silver item and then cast *Remove Curse* on them.

30) GOLD RUSH

This curse affects noble people.

Effect: You become a kleptomaniac. You want to steal anything you can get your hands on.

How to Remove it: Donate all of your money to a temple. All of your money.

31) TRUSTY BETRAYAL

This curse affects people that use melee weapons.

Effect: After you make an attack, roll 1d6. One piece of your equipment disappears. To figure out what kind of equipment you lose, check the table below.

MISSING EQUIPMENT

d6 Roll	Equipment
1	Helmet
2	Main weapon
3	Off-hand weapon
4	Armour
5	Gloves
6	Boots

If you roll a 1 and *not* use a helmet, nothing happens.

How to Remove it: It goes away after successfully removing an item from you.

32) SLEEP-MURDER

This curse affects those that kill with no remorse.

Effect: When you attempt to *Long Rest*, you wake up and attempt to murder a person that is unknown to you. You cannot recall any of this. At dawn, roll a *Constitution Saving Throw* (DC 10), to discern if you benefit from the *Long Rest* or not.

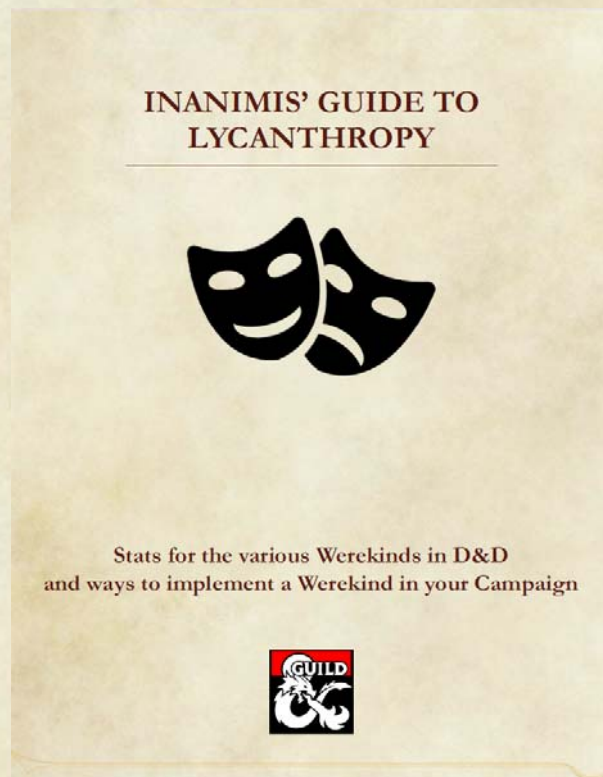
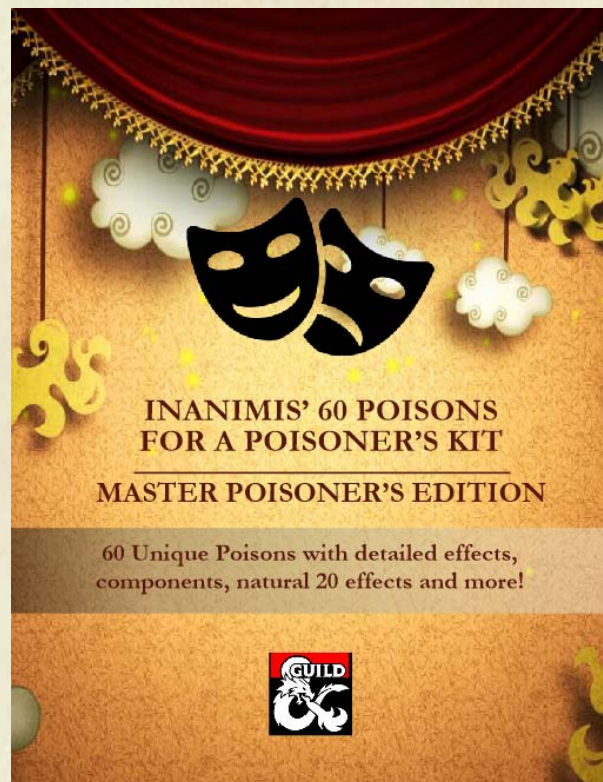
How to Remove it: Drink a drop of blood from a goliath.

