



No.13

THE UNDERCROFT

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Familiars for Witches

(1) An imp dwells in your belly. While it is in there, you need to consume twice the normal amount of food and water, you are immune to poison (both mundane and magical), but you cannot bear or sire a child. You can vomit it up to do some mundane task or cast a first level spell for you, but sunlight burns their skin, and they eventually want to get back inside your belly, one way or the other.

(2) You keep the decapitated head of an oracle in a jar, still retaining its powers. When it is fed a drop of blood, it may truthfully answer a question related to the person it belonged to. It will not taste blood from the same source ever again.

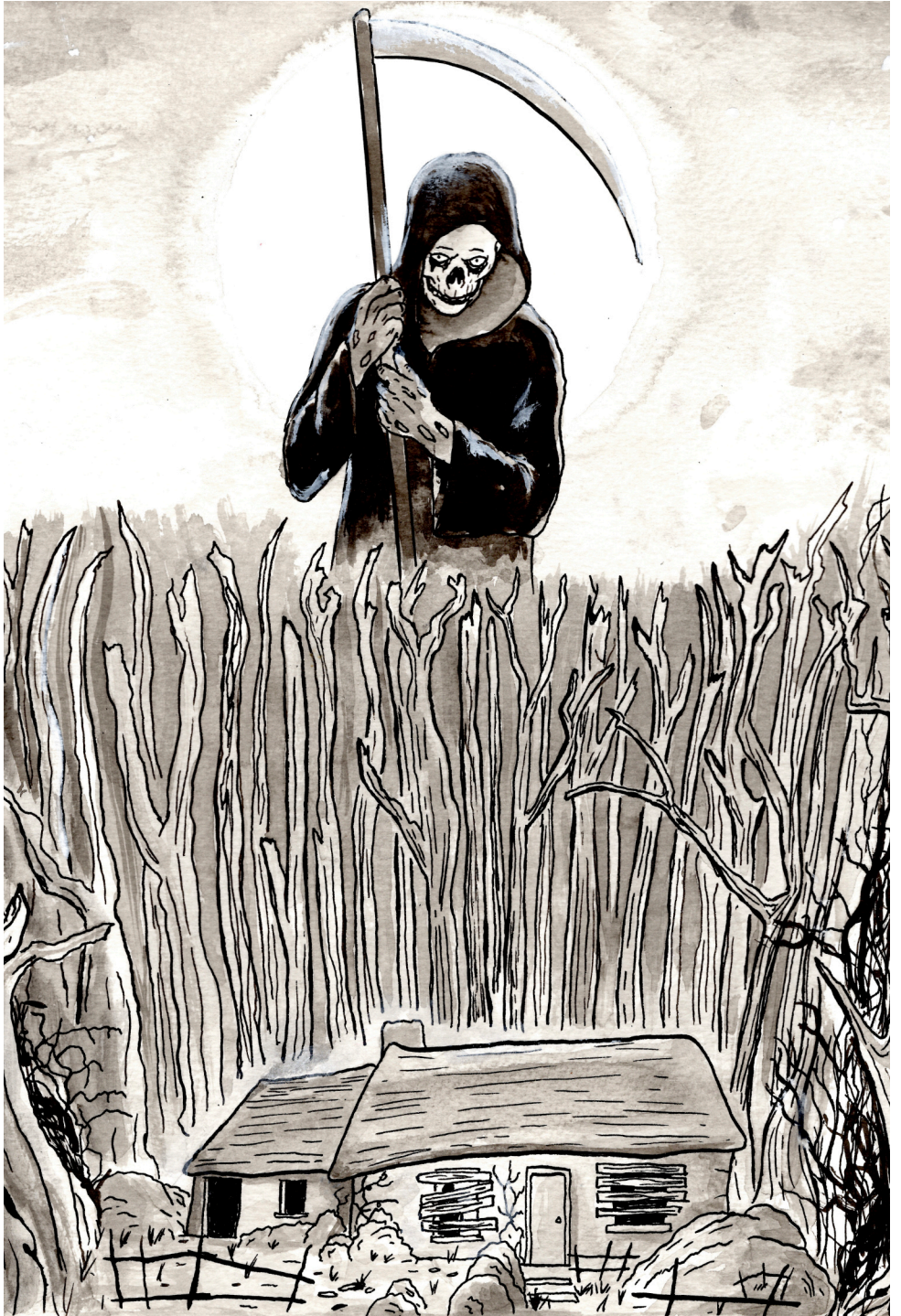
(3) You have three crows. You may see through their eyes and hear through their ears (although they always fly as a flock). You may cast a hex through one of your crows as if you were there, but it frees the bird from your bidding. Each person you strangle with your own hands returns to you as another crow.

(4) You have a toad that was once a young noble from one of the more influential houses, until you cast a wicked curse on them. They loathe you and despise you, but they cannot cause harm or lie to you. If kissed, they transform back to their normal self for but a single day, but only your death frees them from their curse.

(5) Your breast milk, when spilt into a bowl, forms a grotesque face that whispers secrets to you. Locations of cursed items, powerful dark magics, and of course potential patrons. When you mix together a week's worth of sour breast milk with a drop of semen, it coalesces into a spirit-ridden golem (proportional in size to your level). It only lasts for a few hours before the spirit breaks free, blowing up the vessel in a turbulence of great gustatory trauma.

(6) A large tome of hundreds of yellow pages, most of them empty. If you write a question in your blood on a page, the book answers truthfully, the answer appearing on the next page.





So, it's the End of the World

So the world has come to an end or it has for you and everyone else around here, be it alien invasion, zombies roaming freely, or a new ice age the results are much the same the vast majority of the population is now gone and those that remain band together to survive, scavenge, rescue, or rebuild.

