

# Curses list



0<sup>th</sup> Edition. Last updated October 2020.

Roll 1d100 for a random curse! If the curse you roll sounds like a one-time thing, it's probably just that. If it sounds like an ongoing effect, roll 1d100:

- 1-30 – the effect lasts 1d6 rounds
- 31-60 – the effect lasts 1d6 hours
- 61-80 – the effect lasts until you wake up next nightfall
- 81-90 – the effect lasts 1d6 nights (including tonight)
- 91-100 – the effect is freaking *permanent*

In all cases, certain spells or magic abilities might be able to undo the curse. I mean, anything's possible, I guess!

1. Can't stop dancin'!
2. Turn into frog/toad/newt
3. Your face becomes upside-down
4. A big spooky old tree grows from the top of your head
5. Your body becomes highly magnetic
6. Turn into a big puddle of slime that still has your general appearance; you can only ooze very slowly
7. Your hair grows 3 cm per minute
8. Your shadow hates you and is constantly flipping you off and stuff; it's going to keep trying to find a way to hurt you and eventually it will succeed
9. Your feet become chicken feet – 50% chance they're chicken-size, 50% chance they're your normal size
10. Your body/clothing/armor all become one random solid very bright color, or a fun pattern
11. You're constantly chased and annoyed by fairies
12. Your head turns into a jack o'lantern
13. Your arms become big snakes
14. You grow a tail; if you already had one, it's now like a way bigger tail

15. Shrink to 3d10 cm tall
16. You constantly blow soap bubbles as you speak
17. Glow in the dark
18. Embarrassing haircut
19. You can only walk/run backwards
20. Terrible song stuck in your head forever
21. You're constantly ravenous, and your friends now look like hot dogs/hamburgers/etc
22. There is always a small rain cloud above your head; it sometimes zaps you with tiny lightning bolts
23. Your head falls off but you're fine, you just need to carry it around or attach it with something
24. Blood is constantly pouring out of your eyes/ears/mouth/etc — not harmful, just very unpleasant
25. You are now made out of ice but you can still walk around and stuff; you're also melting, of course
26. Turn to stone; you can't move — this one is probably temporary
27. Spiders crawl out of your hair all the time
28. Fall and impale yourself on your weapon, or a friend's weapon; oops!
29. You have to wear a dumb hat that everybody hates; it's truly awful
30. Turn into an obnoxious toddler version of yourself
31. Grow a second head
32. You can only speak gibberish
33. The ground bursts open with flames and a gang of devils drag you to hell; you're gone, dude
34. Suddenly there's graffiti everywhere saying you suck
35. Birds always shit on you
36. Your top half and bottom half are now separate; you can still control your parts and move around
37. You split in half down the middle; you can still control both halves but most actions may be very difficult or impossible
38. Regrettable tattoo
39. A bunch of kids throw eggs at you and run away laughing their asses off
40. Horrific boating accident — *on land*
41. Turn into a monkey that's wearing a Halloween costume (very well done, I might add!) of you

42. You're doomed to spend all your candy on Magic cards every night
43. Bite the inside of your mouth really bad — you are now doomed to re-do this every night; it's really exasperating
44. Constantly pranked by zany ghosts
45. A magic coffin slams shut around you outta nowhere; it's sealed with powerful magic and you are completely trapped
46. There's a horrible, impossibly loud squeaking noise when you walk
47. Everyone suddenly calls you a terrible nickname; *everyone!*
48. Your head grows huge like a balloon and you start to float upward
49. Your head grows huge and heavy and you can't lift it off the ground; you're gonna need some help
50. You drop all your candy everywhere; it's a huge mess and very embarrassing and takes ages to pick them all up
51. Turn into an owl! That sounds nice! Immediately spend 1d10 rounds coughing up a huge pellet of rat hair and bones
52. A piano (harpsichord?) falls on you, 1d20 + 5 damage, your teeth are now piano(/harpsichord) keys
53. You make the Transformers noise and transform into a wagon or a wheelbarrow or something
54. Whenever you open your mouth a swarm of killer bees flies out
55. Slip catastrophically on a banana peel 1x/night
56. Lizards in all your pockets all the time
57. Hit by a meteor — 1d100 damage
58. Your head shrinks like in Beetlejuice
59. Turn into a scarecrow that looks like a hobo version of you; you're immobile
60. Your voice is now terrible — I mean, just completely *terrible*
61. Rip a big hole in the seat of your favorite pants
62. Flowers grow all over you
63. Turn into a giant carrot with your face on it; all you can do is roll around and be angry and yell and stuff
64. You can only speak in rhyme; PM, make 'em do it for real!
65. Horses always throw you, and for some reason you keep forgetting about that
66. Turn into a pumpkin spice latte
67. You sprout huge beautiful wings but you're terrible at flying and crash all the time
68. Ants in your pants — oh by the way these are like fist-sized ants

69. Your head is just spinning around forever now
70. Your eyeballs fall out ~3x/night and you have to find them and put 'em back in
71. Grow a duck bill, speak in hilarious quacks
72. Very loud hiccups
73. Someone walks over your grave; you shiver so hard you disintegrate
74. A huge spooky tree-hand comes down and grabs you and hurls you off into the distance
75. Vomit an enormous geyser of pumpkin guts for 1d6 rounds
76. Chewing gum in your hair!
77. Turn into a small ventriloquist's dummy version of yourself; you're totally inanimate but if someone operates you, you have your voice and all your normal stats/abilities
78. Wagons and/or horses always splash you when they go by
79. Grow gills; you now feel like crap if you're not in water, and you have a dumb fish-face
80. Sneezing fit, *forever*
81. You turn into a spider monster with a legspan of 75 cm, but with your normal head, and your head is upside-down; just like in *The Thing*
82. You're always on fire, but it doesn't hurt – however, the fire works like normal fire on everything you touch, of course
83. There's a tyrannosaurus hunting you, starting right now
84. Can't stop laughing; it sucks
85. Your clothes/armor are gone and you have to wear a barrel
86. You explode into 2d20 + 20 puzzle pieces; you're still conscious but you can't do much until someone puts you back together
87. An ice cream cone appears in your hand! You drop the ice cream cone
88. You turn into a wand of random curses
89. Your character now has to roll actual dice in the game to determine his or her success at anything; this takes time and makes combat very difficult
90. You grow a unicorn horn; it glows and sparkles all the time (50% chance you grow a whole unicorn head)
91. Your spirit gets knocked out of your body and can't figure out a way to get back in (even if you're a ghost; now you're a ghost corpse and a ghost-ghost)
92. You forget where your lair is!
93. Scrawniness: STR is now -4 (that's *actual* -4, not *your* STR, -4; that goes for these next four as well...)

94. Dragassness: QUI is now -4
95. Butterfingersness: ATT is now -4
96. Dulled reflexesness: DEF is now -4
97. Scatterbrainedness: MAG is now -4
98. Candy makes you puke; magic candy has no effect on you 'cause you can't keep it down
99. You're banned from O'Lantern's! WTF!?
100. 1d10 of the above effects simultaneously