

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000 Curses

for all RPGs

By Tyler Omichinski

Grim's Amazing D100 Tables

Suitable for
ANY GENRE
ROLE-PLAYING
GAME SYSTEM

A collection of 100 curses
to bestow upon your players
for use with pretty much any
RPG game system and genre.



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**Grinning Skull Design Studios presents:
Grim's Amazing D100 Tables**

100 CURSES

For all RPGs

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Foreword



Curses are all too common, found around the world. No matter where you go, there are legends of ways that you can be cursed.

Tyler



About the Author

Tyler Omichinski is a writer, editor, and game designer from the wilds of Canada. You can follow his work at www.omichinski.com or by following him on twitter at @Tyler_roi

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Choose or Roll D100

1. The curse of seven days of sleepless nights; you're unable to get a good night's sleep.
2. The curse of two left feet. You're unable to effectively dance, and are permanently less agile.
3. The curse of bad hair days. You permanently have bad hair.
4. The curse of impossible travel. Every time you attempt to travel, something impossible happens. It may be an island rising from the deep, a train arriving somewhere that its rails don't run, or something else entirely.
5. The curse of seven stones. The stones are spread across a farmer's fields or the land someone owns. The land will never produce what it was supposed to.
6. The curse of ambivalence. You will never be able to excel, only to do well enough to get by.
7. The curse of wrinkled clothing. You will never fully be tidy, and your clothes will always be wrinkled, stained, and otherwise ruined.
8. The curse of without a roof. You will never have a roof permanently above your head. Any attempts to purchase a home will result in it burning down, being stolen, or otherwise ending up homeless.
9. The curse of pennies. You find a cursed penny. Every day you hold onto the penny, the number of pennies will double. By the tenth day or so, it will crush them to death.
10. The curse of liquids. You can't stomach anything that isn't a liquid. Anything solid that you eat you will quickly vomit.
11. The curse of pain. You're always in pain, feelings aches and pains no matter what you do.
12. The curse of intensity. You can only do things at the highest level of intensity.
13. The curse of loss. You slowly forget everything about yourself, until you remember absolutely nothing.
14. The Curse of Whence. You have to explain where you came from with every time you're asked to explain yourself.



Choose or Roll D100

- 15. The Curse of Truths. You can't lie and can only tell the truth. This does not include lies of omission.**
- 16. The Curse of Lies. You can't tell the truth and can only tell lies of inclusion.**
- 17. The Curse of Poor Weather. The weather never cooperates with what you need.**
- 18. The Curse of Masks. You can never admit who you truly are, and always have to keep things hidden.**
- 19. The Curse of Colours. You become unable to see something that is a certain colour. It just doesn't appear in your views.**
- 20. The Curse of Burns. You are unable to feel burns or burning of any kind.**
- 21. The Curse of Blood. You are unable to staunch bleeding of any kind.**
- 22. The Curse of Death. You're unable to die by any way. You can still be hurt and your body can be infinitely damaged, but you'll remain alive.**
- 23. The Curse of the Scream. You can't hear anything louder than 60 db.**
- 24. The Curse of the Unthinkable. There is a specific topic or thing that you can't think about, remember, or mention.**
- 25. The Curse of the Last Gem. When you receive the last gem, you will no longer be able to make money or wealth in any way. Everything will find a way to no longer work.**

Choose or Roll D100

- 26. The Curse of the Boy without Apple.** The Boy without Apple is a famous painting of a boy who is holding on to an orange. Every owner of the painting has mysteriously died, houses have burned down, and so on. The painting always survives.
- 27. The Curse of a thousand illnesses.** Once subjected to this curse, the bearer has a thousand different illnesses. None of these illnesses, nor complications relating to them, can kill the cursed. They can still die from other causes, and can spread the diseases.
- 28. The Curse of Cassandra.** This famous curse provides the afflicted with the ability to see the future, but they will never be believed and will be unable to change it.
- 29. The Curse of Success.** Everything the afflicted attempts will be successful, but it will remain hollow.
- 30. The Curse of No Names.** Everyone is unable to remember the afflicted's name, and will instead refer to them through various nicknames. As soon as a nickname becomes widely used, it becomes a name, and it will no longer be used.
- 31. The Curse on your Bloodline.** Your bloodline will be forever cursed. Every third borne child within the family will meet an unfortunate end on their 21st birthday.
- 32. The Curse of Knives.** Each time you wield a knife or any other weapon it will, in part, turn against the afflicted in some way.
- 33. The Curse of Loss.** Once every five years, you'll lose that which is the most precious to you.
- 34. The Curse of The End.** You're unable to learn the end to any story.
- 35. The Curse of Questions.** You can only speak in questions.
- 36. The Curse of Obsession.** There is some topic that you are obsessed with, unable to focus on anything else for any extended period of time.
- 37. The Curse of Time.** You are unable to understand the passage of time, or comprehend cause and effect.
- 38. The Curse of Dust.** Nothing you can do can have a measurable or meaningful effect upon the world. All that you create will turn into dust.
- 39. The Curse of Knowledge.** You know a great many things. So many things, in fact, that it is difficult to sort through it all and know what you need in any moment.