What lies ahead are a collection of ideas meant in part to simulate playing any fantasy or science fantasy roleplaying game during an end of the world scenario, just switch out any stats and skills mentioned for something that works for your game.

Include the rules your like, lose or change the ones you don't and off you go.

So why has the world come to an end? Perhaps...

Climate Change has set in and brought about

- A new Ice Age - everything is frozen over and unbearably cold

- Extreme flooding - just tiny islands and boats everywhere

- Heat death - Ocean's have boiled, and almost everything is desert

An Extra-Planar/Terrestrial event has occurred

- Aliens - They've landed and their intentions are incomprehensible

- Inter-planar war - your world is the next battlefield and they don't care about the safety of 'lower' life forms

- Meteorite - it landed in the city and it glows, then things began to get weird, and now everyone wants a piece of it

- Titans - they're risen and are destroying everything in their wake

Ritual Magics & Super Science - A spell or experiment has gone catastrophically wrong, or has it...

- Virus or plague - whatever it was it has escaped and has led to huge loss of life.

- Zombies - the Dead Rise and walk amongst the living once again

Or maybe

A Hostile Foreign Power has taken over and has begun suppressing the locals and a Guerrilla Resistance is the only way to carry on.

Adventures

Adventuring during the end of the world has a very different goal, rather than plundering tombs and robbing graves for profit or glory you're only looking to survive another day, week, and maybe month.

Players are looking for resources to sustain and expand their homebase, other survivors who can support their goals, perhaps the occasional lost relic to assist them in doing so, and if they're up to it perhaps find the source of this catastrophe and stop it once and for all!

Unfortunately whilst doing so there are obstacles to over come, either with themselves or their Homebase.



Resilience & Injuries

The ability to cope with the oppressive awful that is occurring all the time is now more important in the wake of the end of the world.

Players start with a base dice of d12 they add this to their Wisdom modifier. (Res = 12 + Wis) *NB: THIS DOES NOT INCREASE PER LEVEL*

Resilience is depleted like hp by exposure to loss and tragedy.

Whenever players set out from Homebase they check their current Resilience, based on their homebase modifiers (+/-).

Recounting Homebase stats as needed.

Each time players rest they must also recalculate their resilience with resting modifiers.

EVERYTHING ISN'T SO BAD SO LONG AS YOU DON'T STOP TO THINK ABOUT IT.

When setting out from Homebase

Danger is above Defence	-3
Comfort or Defence Supply is below 50%	-3
Comfort or Defence Supply is at 0	-5

After Resting

Party Member was killed since last rest	-5
Your HP is below 50%	-3
Any other Party member is below 50% HP	-1

Each Time

You roll a Natural 20	+1
You roll a Natural 1	-1

Every time resilience is depleted below 0 make a wisdom saving throw; **FAILURE** means your character has developed a new condition and reduce the size of their Resilience Die one step.
(Roll on Resilience Conditions)

SUCCESS means roll your Resilience Die and that is your new current Resilience.

Once a players Resilience Die is lowered below d4 it is time to retire.

Injuries

The same can be done with HP, HD, and Con Saves for Injuries.

Recovery

Resilience is rolled during a long rest to restore that number to your total, up to your maximum and is fully restored at the homestead at the end of a game.

THESE CONDITIONS MAY NOT GO AWAY BUT INSTEAD YOU BECOME USED TO THEM.

Resilience Conditions - d66

Resilience & Injury Conditions are opportunities to Roleplay, earn xp/inspiration, and for the players & DM to other wise use.

NB - Please, stay safe whilst considering some of these very real and serious topics at your table, ensure everyone is comfortable and consents to their use.



- 11- Confused thinking
- 12- Sadness
- 13- Irritability
- 14- Extreme highs & lows
- 15- Excessive fears, worries & anxieties
- 16- Social withdrawal
- 21- Eating more than usual
- 22- Eating less than usual
- 23- Sleeping more than usual
- 24- Sleeping less than usual
- 25- Strong feelings of anger
- 26- Strange thoughts & delusions
- 31- Visual & auditory hallucinations
- 32- Inability to cope with daily living
- 33- Intrusive thoughts
- 34- Unexplained physical ailments
- 35- Substance use
- 36- Defiance of authority
- 41- Vandalism
- 42- Hyperactivity
- 43- Persistent nightmares
- 44- Temper tantrums
- 45- Inability to relate
- 46- Paranoia
- 51- Limited functioning
- 52- Problems with concentration
- 53- Problems with memory
- 54- Difficulty explaining thoughts
- 55- Increased sensitivity, finding stimulation
- 56- Decreased sensitivity, avoids stimulation
- 61- Headaches
- 62- Self harm
- 63- Hoarding
- 64- Phobia
- 65- Uncontrolled movements
- 66- Excessive guilt

Injury Conditions - d66

11- Abrasion on the Knee

12- Amputated Digit

13- Skull Wound, Avulsion

14- Back Pain

15- Bite Marks

16- Bleeding from the Ears

21- Blurred Vision

22- Boils or Blisters

23- Chest Pain

24- Concussion

25- Coughing up Blood

26- Dazed and Confused

31- Dislocated/Broken Limb

32- Fever

33- Friction Burn

34- Headache

35- Infection

36- Laceration

41- Bruising

42- Loss of Vision

43- Loud, Dry Cough

44- Loose Teeth

45- Mucus or Pus Discharge

46- Nausea

51- Nose Bleed

52- Paralysed Limb

53- Pulled or Strained Muscle

54- Puncture Wound

55- Uncontrollable Shivering

56- Sore Throat

61- Sprained Ankle

62- Swelling

63- Tinnitus

64- Walking with a Limp

65- Weak at the Knees

66- Failing Grip



Item Quality

Item quality is how good a version of the item you have, a standard equivalent is good & the cost Doubles or Halves when going up and down in 'cost' one step (break decimals into silver and copper as needed, or round up in gp)

Exemplar - Longsword

Poor - d4	Modest - d6	Good - d8	Excellent - d10	Masterwork - d12
3.75 gp	7.5 gp	15 gp	30 gp	60 gp

Consumables test every time they're used, so arrows, matches, rations etc.