33) UNLUCKY POISON

This curse affects those that cook.

Effect: Any consumable you cook or gather is poisoned (even water). For poison ideas, you can check out my *60 Poisons for a Poisoner's Kit - Master Poisoner's Edition*.

How to Remove it: Consume something you cooked or gathered every day for a week.



34) MANNERS

This curse affects those that are not polite.

Effect: Any time you use a bad word, you are struck by a bolt of lightning from the *Call Lightning* spell (3d10 damage).

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

35) TIME PASSES

This curse affects really young people.

Effect: You start ageing in a rate of 10 years per day. If you reach your life expectancy average, you die.

How to Remove it: Kill a newborn creature.

36) ANIMAL HATE

This curse affects those who love animals.

Effect: Every animal will attack you on sight until you die.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, **Greater Restoration*.

37) DEEP SLEEP

This curse affects those that lead exhausting lives.

Effect: You cannot wake up from a *Long Rest* until the rest is finished.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

38) BUTTERFLY EFFECT

This curse affects investigators.

Effect: Everytime you search for something you find a dead butterfly even if you are simply trying to reach for something from your bag.

How to Remove it: Find a live butterfly and kill it.

39) BAD ROMANCE

This curse affects those that like to sleep around.

Effect: Any person you sleep with dies after a week.

How to Remove it: Kill a person you have slept with before they die from the curse.

40) LONG LIVE

This curse affects those that are lawful.

Effect: You want your country's ruler dead and *will* attack them on sight.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

41) FIRE SCARES

This curse affects brave people.

Effect: You gain the *Frightened* condition whenever you see fire. You have *Disadvantage* on any saving throws to remove the condition.

How to Remove it: Succeed on 10 saving throws after being *Frightened* from fire.

42) INN NIGHTMARE

This curse affects those that frequent in inns.

Effect: After sleeping at an inn, the inn burns down after a few days.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

43) BLACK HEART

This curse affects those that are kind.

Effect: You want to scum people out of their money, stab them in the back and piss on their corpses. You suddenly become cruel and distant to those that are of no use to you.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

44) FAMILICIDE

This curse affects people with families.

Effect: You go into a blind rage and try to kill your closest relatives. You won't stop until they are dead.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

45) PETERIAN

This curse affects anyone.

Effect: You can only eat animals that are considered pets. No other type of meat can be consumed by you. You can still eat fruits and vegetables.

How to Remove it: Get a pet and keep it alive for 3 months.

46) SAFE STRIKES

This curse affects those that use weapons with an edge.

Effect: If you miss your target, you suffer your own attack.

How to Remove it: Knock yourself unconscious this way during a real fight.

47) MAGICALLY IMPAIRED

This curse affects people that have affinity with magic.

Effect: You completely forget any information that has to do with magic. You can cast spells by instinct, if you could cast spells before being cursed, but you fail every *Arcana* check you make.

How to Remove it: Goes away after 2 months.

48) WILD CASTS

This curse affects anyone that can cast spells.

Effect: Every time you cast a spell you roll 1d100 and consult the *Wild Magic Surge* table (PhB page 104).

How to Remove it: Roll 100 or 1 on the 1d100.

49) DRINK THIS

This curse affects anyone.

Effect: After a *Long Rest* roll 1d20. On a 1-9, you suffer the effects of *Reduce* from the *Enlarge Reduce* spell (PhB page 237). On a 10 nothing happens. On a 11-20, you suffer the effects of *Enlarge*.

How to Remove it: Curse goes away after rolling a 10.

50) RAVENLOFT SYNDROME

This curse affects natural leaders.

Effect: You become a trusty servant to the first unknown person you meet. You will die for them and you will ignore your faiths and beliefs in order to complete their desires.

How to Remove it: Your new master dies.