Choose or Roll D100

40. **The Curse of Greatness.** Everyone around you believes that you're great, whether you are or not, and you regularly attract challenges and assailants.
41. **The Curse of Understanding.** Every time something unfortunate happens to you, you know and understand every single step that lead there.
42. **The Curse of Hunger.** You are always hungry except when you eat a specific thing. Only that can sate your hunger, and even then only for a little while.
43. **The Curse of Sinatra.** Anyone who sings the song "My Way" by Frank Sinatra without undertaking the proper traditions first will evoke unreasoning rage in a percentage of their audience, resulting in violence against them.
44. **The Curse of the Scottish Play.** Anyone who refers to the name of this play during a production, except when it is directly part of a line, will find misfortunate fall upon the production.
45. **The Curse of the Dead Zone.** Electronics, other magic, magnetism and more just don't work around you.
46. **The Curse of Fear.** Everyone who sees you and doesn't know you will have an unreasoning fear of you. They can overcome it, but will never fully trust you.
47. **The Curse of The Third Eye.** You become convinced that there is a third eye underneath your forehead, one that needs to be opened or otherwise freed.



Choose or Roll D100

48. **The Curse of Poverty.** There's always less money in your wallet, purse, bank account, or wherever you store money than you remember.
49. **The Curse of Power.** You're incredibly strong, but never fully able to control your strength.
50. **The Curse of the Effigy.** An effigy of you exists. Anything that happens to the effigy will happen to you.
51. **The Curse of the False Effigy.** You believe yourself to be a fake version of yourself, and are attempting to forever hunt down the real version to "reclaim" your life.
52. **The Curse of Tommy's Chair.** Anyone who falls out of Tommy's Chair will die.
53. **The Curse of Nathaniel's Locks.** A lock of hair which, when owned, results in unreasoning hatred from dogs, eventually resulting in them attacking you on sight.
54. **The Curse of Cameron's Hat.** A normal looking hat that, when worn, results in being tied to a specific place and unable to leave it.
55. **The Curse of the Derksen Pencils.** A seemingly normal set of pencils, they curse the work created with them to make it come true, even if only in metaphor.
56. **The Curse of the Aron Desk.** A desk found in the office of some dignitary, it is so named for the name carved underneath it. Any deal or contract entered into while sitting at this desk will be broken.
57. **The Curse of the Yak Tusk.** A curse laid by a barely known people, this curse causes the afflicted to smell terrible and to lose their hair.
58. **The Curse of the Black Spot.** This curse marks you for death – the next time you are on or near the sea or ocean, you will die.
59. **The Curse of the Fell Touch.** Everything you touch that you want to live will die within a fortnight.
60. **The Curse of the Thrice Rung Bell.** You are unable to break promises made three times.
61. **The Curse of the Sunrise.** You are unable to stand the light from, or bear to look at, a sunrise.
62. **The Curse of the Thousand Miles.** You're unable to stay in one spot for longer than a few hours until you have travelled a thousand and one miles on foot.
63. **The Curse of Gold.** You value nothing but gold.
64. **The Curse of Minor Illness.** You're always slightly sick, a little under the weather, and never quite well.
65. **The Curse of Blindness.** You're not quite blind, but you're also never able to see things quite clearly, no matter what methods are taken to rectify this.
66. **The Curse of The Woods.** There's something wooden and plantlike growing inside you, and it will never stop.