Permanent items test on Critical failures and at DM discretion.

Using items for unusual purposes (a sword as a crowbar, clothes as a rope, etc.)

When using an item under-pressure (picking a lock, finding an item in your pack, etc.)

Clothes/Armour have more or fewer pockets if using the inventory system below.

A 4+ is always a success when testing an items quality.

A 2 or 3 means this is your last one, or it breaks after being used.

A **CRITICAL 1** means you had already run out, or the item breaks before using.

Barter Economies

Since commerce and trade slowed dramatically after the incident currency is no longer a driving motivator and food, medicine, and safety are and thus a barter economy rules.

Resources within the homestead are usually shared and anyone skilled enough to produce new items is a blessing.

When trading with outsiders, use the currency value of goods as the starting point.

When Bartering for goods worth less than you want you must *PERSUADE* or *INTIMIDATE* to get what you need.

For every 100 gp value over you want to trade for the difficulty increases by 5.

So asking for a trade of 158 gp in your favour the DC would be 10.

Success allows for the trade to go ahead, failure means you need to add more to try again, a critical failure ends trading immediately.

Inventory

Inventory is broken into 2 types 'quick access' and 'storage'

Quick Access

CLOTHES/ARMOUR that are being worn count as having 2 'pockets' (+/- 1 per quality level).

Arrows, potions, wands, or anything else 'small' maybe stored in these spaces.

SHEATHES may hold 2 items for storing weapons, swords, shields, bows, wands, etc. of any size for quick access.

Items in these 'Quick Access' slots can always be in hand or returned as a free action.

Size

Characters get +/- 2 storage slots for every size category up or down they go.

Free Slots

A characters Clothes/Armour and Pack take no slots.

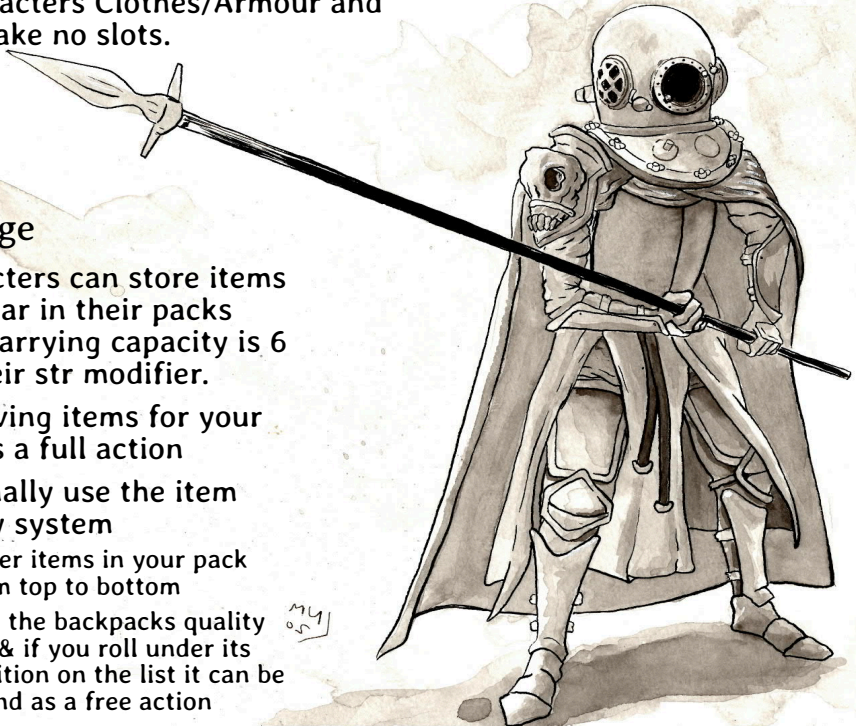
Storage

Characters can store items and gear in their packs their carrying capacity is 6 +/- their str modifier.

Retrieving items for your pack is a full action

Optionally use the item quality system

- Order items in your pack from top to bottom
- Roll the backpacks quality die & if you roll under its position on the list it can be found as a free action



The Homebase

During the end of the world a base of operations is vital to taking back some control, a place to rebuild, protect civilians, and rest.

Whilst locations may vary in their descriptions they all boil down to the same basic stats, decide between the party if the Homebase is a small walled tavern on the road, a cul-de-sac in the city, etc.

Primary Homebase stats are

COMFORT, DEFENCE, DANGER

and are supported by

FOOD, WATER, MEDICINE, MATERIALS, FUEL, AND ARMAMENTS

Each Resource starts with a stockpile of 1d12 each

Food & Water deplete 1 every adventure per Resident

Medicine depletes 1 per 5 Residents every adventure

Materials deplete 1 every adventure per active room

Fuel depletes 1 every adventure per active internal room

Armaments deplete 1 every adventure per labour in a defence room

Comfort = All Stocked Food + Water + Medicine

Defence = All Stocked Materials + Armaments + Fuel

Danger = PCs* + NPCs* + Active Rooms + Misc

*** ALL PCs & NPCs OVER THE MAXIMUM BEDS COUNT FOR DOUBLE THE DANGER**

If Danger ever exceeds Comfort or Defence at the end of an adventure or a stock pile goes below 0 roll on the unintended consequences table.