51) BAD DREAMS

This curse affects rich people.

Effect: Every night a devil visits you in your sleep and demands you dig a hole when you wake up and bury 200 gold pieces in it. After buried, the gold vanishes. If you fail to bury the gold, the devil will warn you a last time. If you fail to bury the gold again, an *Avatar of Death* (DMG page 164) will attack you when you wake up.

How to Remove it: Defeat the *Avatar of Death* 3 times.

52) BAD DRAWS

This curse affects those that like card games.

Effect: The next time you draw a card from any deck, the deck becomes the *Deck of Many Things* (DMG page 162). The *Deck* considers that you declared to draw one card.

How to Remove it: Ends after you draw once from the *Deck of Many Things*.

53) WRONG TARGETS

This curse affects anyone that fights.

Effect: When you roll a Natural 20 on an attack roll, you miss instead of critting.

How to Remove it: Kill an enemy by yourself after missing with a Natural 20.

54) YIN YANG

This curse affects people that can heal.

Effect: Your healing spells deal damage and your damaging spells heal.

How to Remove it: The curse goes away if you use this spell to your advantage.

55) JEALOUS ITEMS

This curse affects anyone.

Effect: If you carry more than one weapon on you, whenever you attack with a weapon the attack is made with *Disadvantage*.

How to Remove it: Sell all your weapons.

56) NUMB HANDS

This curse affects those that use two-handed weapons.

Effect: Whenever you make a *damage* roll, roll twice and keep the lowest total.

How to Remove it: Roll maximum damage twice.

57) GIGANTOPHOBIA

This curse affects short people.

Effect: If an enemy is one size or more larger than you, roll a *Wisdom Saving Throw* (DC 15). On a failure, you are *Frightened* by the enemy. You repeat this save every round, even if you succeed.

How to Remove it: Kill any type of Giant.

58) CHAMPION'S HONOUR

This curse affects those that fight dirty.

Effect: You cannot harm any creature that does not carry a weapon.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

59) PHANTOM PAIN

This curse affects those that are brave.

Effect: You cannot enter churches, abandoned houses, old temples, tombs and places that are rumoured to be haunted because you are too afraid of Ghosts.

How to Remove it: Kill a non-corporeal creature.

60) IRON FEET

This curse affects those who have a movement speed higher than 30 feet.

Effect: Your speed is halved.

How to Remove it: Win a race lol

61) BLUE ACID

This curse affects non-amphibian creatures.

Effect: You cannot drink or stay in water. If you do, you suffer 10 acid damage per round.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

62) INFERNAL HEAT

This curse affects anyone.

Effect: After you fall unconscious, you cause an explosion around you dealing 8d6 *fire* damage. The explosion does not hurt you but hurts *anyone* around you in a 20-foot radius.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

63) IRON INTELLIGENCE

This curse affects warriors and mages.

Effect: When you are inflicted by this curse, the next weapon you wield becomes sentient with the following mental stats: WIS 16 INT 18 CHA 14. The weapon will always try to convince you to murder random people.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

64) ANIMAL FORM

This curse affects those that harm animals.

Effect: You become a random animal. You retain the ability to understand the languages you already did before transforming, but you cannot talk nor write.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

65) DJINN'S BOND

This curse affects anyone.

Effect: The player is forced to grant three wishes the best way they can to the next person they see.

How to Remove it: Grant the wishes.

66) PALE MOON

This curse affects those who hate nobles.

Effect: You become a *Vampire*. For a balanced way to approach *Vampirism* check my detailed guide by clicking [here](#) or on the homebrew's image.

How to Remove it: A simple *Remove Curse* won't be enough. You have to drag the *Vampire* to sunlight or throw them into running water and then cast *Remove Curse* on them.

67) BINDING RING

This curse affects people that are not married.

