

# Curses

There are many circumstances where curses come in handy. Cursed scrolls, enchanted objects, coins, and so on can all bring misfortune. The Vistani are also masters of managing Fate to your detriment if provoked. The DM will determine what the curse is, and only inform the player of the following results as they happen. In most cases, the results are more deliciously prolonged, and not immediately apparent.

## Level of Curse (d12)

- 1-3. Feeble Curse
- 4-6. Minor Curse
- 7-9. Major Curse
- 10-12. Dire Curse

## Feeble Curses (d12)

1. All your hair falls out. *All* of it. It will grow back normally.
2. Someone you will meet for the first time will, for no particular reason, intensely dislike you.
3. Your next ability roll (that matters) will count as rolling a 1.
4. Exhaust 1 rested talent.
5. You are itchy! Every +2 from armor is -2 from your attack rolls.
6. In your next fight, the DM will spend Awesome Points to keep your foes up and fighting as long as possible.
7. Your next “in the face” hit will break your weapon; if a magic weapon, you take a Wound instead.
8. A minor item becomes your lucky piece; if lost, you lose 3 spent Awesome Points towards leveling.
9. You grow thick patchy red pubic hair somewhere unfortunate and visible. It constantly grows back even if shaved, for about a week.
10. The next time someone says your name, you fall asleep for 10 minutes and cannot be woken.
11. Your footwear shrinks violently, doing 2 Wounds to you and quartering your speed; your shoes or boots must be cut off.
12. Your next meal will make you violently ill, -5 to all rolls and -1 Wound to damage for 6 hours.

## Minor Curses (d12)

1. The DM only spends ½ Awesome Points to inconvenience you; what you would get is not given to anyone, including the bowl.
2. You no longer get arena bonuses for weapons.
3. Your highest ability is halved, round down.
4. Strangers don't like you. Your charm counts as 0 in dealing with them; if it is negative, they sometimes attack because they can't stand you.
5. Any time you roll a 1 on any d10 in combat, you count as being impeded and automatically miss.
6. The DM does not give you Awesome Points from the stack for any reason.
7. Any time you roll a 1 on any die, you drop what is in your hands or fall down.
8. If you tell a lie you writhe in unbearable pain for 1 minute.
9. If you tell the truth you writhe in unbearable pain for 1 minute.
10. Anything attacking the group focuses on you.
11. If you use something magical or cast a spell, it goes wrong and does something unexpected if the DM tosses 1 AP in the bowl.
12. All your attacks are -1 Wound.

## Major Curses (d12)

1. Next time you are alone, drop to 0 Wounds; see if you are knocked out, bleeding out, or crippled.

2. You lose something important. Something *really* important. Fate may give you something to lose.
3. Lose one talent and 1 ability point (determined randomly or chosen by the DM.) Bleed from your eyes, nose, and ears for several minutes.
4. Reduce your highest ability to 0.
5. You always count as being at less than 3 Wounds for healing purposes.
6. Every time you wake up, lose 1d3 Awesome Points—you can owe the stack.
7. You cannot sleep – therefore cannot heal naturally, or rest talents.
8. Lose the ability to use rested talents.
9. You are struck with a weird sensitivity; Horror and Terror tests are +1/2 difficulty.
10. Gain a relevant or random madness.
11. Struck deaf, blind and mute
12. Your right arm withers to a mummified stick of its former self, useless.

### **Dire Curses (d12)**

1. Polymorph into a small, harmless animal; probably a frog.
2. Struck with vampirism.
3. Struck with lycanthropy.
4. Bang! Struck dead.
5. When someone dies in your arena, test Commitment difficulty 12 or leave this world with them.
6. Wearing clothes (anything but nudity) inflicts 1 Wound a minute on you.
7. Your family line will die out before you do. Their legacy will also be tainted or destroyed.
8. Everyone you love will suffer a gruesome fate that is somehow your fault.
9. You will waste away and die, losing 1 Brawn a week until you die at -3.
10. You lose a Wound for every Awesome Point you spend.
11. All ability tests count as rolling a 1.
12. A demon gains your soul. You have a year left, and then you go to the World Below as a plaything for something monstrous. Better yet, a witch's soul is released as you take her place...