Creating your Homebase and it's inhabitants

During the end of the world there are always others who rely on you for protection, be they friends, family, or strangers. Not everyone can fight directly but may help in other ways.

You have 2d4 starting residents who help ensure that the Homebase is operational.

Every 5th resident has a trait. Roll for them on the table overleaf.

ALL RESIDENT MODIFIERS REFER TO UPKEEP UNLESS STATED

Resident Traits

11- Alchemist *	<i>NOT NICE, BUT HELPFUL</i> -1 Comfort +2 Medicine	41- Caring	<i>ALWAYS LOOKING OUT</i> +1 Comfort
12- Ravenous	<i>ALWAYS HUNGRY</i> - 1 Food	42- Herbalist	x2 Medicine (Whilst producing)
13- Animal Handler *	<i>ANIMALS ALWAYS HELP</i> +1 Comfort or +2 Defence & -1 Food	43- Hopeful	ReRoll 1 Unintended Consequence per adventure
14- Halitosis	<i>JUST UNPLEASANT</i> -1 Comfort	44- Hunter	<i>ALWAYS ABLE TO PROVIDE</i> +3 Food
15- Barber-Surgeon*	1-2 -1 Medicine 3-6 +3 Medicine per Adventure	45- Immature	<i>UTTERLY FRUSTRATING</i> -1 Comfort
16- Barkeep	<i>A GOOD LISTENER</i> +1 Comfort	46- Impatient	<i>MISTAKES GET MADE</i> +1 Danger
21- Carpenter	+3 Materials (When producing)	51- Labourer	<i>HARD-WORKER WHATEVER</i> +1 Labour
22- Charcoal Burner	x2 Fuel (when producing)	52- Fastidious	<i>OVERLY CAUTIOUS</i> -2 Danger & -1 Comfort
23- Dependent	<i>CHILDREN AND INFIRMED</i> -1 Labour	53- Nights Watch	-2 Danger (WHEN PRODUCING)
24- Great Cook	<i>A GOOD MEAL HELPS</i> +1 Comfort	54- Persistent Illness	<i>CONSTANT DISCOMFORT</i> -1 Medicine
25- Real Easy Going	<i>ALWAYS SO NICE</i> -1 Labour, +1 Comfort	55- Exhaustive Planner	<i>PLANNING FOR EVERYTHING</i> -1 Labour, +1 Comfort, -1 Danger
26- Exile	<i>EXILED BUT WHY?</i> +1 Danger	56- Seamster*	+2 Materials & +1 Comfort
31- Farmer	+4 Food (When producing)	61- Smith	+2 Armaments (When producing)
32- Angler	<i>FUN AND HELPFUL!</i> +2 Food	62- Snorer	<i>IF WE CAN HEAR THIS...</i> -1 Comfort
33- Fool Hardy	<i>AN UTTER CLUTZ</i> -1 Materials	63- Street Cleaner	<i>CLEAN AND TIDY ALL OVER</i> +1 Comfort
34- Forester	<i>LOTS TO FIND OUT THERE</i> +2 Fuel or +2 Food	64- Thoughtful	<i>KINDNESS COSTS NOTHING</i> +1 Comfort
35- Gregarious	<i>GREAT COMPANY</i> +1 Comfort	65- Troubadour	+2 Comfort & +1 Danger
36- Furniture Maker*	+1 Comfort or +3 Materials	66- Vagabond	<i>USED TO SLEEPING ROUGH</i> +1 Bed

*Requires a Small Room to function



Every Homebase starts with some reason it was selected, perhaps a big food store, or lots of open space, or even a larger population to look out for.

Roll on the table below as many times as you like to determine what a starting Homebase looks like, before you moved in.

Random Homebase Modifiers - 2d6

2	Large Internal	An extra large room, a meeting hall, dining hall, etc. <i>+1 LARGE INTERNAL ROOM</i>
3	Small External	A small secure space; perhaps a private garden, or walkway <i>+1 SMALL EXTERNAL ROOM</i>
4	Armaments*	It seems a forge, military stockpile, etc. was kept here <i>+1D3+1 ARMAMENTS ROOM</i>
5	Materials*	Previously a lumber yard or workshop stood in this location <i>+1D3+2 MATERIALS</i>
6	Food#	A private garden stands here it could be re-purposed though <i>+2D3+1 FOOD</i>
7	Starting Population	Others had the idea to hide here, just as you did. <i>+2D4 RESIDENTS</i>
8	Water#	This building had it's own water supply, from a well or river <i>+2D3+1 WATER</i>
9	Medicine*	Previously a lumber yard or workshop stood in this location <i>+1D3+2 MEDICINE</i>
10	Fuel#	It seems a forge, military stockpile, etc. was kept here <i>+1D3+1 FUEL</i>
11	Small Internal	An office was here but it could be turned into anything now <i>+1 SMALL INTERNAL ROOM</i>
12	Large External	A grand courtyard with plenty of open space and potential <i>+1 LARGE EXTERNAL ROOM</i>

Adding the finishing touches

The last part is to customise the Homebase make sure there's enough for everyone to live, sufficient food being made, spaces to defend from, etc.