Effect: The next ring you wear is cursed. You can't take it off by normal means. While in combat you will start hearing a voice "Hey, no need to fight. You should retreat. They are too dangerous. You should run. I don't think you got them." discouraging you from fighting. The ring will even cast *Expeditious Retreat* (PhB page 238) on you to make you run away from a fight. After you get damaged, you have to make a *Wisdom Saving Throw* (DC 10) so that you resist the urge to listen to the ring. If you fail the throw, you run away from the fight as fast as possible.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

68) BROKEN TONGUE

This curse affects charismatic people.

Effect: Whenever you try to talk to someone you make no sense. You can in no way communicate with anyone while under this curse. You can still write things down. But you don't necessarily know that.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

69) FINAL PERFORMANCE

This curse affects anyone.

Effect: Whenever you attack someone, you both suffer the same amount of damage. You give what you take.

How to Remove it: Kill an enemy without killing yourself.

70) SOUND OF SILENCE

This curse affects magic users.

Effect: Whenever you cast a spell, roll 1d20. If you roll 5 or lower, you lose all of your spell slots. If you roll higher than 5, nothing happens.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

71) FATE ROLL

This curse affects anyone.

Effect: The next time you roll a Natural 1, you die.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

72) HONEST BANE

This curse affects honest people.

Effect: You can no longer state facts that are true. You always lie when talking.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

73) HAIRY ROMANCE

This curse affects people that hate animals.

Effect: You fall madly in love with the next animal you see.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

74) ETERNAL SLEEP

This curse only affects Elves.

Effect: You can no longer use *Trance* to sleep. You must sleep like a normal person for 8 hours in order to rest. You are also vulnerable to magical effects that can put you to sleep.

How to Remove it: Stay awake for three days.

75) BREATHLESS

This curse only affects Dragonborns.

Effect: You can no longer use your *Breath Weapon*. Whenever you try to do so, you instead cast *Stinking Cloud* around you. You are vulnerable to its effects. After trying to use your *Breath Weapon* you have to make a *Long Rest* to be able to use it again.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

INANIMIS' GUIDE TO VAMPIRISM



Player Character Vampire Traits
and ways to implement Vampirism to your Campaign



76) INSPIRING WORDS

This curse affects sword wielders.

Effect: Each time you attack, your sword screams "Aha! Take that you scoundrel!"

How to Remove it: This curse cannot be removed by any means but you can get rid of the sword.

77) MAD WORLD

A beholder can inflict this curse to anyone.

Effect: Within a year after getting this curse, every single creature that has ever been a companion to you will die. You are aware of this.

How to Remove it: Cannot be removed by *Remove Curse* and *Greater Restoration*. You have to kill the creature that cursed you.

78) DECAY

This curse affects those that fight using their body.

Effect: The next time you attack someone, roll 1d4 and then consult the *Decay Table*.

DECAY TABLE

1d4 Result	Effect
1	Your right arm evaporates
2	Your left arm evaporates
3	Your right leg evaporates
4	Your left leg evaporates

How to Remove it: Curse is removed after its effects take place once.

79) OBLIVION

This curse affects anyone.

Effect: Your existence is erased from the course of history. No one remembers you, no one remembers your name. History is rewritten so that others are credited for your achievements.

How to Remove it: Can only be removed by a *Wish* or a *Divine Intervention*.

80) SKIN MARKS

This curse affects anyone with tattoos.

Effect: Your tattoos start crawling through your skin, becoming alive. If your skin is exposed, you have *Advantage* on *Intimidation* checks but you religious people are aggressive towards you.

How to Remove it: The tattoos are removed if you suffer *fire* damage equal (or more) than your half maximum hit points.

81) SPLIT MINDS

This curse affects anyone.

Effect: Each dawn your personality changes. You have to roll 1d6 and then consult the *Personality Table*.

PERSONALITY TABLE

d6 Roll Personality

- | | |
|---|--|
| 1 | Your personality does not change. |
| 2 | You become sadistic. |
| 3 | You want to help as many people as possible. |
| 4 | You hate animals. |
| 5 | You become extremely brave. |
| 6 | You become depressed. |

How to Remove it: You have to roll a 1, three times in a row.

82) OPEN WOUNDS

This curse affects those that get into many fights.

