

GORG0'S BLESSINGS AND CURSES

Wondrous item, very rare

You and your party have found an ancient leather tome that is illustrated with an ancient dragon on the cover. This is an extremely rare tome, unlike anything the party has encountered in the past.



With *Detect Magic*, the book will positively glow.

However, if the party uses *Detect Evil and Good*, the book appears simultaneously to have been consecrated and desecrated. The effects of the book can only be removed with *Dispel Evil and Good* as a way of removing an enchantment.

Any time the possessor of *Gorgo's Blessings and Curses* touches another living being they must make a **DC 18 Wisdom Save**. The book is limited to one effect per being, whether that being makes their saving throw or not.

THE CHAOS DIE

The possessor of *Gorgo's Blessings and Curses* is intimately familiar with the contents of the book but has no control over when she or he bestows a blessing or a curse—they happen chaotically. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

Blessings or curses remain in effect until they are removed.

CHAOTIC BEHAVIOR

In spite of your intentions, you find it impossible to control whether you bestow a blessing or a curse upon any living being that you make physical contact with. The following table determines where the **CHAOTIC DIE** determines the nature of the blessing or curse you bestow.

ROLL	CHAOTIC EFFECT
+1	+1 Protection
+2	+2 HP (per level after blessing)
+3	+/-X Saving Throws
-1	-1 Protection
-2	-2 HP (per level after curse)
-3	+/-X Saving Throws

+1/-1 PROTECTION

The blessing or curse of protection is temporary until removed. It is identical to wearing a *Ring of Protection* +1.

+2/-2 HP

Whether a blessing or a curse, the HP gained or lost are permanent additions or subtractions. In either case, the character will feel unusually emboldened or weakened as they increase in level. They will not necessarily know that the adjustment is the result of *Gorgo's Blessings and Curses*.

+X/-X SAVING THROWS

The afflicted being rolls one **CHAOTIC DIE** for every saving throw until the blessing/curse is removed. The being will have an innate sense that there are greater powers at work waging battle for their very existence—and that sometimes the powers of good prevail. And at times, they are wracked by demons.

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