Every Homebase has 3 Small Internal Spaces and 1 Large External Space that can be re-purposed into whatever is required. Use these and any Spaces created from your Random Modifiers to ensure your Homebase has as much of everything it might need

	Large	Small
Food*	A Farm of sorts is set up to replenish the groups supplies <i>MAX 6 WORKERS, 3 FOOD PER LABOUR</i>	Trellises all over, grow foods to sustain the Home's inhabitants <i>MAX 3 WORKERS, 3 FOOD PER LABOUR</i>
Water*	Water traps are set up to collect rain water and clean latrines <i>MAX 2 WORKERS, 4 WATER PER LABOUR</i>	Water-butts collect water to water plants and clean the home <i>MAX 1 WORKERS, 4 WATER PER LABOUR</i>
Medicine	A garden of medicinal herbs or a workshop for processing curealls <i>MAX 3 WORKERS, 2 MEDICINE PER LABOUR</i>	A garden of medicinal herbs or a workshop for processing curealls <i>MAX 3 WORKERS, 2 MEDICINE PER LABOUR</i>
Materials	A lumberyard for producing materials and maintaining tools <i>MAX 4 WORKERS, 3 MATERIALS PER LABOUR</i>	A toolshed for storing and maintaining what you have <i>MAX 2 WORKERS, 3 MATERIALS PER LABOUR</i>
Armaments	A forge lay here with the capacity to create new metal works <i>MAX 2 WORKERS, 6 ARMAMENTS PER LABOUR</i>	The space used to be a workshop for making nails, hinges, etc. <i>MAX 1 WORKERS, 6 ARMAMENTS PER LABOUR</i>
Fuel*	A charcoal burners pit constantly producing fresh fuel at all times <i>MAX 2 WORKERS, 3 FUEL PER LABOUR</i>	A small cutting area, set aside to prepare firewood for use <i>MAX 1 WORKERS, 3 FUEL PER LABOUR</i>
Danger	Mustering grounds and training spaces, to improve the guards <i>MAX 6 WORKERS, -2 DANGER PER LABOUR</i>	Watch towers and defensive points to manage coming dangers <i>MAX 3 WORKERS, -2 DANGER PER LABOUR</i>
Sleeping Quarters#	A vast bunkhouse for housing a large workforce <i>8 BEDS</i>	A private bedroom, able to sleep more when properly rearranged <i>4 BEDS</i>
Misc	2 Special Residents	1 Special Resident

*Can only be done externally

#Can only be done internally

With this your base is almost complete, all that's left is to name it, describe what it looks like, and perhaps even draw a layout.

NB: A BASE IS NOT ONLY MADE UP OF THE ROOMS THAT PRODUCE RESOURCES, THERE ARE LIVING SPACES, WASH ROOMS, COOKING SPACES, ETC. THAT ALL MAKE UP A HOMEBASE, REMEMBER THEM AS WELL WHEN AGREEING THE LAYOUT.

Consequences

Sometimes you'll do something that will upset the residents of your Homebase to a point that will have ramification, maybe they don't feel safe, or they're generally miserable, or everything is too dangerous right now.

THESE ARE THOUGHTS FOR GMs USING THE RULES NOT A COST OF DOING BUSINESS FOR PLAYERS

- **Exiling/Killing a Resident** - Residents may resent or fear players unless there was an extremely good reason for this
- **Exposure to Danger** - If the players have exposed the Residents to undue dangers they may try to flee to somewhere safer
- **If the players start wasting or abusing supplies** then Residents may start hoarding reducing availability

Additionally when things get bad through no fault of the players there are unintended consequences.

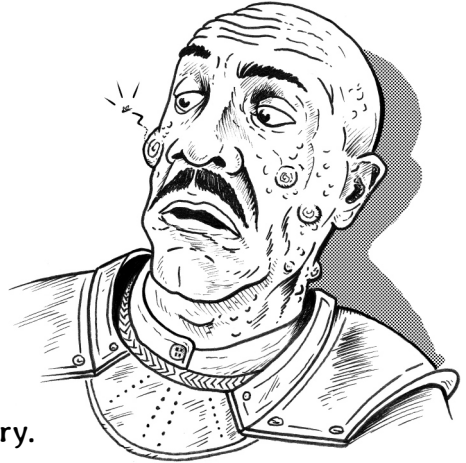
2	Something's wrong you've returned and the Homebase is under attack, or destroyed, or abandoned. Who knows what you'll do now <i>THIS LOCATION IS NO LONGER SAFE AND A NEW HOMEBASE IS REQUIRED</i>
3	You return to find that some people are missing, perhaps they've fled or been killed in the area. Whats certain is you'll have to get by without them <i>-2D3 RESIDENTS (DETERMINE RANDOMLY IF ANY SPECIAL RESIDENTS LEFT)</i>
4	A resident has got hurt after wandering out alone for too long, caught in a trap, attacked by something, or worse, they require a lot of meds to recover <i>-1D3 MEDICINE</i>
5	On your return you're informed that some long term stores have been destroyed. Some firewood and other items have been thrown <i>-1D3 FUEL</i>
6	It appears that there's been a small party at Homebase whilst you were out, whilst raising peoples moods it's certainly taken a toll on supplies <i>-1D3 FOOD</i>
7	You return with supplies to a heated argument, everyone seems to have been effected and everyone is miserable for it <i>-1D3 TO COMFORT (UNTIL THE END OF THE NEXT ADVENTURE)</i>
8	There was a small fire in the base, it's unclear how it started but what's certain is that it's taken lots of your water reserves to put it out <i>-1D3 WATER</i>
9	You return to find repairs being concluded on the Homebase, it appears a resident lost their temper and began smashing indiscriminately <i>-1D3 MATERIALS</i>
10	A resident was found outside after 3 days of searching, agitated and confused, the increased efforts put a strain on defences to rescue them <i>-1D3 ARMAMENTS</i>
11	The Homebase swells with new life, new faces greet you as you arrive. Whilst nice to know others are out there, how will you care for these people <i>+2D3 RESIDENTS</i>
12	You arrive in time to narrowly avoid a disaster, your return comforts the residents greatly and for now everyone feels a little safer <i>-1D3 TO DANGER (UNTIL THE END OF THE NEXT ADVENTURE)</i>



You Have Been Cursed

A d66 list of random curses
A suggestion on how to use this list

I've had the most fun with curses when they are used as seasoning on an otherwise bland character. I wouldn't start a new game by cursing someone, it's better to wait until you're a little way into a campaign. If the player characters haven't developed much of a personality beyond their race and class, dropping a curse on them is a great way to introduce a roleplaying hook that doesn't require retconning backstory.