Effect: If you were into a fight and in the same day you try to *Long Rest*, you get your normal benefits but you wake up with a level of *Exhaustion*.

How to Remove it: Avoid fighting for a week.

83) COLOURFUL MIND

This curse affects people with high Intelligence.

Effect: You suffer from *Insanity* during fights. When you roll *Initiative*, roll 1d100 and consult the *Insanity* table.

INSANITY TABLE

d100

Roll Effect

- | | |
|--------|--|
| 1-20 | Attack the target that is closest to you |
| 21-40 | Nothing happens until someone dies. You are <i>Frightened</i> until the fight is over |
| 41-60 | Each time you are hurt, you lose 1d10 extra <i>necrotic</i> hit points |
| 61-80 | You miss on a Natural 20 and crit on a Natural 1 |
| 81-100 | If you drop below half maximum hit points, you have <i>Disadvantage</i> when attacking |

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

84) SURPRISE NEEDS

This curse affects anyone.

Effect: You become addicted to the next beverage that you consume. If you fail to consume that beverage for more than a day, roll a *Constitution Saving throw* (DC 15). On a fail, you suffer *Disadvantage* to any skill check. On a success, nothing happens but the addiction does not go away.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

85) THINKER'S DEMISE

This curse affects people that avoid talking.

Effect: Your thoughts are audible if someone stands within 20 feet of you.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

86) GAMBLER'S GAMBIT

This curse affects anyone.

Effect: Whenever you roll a d20, if you roll a 1-9, treat it as if you rolled a Natural 1. If you roll an 11-20, treat it as if you rolled a Natural 20.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

87) IMP-POSSIBLE

This curse affects anyone.

Effect: After a *Long Rest*, roll a d12. That many imps spawn around you, following you. They won't attack you, but they will try to cause mischief. They might kill a pet and blame it on you, they might sabotage a bridge up ahead so that you fall etc.

How to Remove it: Kill 50 Imps that spawned from this curse.

88) STRONK

This curse affects characters with high strength.

Effect: After you score a critical hit, your *Strength* score is reduced by 1d4.

How to Remove it: Drink a *Potion of Fire Giant strength* (if the curse is removed, your lost strength returns).

89) MASTER OF NONE

This curse affects people that have many talents.

Effect: You *Proficiency Bonus* becomes 0.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

90) TWINSANITY

This curse affects people with no siblings.

Effect: A Mirror Image of you appears. You have no control over it and the Image is friendly towards you, offering to help on whatever you are doing at the time. The Image is plotting your murder.

How to Remove it: Kill the Mirror Image first. *Remove Curse* and *Greater Restoration* do not work, since the Mirror Image is a being of itself.

91) GONE ASTRAY

This curse affects dwarves, halflings and gnomes only.

Effect: Whenever you roll a Natural 1, roll a *Wisdom Saving Throw* (DC 15). If you fail, the spell *Banishment* (PhB page 217) is cast on you, banishing you to the Nine Hells. You return to your original plane after 24 hours. If you happen to roll another Natural 1, while already *Banished*, you do not return to your original plane. If you are already in the Nine Hells, nothing happens.

How to Remove it: Roll a Natural 20 on your *Wisdom Saving Throw*.

92) FEVERISH TAP

This curse affects humans only.

Effect: Whenever you hear music, you are forced to dance until the music stops. You cannot stop dancing even if you are hurt during your dance. Show must go on.

How to Remove it: Become deaf.

93) PUREBLOOD

This curse affects half-elves and half-orcs.

Effect: If you are a half-elf, you change to a high elf (PhB page 21). If you are a half-orc, you change to an orc (Volo's Guide to Monsters page 120).

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

94) BLINKER

This curse affects anyone.

Effect: When you attack someone with a melee attack or when you are attacked, roll a 1d20. If you roll a 1-9, you blink out of existence for a moment. If you were attacking someone you miss. If someone was attacking you, you miss. If you roll a 10-20, nothing happens.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

95) AGEISM

This curse affects really young or really old people.