Choose or Roll D100

- 67. The Curse of Never-Fed.** Any plant sown or animal raised by someone afflicted by the curse of never fed will be not grow fruit, produce milk, or produce much meat.
- 68. The Curse of the Imposter.** You will always feel like an imposter for everything that you do, and will attempt to convince others. They may or may not believe you.
- 69. The Curse of D'antanian's Fall.** The afflicted of this curse has a great fall (literal, not metaphorical) in their future. It may or may not be survived, but will be at least 100 feet.
- 70. The Curse of Far Lane.** This curse will result in there being regular and constant dreams about a place that the person has never been to. They will continue until they go there.
- 71. The Curse of the Guide.** There's a supernatural voice within the head of the afflicted that is attempting to guide them towards something. It could be good, or bad, but there is no way to tell for sure until they reach it.
- 72. The Curse of Salt.** The great being of salt has its attention on you. When you bleed, the wounds will not stop through natural means.
- 73. The Curse of Stone.** You are unable to swim, sinking to the bottom with every attempt.
- 74. The Curse of Darkness.** When operating in the dark, your friends and allies will tend to accidentally hit you more often than should strictly make sense.

Choose or Roll D100

- 75. The Curse of the Cat's Eye.** The curse results in strange gold flecks in your eyes, and in a strange desire to eat rodents.
- 76. The Curse of the Turn.** Affecting an entire town or group, the curse of the turn will result in widespread malice and pessimism about all things.
- 77. The Curse of New Beginnings.** You always need to be starting something new, trying to change things for the better.
- 78. The Curse of Satisfaction.** You're satisfied with your lot and it is extremely difficult to try for more in anything you do.
- 79. The Curse of the Lost.** You have great difficulty navigating, and cannot do so yourself.
- 80. The Curse of the Lizard.** You can no longer produce sufficient body heat for yourself.
- 81. The Curse of Glass.** Glass tends to be weaker when in your hands, and it often breaks causing sharp edges.
- 82. The Curse of Obsidian.** The first knives were made of obsidian, and they have forever been angry at development. The afflicted are unable to use the newest technologies and are distrustful of anything new.
- 83. The Curse of the Door.** When going through a doorway, the afflicted will occasionally be transported to another place.
- 84. The Curse of Maps.** Whenever you look at a map, it does not show you the land it is supposed to cover. You're unable to tell this, however.
- 85. The Curse of Grief.** You're unable to move past anything and find yourself grieving over any slight or problem that occurs.
- 86. The Curse of Leather.** All your senses are dulled.
- 87. The Curse of Sky.** So long as you are under open sky, your enemies are unerringly able to find you.
- 88. The Curse of Sweat.** Every time you sweat, part of your soul leaves your body along with the sweat.
- 89. The Curse of Cards.** Every time you handle cards or other paper, you are inevitably cut.

Choose or Roll D100

90. **The Curse of Teeth.** Your teeth grind and cut and tear with supernatural efficiency, often causing pain and suffering to yourself.
91. **The Curse of Bone.** Your bones are heavy, far too heavy. Everything is a little harder to do from the extra weight, but you're also resistant to things that would break your bones normally.
92. **The Curse of Skin.** Your skin sloughs off your body far too easily, exposing muscle and organs with terrifying regularity.
93. **The Curse of the Wandered.** You are unable to return home until a task is completed. Returning home in advance causes terrible things to happen to your home and family.
94. **The Curse of Metal.** Also known as the curse of entropy. Things used by the afflicted wear out faster, dull sooner, and otherwise just don't last as long as they ought to.
95. **The Curse of the Sea.** A debt is owed to the sea, and any who are afflicted with this curse cannot survive more than three nights away from the sea.
96. **The Curse of Keratin.** Your nails grow into long and twisted claws and your body is distended. Growths of keratin sprout from your joints. These provide no bonuses; you just look monstrous.
97. **The Curse of the Flame.** If you are not near open flame, you will freeze to death.
98. **The Curse of the Flood.** If you are not within sight of open water, you will drown.
99. **The Curse of Longclaw.** You have disturbed something that has long lain asleep. Longclaw will hunt you until your death.
100. **The Curse of Sweetness.** An old curse first levied by slaves, the afflicted are bound to another soul (usually one who hates them). Anything that happens to the bound soul happens to the afflicted. Arms that are cut off of one will rot and fall off of the other, and so on.