When to use this list

When someone goes carousing and rolls poorly is the ideal time, the cursing entity is included so you can tell the PC who they offended in their drunken stupor. Otherwise you can add "become cursed" as an entry on random encounter table, or a possible consequence of moving too slowly through an area. It should be in response to a choice the PCs have made.

Removal and Bestowing

In 5th Edition Bestow Curse is a short term debuff unless used in a level 9 spell slot, and Remove Curse is an instant total removal of all curses and available to most spellcasters. The balance of these spells will make curses too easy to remove so I would make the following change to Remove Curse if you are using this list: A curse can only be removed by the means specified in the example, or by use of Remove Curse in a spell slot equal to that used to bestow the curse. Assume curses with no time limit are 9th level, a finite time longer than a day as 8th level, a day as 7th.

The Curses

Roll a d6 twice, the first result gives you the first number, the second result gives you the second number, et voila.

1:1 You have been cursed by a Knoll Crone: Every strand of hair falls from your body leaving you as bald as a rocky old hill. If you try and wear prosthetics such as a wig, false eyelashes or a merkin, those too will disintegrate.

1:2 You have been cursed by a thousand year oak: your skin erupts with hard, woody nodules. Each of these galls will birth a tiny wasp after a few weeks. The galls are totally desensitised but permanent. If removed surgically they leave deep scars. On the up side, an alchemist can extract an acid from the exorcised galls and mix them with green vitriol in order to make an ink useful for the writing of spells relating to the weather.

1:3 You have been cursed by a gancanagh: You become plagued by intrusive thoughts about the possible sexual deviancy of your companions. How these devienicies manifest depends on an individual's own taboos and mores, as do the way they deal with that constant, nagging suspicion: are they a pervert?

1:4 You have been cursed by an abandoned doll: Huh, look at this lost little poppet. I hope whatever mite left it comes back. Maybe I should try and find the owner. I should take it with me. I better keep it with me just in case I bump into them. Hmm, my pack is full. Well, I don't need this old bit of rope, I can toss that away and make room for the doll. I wonder what I'll call it.

1:5 You have been cursed by Sainted Bartholomew: Badgers hate you. They will crawl from their cets in the dead of night and seek you out. Maybe one fool-hardy young boar will try and take you before you wake. Probably not, badgers are strong, but they aren't foolish. They are patient, though and good tunnelers...

1:6 You have been cursed by Orbach of Terabrechnoght Tower: From this day until seven moons have crossed the sky, you shout upon each dawn: "ALL HAIL ORBACH OF TERABRECHNAOUGHT TOWER, MASTER OF THE SEVEN TIERED CITADEL! INFINITE HIS MIND! EXQUISITE HIS BODY! BOUNDLESS HIS SOUL!" The shout explodes from your throat uncontrollably like a sneeze, no, like an orgasm, and you are left each morning sweating and short of breath.

2:1 You have been cursed by the bones of a whale, deep beneath the waves: Every night you have the same dream. You are in blackness and there is the weight of all the world pressing down upon you. Crabs, eels, and terrible things for which you have no name, they crawl over your tattered flesh, slowly devouring it. Over the months and years the dream progresses and you are dissipated completely. But still you dream.

2:2 You have been cursed by a saltmarsh hag: You become a were-oyster. Part man, part oyster, you have a slimy mucosal sheen at all times, but when the celestial constellations line up as they do the day you were cursed, your transformation progresses. Your skin hardens into a calcified shell, brimming with eyes and tendrils. The pearls you produce are cold comfort, especially considering how they must be harvested.

2:3 You have been cursed by Copromancer: He didn't mean it as a curse, but it might as well be one. You can now eat the faeces of any animal. It tastes good and is nourishing to you. You don't have to eat shit, but you can. And you know that you can. And you might.

2:4 You have been cursed by the twelve headed god, whose name is forgotten, whose temples are ruins, whose priesthood is extinct: I'm sorry to tell you that you are the Adversary. The last prophecy is in motion and it is focused on you. Somewhere out there, the Anointed has returned, and there will be war between you.

2:5 You have been cursed by a blood demon: Your body now produces mood-blood. It functions identically to your normal, everyday blood, but it changes colour according to your mood. If someone wants to know if you're happy, sad, suspicious or horny, they just have to give you a little prick.



2:6 You have been cursed by a mysterious peddler woman: When she came to you, offering to sell you a durian, you should have been suspicious. Although, it was the most perfect durian you'd ever seen. Larger than a man's head, its thorny husk gave way to the pungent flesh beneath in the most satisfying way. That first silky bite has sent you into a deep slumber from which only the kiss of a locally unionised sex worker can wake you.

3:1 You have been cursed by a spriggen: Congratulations! You are a parent now. You don't remember how you got the baby, but that's not going to stop you being the most faithful and dutiful parent you can be. It's so small right now, it barely fits into your palm. But it will grow, oh how it will grow. It won't age at all, but as long as you keep feeding it that mixture of milk and blood it craves it will just keep getting larger. What choice do you have? It cries so terribly otherwise.

3:2 You have been cursed by Ysra King of the Goats: For your crimes against his people Ysra commands that his subjects and allies are forbidden from aiding you. Some take this commandment to heart, and turn their backs on you after years of companionship. Others will rebel against it, for Ysra is a tyrant and a usurper, and in their enemy's enemy they see, if not a friend, then perhaps a useful stooge.

