

CHAOTIC CURSES

To distribute Chaotic Curses, use one of the following methods:

TAROT DECK. Shuffle a tarot deck and draw a card. Each card is associated with a curse (see the table below), and the card's position—upright or reversed—determines which curse takes effect. The card can then be removed from the deck permanently or reshuffled into the deck each time.

ROLLING DICE. Alternatively, you can roll a d100 and check the corresponding curse on the table below.

STARTING AND ENDING CURSES

Chaotic Curses are best left up to the GM's discretion, so they occur at unexpected times rather than during intense or pivotal moments. However, you can use mechanical triggers to determine when a curse begins and ends. Here are some ideas that might trigger Chaotic Curses:

- Rolling a natural 1 on a D20 Test
- Whenever combat ends
- Finishing a Long Rest
- Touching a cursed object
- Entering a specific location

Ending curses can also be handled in a variety of ways:

- Expending Heroic Inspiration
- *Remove Curse* or similar magic
- Healing magic above a certain threshold
- Finishing a Short Rest
- GM pity



- 1 **The Fool (Upright).** You become a clown and are foolish and silly.
- 2 **The Fool (Reverse).** You cannot stop laughing. You have the most extreme case of gallows humor; the more macabre something is, the funnier it becomes to you.
- 3 **The Magician (Upright).** You consider being headless the ideal state of being. You believe you can remove your head and endeavor to remove the heads of your allies.
- 4 **The Magician (Reverse).** Everyone around you appears to have had their eyes replaced by small round black buttons.
- 5 **The High Priestess (Upright).** You cannot stop coughing up blood.
- 6 **The High Priestess (Reverse).** Every time you drink something, you feel as if you are drowning.
- 7 **The Empress (Upright).** You become the epitome of the deadly sin of wrath.
- 8 **The Empress (Reverse).** Everything you touch begins to rot.
- 9 **The Emperor (Upright).** You see false visions of a past where you did horrible things. They are so realistic and convincing that you begin to doubt your own reality.
- 10 **The Emperor (Reverse).** You believe your soul belongs to a dark entity that can come to claim it at any moment.
- 11 **The Hierophant (Upright).** You have an insatiable hunger for bones.
- 12 **The Hierophant (Reverse).** You are so incredibly sleepy, it's hard to keep your eyes open. Every time you start to fall asleep, you jolt awake as if from a nightmare.
- 13 **The Lovers (Upright).** You lose all sense of direction. No matter what you do or what anyone says, you believe you are lost and will never find your way.
- 14 **The Lovers (Reverse).** You become the epitome of the deadly sin of pride.
- 15 **The Chariot (Upright).** You have an overwhelming fear of death and are afraid that everything can kill you, even the most mundane things.
- 16 **The Chariot (Reverse).** Your third eye opens—literally. It gives you no additional powers, but you now have a third eye in the middle of your forehead.
- 17 **Strength (Upright).** You believe yourself to be the ferryman of the dead, and all souls must be judged by you.
- 18 **Strength (Reverse).** When you move, you emit the sound of leprosy bells, even though you have neither bells nor leprosy.
- 19 **The Hermit (Upright).** You feel your personality split in two. A dark and evil version of yourself wrestles for control over your mind.
- 20 **The Hermit (Reverse).** You turn into a talking black cat. You know who you are, but the people around you have no reason to believe you.
- 21 **Wheel of Fortune (Upright).** You become the epitome of the deadly sin of greed.
- 22 **Wheel of Fortune (Reverse).** You believe you are immortal—you are not.
- 23 **Justice (Upright).** A pox appears all over your body.
- 24 **Justice (Reverse).** You are incredibly unlucky. You have Disadvantage on every roll.
- 25 **The Hanged Man (Upright).** Every time you must make a d20 roll, you instead roll with a d12.
- 26 **The Hanged Man (Reverse).** A creepy mask affixes to your face, and nothing you do can remove it.
- 27 **Death (Upright).** Your face disappears and is replaced by smooth, featureless skin.
- 28 **Death (Reverse).** You become the epitome of the deadly sin of gluttony.
- 29 **Temperance (Upright).** Your eyes disappear from your face and appear in the palms of your hands.