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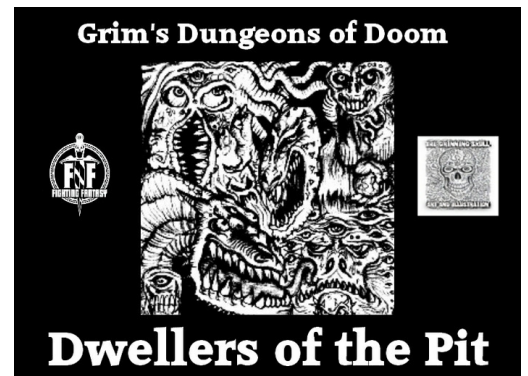
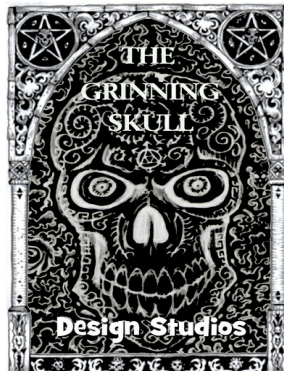
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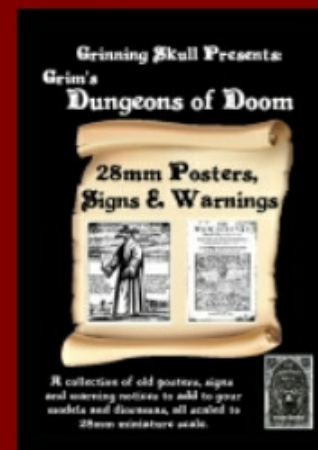
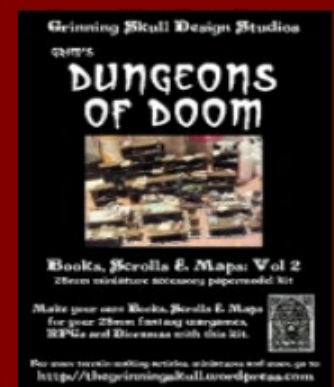
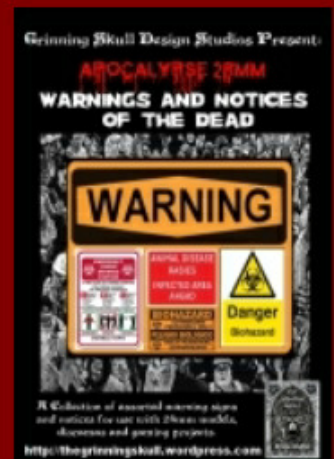
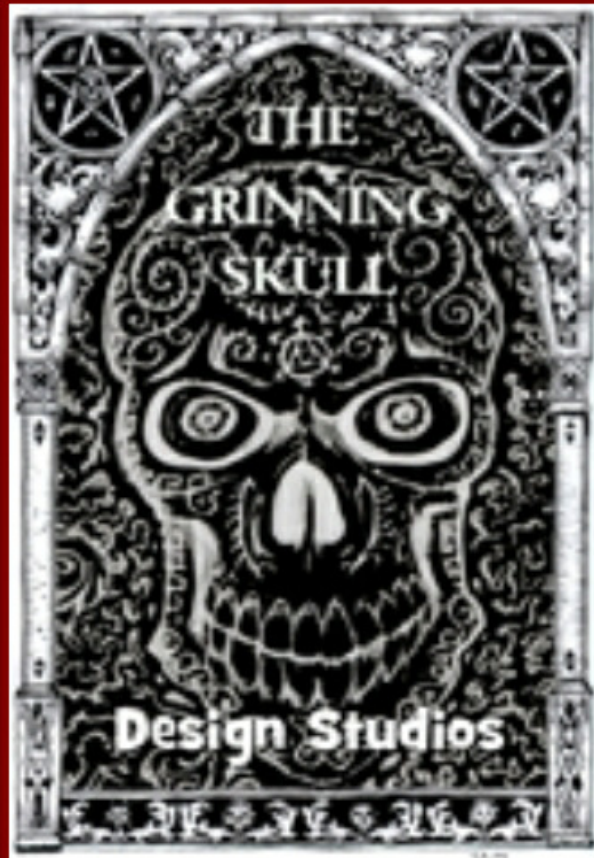
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