3:3 You have been cursed by a feather-and-bone witch: your genitals and anus have been replaced with a single, all purpose opening called a cloaca. You are unable to have sex, and are subsequently infertile, unless of course you find someone else similarly inflicted with whom you can perform a cloacal kiss. Who gets pregnant after such an encounter is an even split.

3:4 You have been cursed by a pair of old boots: You must dance for a night and a day, never pausing to eat or drink. It leaves you withered and exhausted, but what is that feeling you are left with? However you felt before, however competent the performance was, this experience has lit a fire inside you. A fire of passion. A passion for dance.

3:5 You have been cursed by the ghosts of your ancestors: You have dishonoured your family name and now you must make amends or they will be unable to find peace in the hereafter. They haven't given you much to go on. What is it that they hate? Is it goblins? Or did they love goblins? You'd better find out or they aren't going to leave you alone.

3:6 You have been cursed by an exquisite landscape painting: Your soul is stuck in the painting now. Your body sees in the masterful brushwork a tiny version of itself. You'd better find out how to escape and/or free your spirit or there's going to be trouble for the both of you.

4:1 You have been cursed by a ghostly orphan. You have been possessed by this small and helpless spirit. Thankfully, it's very weak willed and can't take control of your body unless extremely frightened. What happened to the orphanage? Did it burn down? Then they flip out around too much fire. Was it flooded? Then you'd better have some help getting on any boats because this little waif is going to have a tantrum if you try.

4:2 You have been cursed by a rare stellar conjunction: You have escaped from a time loop in which you were stuck for years or even decades. You have no memories of that time you spent repeating the same endless sequence of hours or days and you bring with you nothing but a nagging feeling that you know this place very well indeed. You have shared a thousand experiences with the people here, but all are now lost, except in a momentary flicker of recognition.

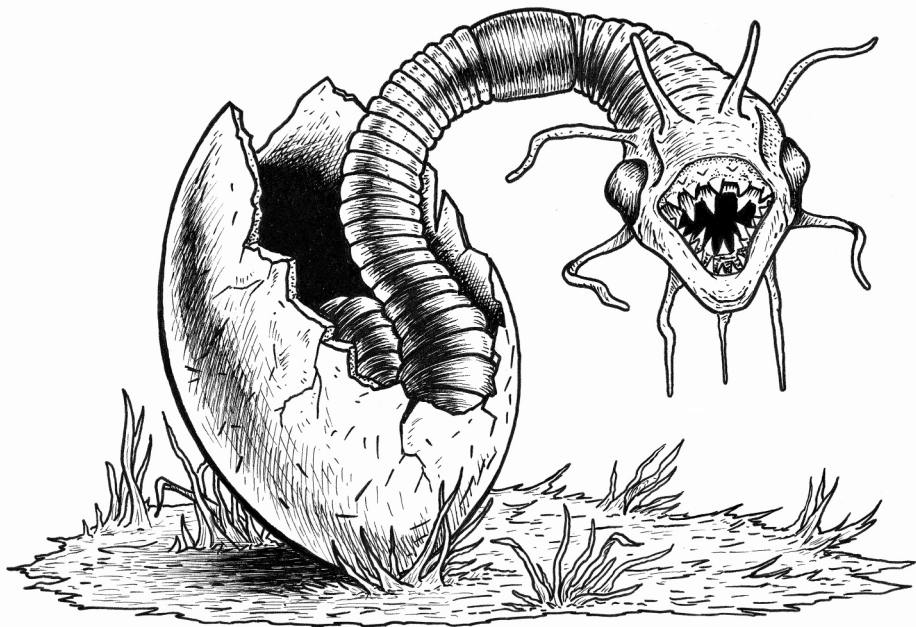
4:3 You have been cursed by the holy bones of a self-mummified monk. You are momentarily aware of every atom of your body and it is intolerable. You must divest yourself of this excess of gross matter. You must be free from the sticky weight of gravity that sloshes over you like unseen molasses.

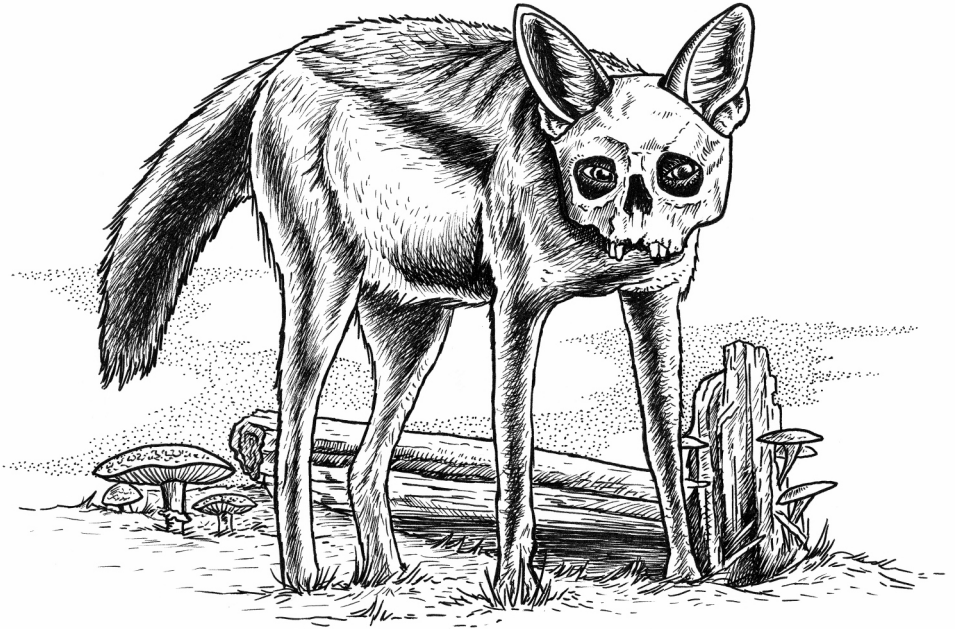
4:4 You have been cursed by Brogodan the Giant: Now you are the one who must fulfil Brogodan's divinely imposed task. He had to guard the Cairn of the Under-Worm, so now you have to guard the Cairn of the Under-Worm. Thankfully the powers-that-be have shrunk it down proportional to your own size. Reminiscent of a chicken's egg but made of stone, if it's ever broken then the under-worm will be reborn.