Effect: Subtract your age from your race's average life expectancy. The result is your new age.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

96) APPRENTICE

This curse affects characters with low wisdom.

Effect: Roll a *Wisdom Saving Throw*. On a failure, you become the loyal subject of a lich. Nothing in your behaviour can indicate that you are the lich's subject. You follow the lich's orders to the letter.

How to Remove it: Succeed on the initial *Saving Throw*.

97) STRIDER

This curse affects characters that have less than 30 feet movement speed.

Effect: Your movement speed is doubled while in combat, but you must use your full movement in your round or you will suffer 1 level of Exhaustion.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

98) DEAD MEN

This curse affects anyone.

Effect: You keep hearing a list of names in your head at random times during the day. If you meet a person whose name is on the list, you feel obligated to kill them and you will do whatever it takes to do so.

How to Remove it: *Remove Curse* and *Greater Restoration* won't work.

99) BASILISK'S GAZE

This curse affects anyone.

Effect: You slowly start suffering the effects of *Petrification*. Every day your movement speed is reduced by 5 feet. When your movement speed is halved, you gain *Disadvantage* to any *Dexterity* based rolls. When your movement speed is reduced to 0, you are *Petrified*.

How to Remove it: Only by *Remove Curse*, *Wish*, *Divine Intervention*, *Greater Restoration*.

100) SPECTRAL ENEMY

This curse affects anyone.

Effect: You lose your racial traits (but not your class level) and turn into a *Spectre*. You cannot communicate, but you can understand the languages that you spoke before. You cannot write things, you can basically only nod affirmatively or negatively. After 100 days, you lose your sanity and will start hunting down your allies.

How to Remove it: *Remove Curse* and *Greater Restoration* won't work.

CURSED ITEMS

This is a relatively short list of items that can be used to curse your players.

CURSED ITEMS

A forgotten King's crown

A virgin maiden's necklace

The sword of a great general

The bracelet of a lich

A dead beholder's eye

The finger of a sacrificed goblin

The dagger of a suicide victim

The Queen's glass

A madman's earrings

A necromancer's ring

Blood vial of a dead dragon

The armour of a backstabbed person

An artist's last painting

The whip of a slave master

The holy symbol of an Oathbreaker

An insane wizard's book

The quill of a depressed poet

The lute of an infamous bard

The quiver of a hunter that died in a hunt

A blind mage's wand

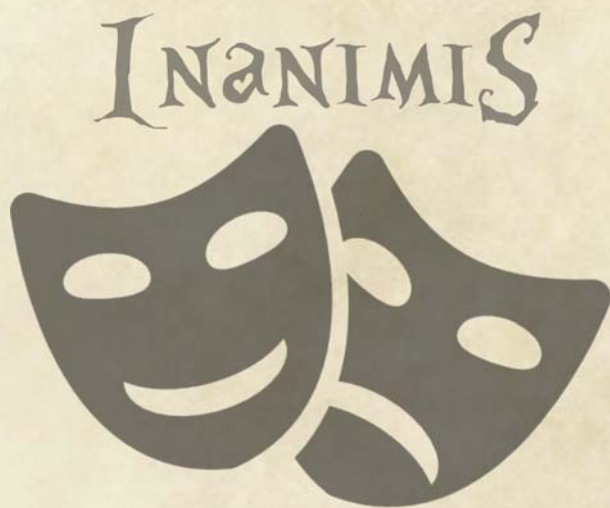
The sickle of a warlock

The collar of a dead dog

A child's doll

A chess board

A shaman's tooth



FINAL WORD & LEGAL STUFF

Wow this was longer than I thought. I tried to add some fun curses but there are some really tough stuff hidden in there. Of course if you didn't like something you are free to change it. These are all basically ideas for curses. You should determine if your party could handle the curse. And of course, some curses can be used as plot hooks for your campaign.

Thank you for your time, feedback is important if you got some extra time to waste. If you liked my work, you can check more of me by clicking [here](#) or on any *Inanimis* logo.

This is the 3rd installment of my *A Hundred* series.

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