

D20 CURSED SARCOPHAGI

Scroll of Revelation #090

THE SARCOPHAGUS CURSES YOU...

1. **{Puppet}** Ghostly strings rise from your hands and feet. Every so often, something tries to take control of your body.



2. **{Marked}** Curling ram horns burst from your head and your tongue splits down the middle. Most people fear you.
3. **{Fused}** Your hand[s] fuse into the sarcophagus lid. Relinquish the treasure, or sever your hands to escape.
4. **{Whispers}** You can hear the relentless whispers of whoever was entombed within, and they ask you to do horrible things.
5. **{Static}** A sudden spark leaves your body, not only prone, but highly vulnerable to lightning strikes.
6. **{Beast}** You sprout mangey, black fur across your entire body that reeks no matter how many times you wash it.
7. **{Void}** Your dreams are filled with visions of the VOID. Save each morning or have your CHA decrease by 1.
8. **{Rotten}** Every day until this plague is cured, another piece of flesh sloughs off your face in a pestilent heap.
9. **{Forsaken}** Scream, cry, beg, it matters not. The gods can no longer hear the prayers that fall from your cursed lips.
10. **{Paranoia}** Everyone, even your closest friends, is secretly out to get you. You can't be convinced otherwise.
11. **{Terrible Luck}** If it can go wrong, it will. You have a -d4 modifier to all your rolls until the curse is lifted.

12. **{Followers}** d6 commoners become zealous followers of you, and they will kill before they leave your side.
13. **{Flipped Hands}** Your hands switch places, making it incredibly difficult to wield weapons and tools until you get used to it.
14. **{Sealed}** Your armor grows tight as its clasps constrict and fuse together. You will die wearing this armor.
15. **{Despise}** You secretly loathe a random party member. If you have an opportunity to help in their "passing," you'll take it.
16. **{Cautious}** If you're going to risk your life in a fight, you need to have a wall, tree, or a companion at your back.
17. **{Enfeebled}** A skeletal hand grips your heart. Your HP max cannot rise above where it's at until the curse is lifted.



18. **{Ivy}** Beautiful ivies grow atop your armor, but its thorn-covered roots dig into your flesh making it painful to wear.



19. **{Poisoned}** Water becomes poison to your lips. Drinking it won't kill you, but it will certainly make each day misery.
20. **{Death Touch}** Friends and family will never feel your embrace, as loved ones suffer necrotic damage if they touch you.