4:5 You have been cursed by a strangled ghost: Somewhere near here are the remains of a person strangled to death, and now their ghost wants vengeance. It will rise and strangle you in your sleep in 3 nights time unless you find the murderer and deliver them to justice, or simply find the strangled ghost's bones and destroy them. Remember that when dealing with ghosts, the most important thing is to show dominance.

4:6 You have been cursed by a sixfold coven: You bear the mark of the cursed one, as will all your descendants for six generation. It makes you look very cool, like the ultimate tattoo. You leave a few buttons undone from your shirt so the corner of it is visible and people will ask you about it.

5:1 You have been cursed by an opalescent crown: Obviously you have lost all of your memories! Of course that was going to happen when you put on a mysterious crown made of opal! Its internal facets burn with new fire, not that you remember how it used to look. You can still do the same stuff as before, but you don't know how you learnt any of it. Until the crown is dissolved in turpentine the memories of your former life are trapped.





5:2 You have been cursed by the hive wizard: You must serve the queen! She lives about your person and is very needy. Thankfully if you chew up wood and combine it with your spit you can make her a paper palace but it must not be left alone for long! Once the first brood of your vespine sisters are born they will help you protect her royal majesty, but they follow her commands, not yours.

5:3 You have been cursed by a skull masked jackal: a phantasmagoric kaleidoscope of visions assaults your senses. Over the next day the onrush of hallucinations starts to fade, reduce and soften, but never go away. You are permanently under the effect of a low level psychotropic magic. After a while I imagine you will begin to forget that shadows don't shiver and the wind doesn't whisper.

5:4 You have been cursed by a drowned ghost: You feel a tickle in your throat, you reach in and pull out a long clump of sodden, briny black hair. You had better start eating in private because this is going to happen every meal and no one wants to see you choke up hairballs at the dinner table.

5:5 You have been cursed by a Mycologist: your body is now a perfect site for growing fungi of all kinds. Let a mushroom's spores

get on you then it won't be long before you have a new fungal friend popping up. If you don't use that special combination body-wash & shampoo, moulds will colonise your skin.

5:6 You have been cursed by a Librarian: Ouch! Another danged paper-cut. Ever since you tried to be helpful and put that book back in probably the right place, you seem to get a paper-cut every single time you pick up a book. Oww, dag-namit another one. Gosh these sting.

6:1 You have been cursed by an antipope: Whatever you eat is miraculously transformed into human flesh. It doesn't alter the flavour or mouth-feel of the food, as the transubstantiation happens further on, but it completely messes up your digestion. Your diet completely lacks roughage. You are going to get some serious vitamin deficiencies.

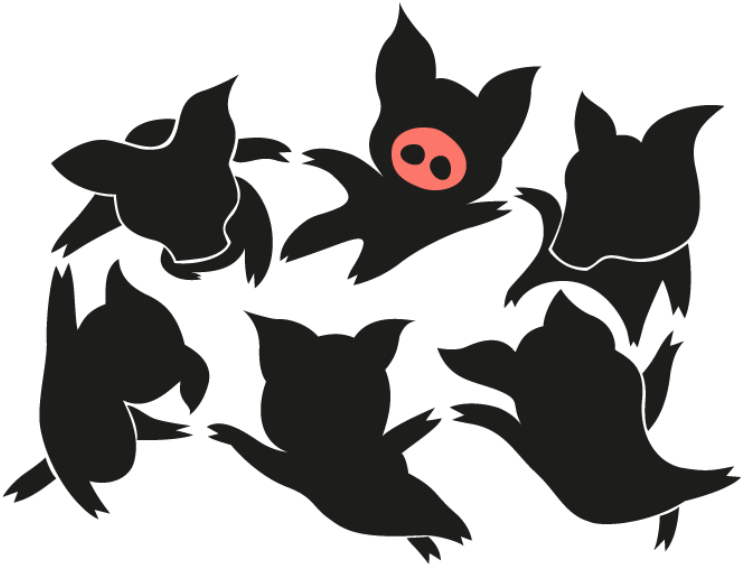
6:2 You have been cursed by she who dwells in the sea cave: Every time a child is murdered within a day's travel, you are stuck with a terrible but acute migraine. She who dwells in the sea cave implied that you should be trying to bring the murderer to justice, but she's not going to uncurse you for it.

6:3 You have been cursed by a borbotha: you now have a devastating eel deficiency. If you don't eat eel every day you're going to start developing some serious long term health problems. You'd better learn how to trap and preserve eels if you want to travel inland because they do not last long once you catch them.

6:4 You have been cursed by Räum, Great Earl of Hell: You will be immolated in thirty hours time if you do not completely humiliate and debase yourself. Räum can see into your heart so they know what you will find truly degrading and he cannot be fooled.

6:5 You have been cursed by a Wee, Wee Mannie: The wee, wee mannie has come to you with his cow, that he calls his "big coo" and he wants you to "cut its head off with a sharp sharp sword". He seems to be very fond of the cow, but he won't stop following you, demanding you behead the beast.

6:6 You have been cursed by the spirit of fate: You have in your possession a pair of becurSED dice. Whomsoever rolls them becomes cursed!!!



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