- 30** *Temperance (Reverse)*. You can only move by crawling around on all fours, and the crawling is always creepy and unsettling.
- 31** *The Devil (Upright)*. Your head is replaced by the head of a black goat.
- 32** *The Devil (Reverse)*. Every time you eat something, you find 1d8 human teeth inside.
- 33** *The Tower (Upright)*. You fall madly in love with the next person you see.
- 34** *The Tower (Reverse)*. You become incredibly gullible, and you believe everything you are told.
- 35** *The Star (Upright)*. You become the epitome of the deadly sin of lust.
- 36** *The Star (Reverse)*. You believe you are invisible—you are not.
- 37** *The Moon (Upright)*. You feel like you are covered in cobwebs, yet nothing you do can stop the feeling. If you don't shake them off soon, you believe you will be cocooned.
- 38** *The Moon (Reverse)*. You believe you are turning into a were-creature—you are not.
- 39** *The Sun (Upright)*. Your skin shrivels and hardens, taking on a bark-like texture and appearance.
- 40** *The Sun (Reverse)*. You believe your body has begun to rot and decay—it hasn't.
- 41** *Judgement (Upright)*. You have an insatiable thirst for blood.
- 42** *Judgement (Reverse)*. You become the epitome of the deadly sin of sloth.
- 43** *The World (Upright)*. You have a mounting desire to consume brains.
- 44** *The World (Reverse)*. You grow a pair of fangs, making it incredibly difficult to talk.
- 45** *Ace of Wands (Upright)*. Everyone around you sounds like they are speaking unintelligible gibberish, and nothing allows you to comprehend what they are saying—not even magic that would normally allow you to understand any language.
- 46** *Ace of Wands (Reverse)*. You believe you can talk to the dead—you cannot.
- 47** *Two of Wands (Upright)*. You hear the voice of a dead clown antagonizing you in your mind.
- 48** *Two of Wands (Reverse)*. You believe you are the reincarnated soul of a witch unjustly burned at the stake.
- 49** *Three of Wands (Upright)*. You become the epitome of the deadly sin of envy.
- 50** *Three of Wands (Reverse)*. You hallucinate that you and all your allies have turned into the undead.
- 51** *Four of Wands (Upright)*. You believe your shadow is out to get you.
- 52** *Four of Wands (Reverse)*. You are unable to tell a lie.
- 53** *Five of Wands (Upright)*. A mushroom cap appears on your head like a hat, but you cannot remove it.
- 54** *Five of Wands (Reverse)*. You are unable to tell the truth.
- 55** *Six of Wands (Upright)*. Blood begins to pour from your eyes.
- 56** *Six of Wands (Reverse)*. Your head is replaced by a jack-o'-lantern.
- 57** *Seven of Wands (Upright)*. You feel like pollen clouds the air, and you cannot stop sneezing.
- 58** *Seven of Wands (Reverse)*. You believe your body is being held together by straw, and you need to keep stuffing your clothing with it or you will collapse.
- 59** *Eight of Wands (Upright)*. A swarm of carrion birds continually circles overhead. You believe this to be an omen of your impending death.
- 60** *Eight of Wands (Reverse)*. You believe you are a walking, talking skeleton—you are not.
- 61** *Nine of Wands (Upright)*. You smell the intense scent of pumpkin spice. Nothing you do makes the aroma dissipate, and it's beginning to give you a horrible headache.
- 62** *Nine of Wands (Reverse)*. You cannot shake the feeling that you are being followed.
- 63** *Ten of Wands (Upright)*. You see someone watching you out of the corner of your eye. When you turn to check, there is no one there.
- 64** *Ten of Wands (Reverse)*. When you move, you hear footsteps following behind you. When you stop moving, the sound stops as well. No one else can hear this.
- 65** *Page of Wands (Upright)*. Your legs turn into bird legs. If you happen to have bird legs, your legs turn into human legs.
- 66** *Page of Wands (Reverse)*. All food appears and smells rotten. Rotten food instead looks delicious.
- 67** *Knight of Wands (Upright)*. You believe the sky is filled with thousands of vicious and aggressive swarms of birds.
- 68** *Knight of Wands (Reverse)*. You become incredibly clumsy, and you trip and fall over everything—even your own feet.
- 69** *Queen of Wands (Upright)*. You are horribly afraid of the dark.
- 70** *Queen of Wands (Reverse)*. You believe you are a vampire—you are not.
- 71** *King of Wands (Upright)*. Your bones become incredibly fragile, and you can't stop breaking them.
- 72** *King of Wands (Reverse)*. There is a worm in your brain trying to convince you to do unspeakable things.
- 73** *Ace of Cups (Upright)*. Everyone around you appears to have an eerie, unnatural smile on their face. No matter what their true emotions, the smile never fades.
- 74** *Ace of Cups (Reverse)*. You hear children laughing all around you. When you turn to find the source, the laughter stops, but it returns when you look away again.
- 75** *Two of Cups (Upright)*. You believe you are dead and that no one can see or hear you, even if they say otherwise.
- 76** *Two of Cups (Reverse)*. You believe you are being followed by a large black dog that is an omen of your impending doom.

- 77** *Three of Cups (Upright)*. You believe you can tell the future, and you make wild claims for what is to come.
- 78** *Three of Cups (Reverse)*. Your teeth become rotten and fall out, just to painfully regrow minutes later and then fall out again. The cycle keeps repeating itself.
- 79** *Four of Cups (Upright)*. There is honey all over your legs, and nothing you do can remove it. Everything sticks to you.
- 80** *Four of Cups (Reverse)*. You believe that scarabs are eating your body from the inside out.
- 81** *Five of Cups (Upright)*. You believe that everyone around you is dead and that you are speaking to ghosts that don't realize they have died.
- 82** *Five of Cups (Reverse)*. You become incredibly superstitious, going so far as to make up your own superstitions to justify your fear.
- 83** *Six of Cups (Upright)*. You believe that everyone around you is a sinner and needs to be redeemed.
- 84** *Six of Cups (Reverse)*. You randomly cough up feathers. This seems normal to you.
- 85** *Seven of Cups (Upright)*. You believe you can communicate great distances via howl.
- 86** *Seven of Cups (Reverse)*. You sprout a pair of membranous bat wings from your back. If you previously had wings, they are replaced by these wings. You cannot fly, though you believe you can.
- 87** *Eight of Cups (Upright)*. You believe you can communicate via echolocation—you cannot.
- 88** *Eight of Cups (Reverse)*. Hundreds of eyes—ever blinking, ever watching—sprout up all over your body.
- 89** *Nine of Cups (Upright)*. You feel as if you are suffocating, almost as if you are being buried alive.
- 90** *Nine of Cups (Reverse)*. Randomly, when you attempt to speak, grave dirt pours out of your mouth.
- 91** *Ten of Cups (Upright)*. Worms wriggle beneath your skin, exiting your body from your mouth, eyes, and ears.
- 92** *Ten of Cups (Reverse)*. The disembodied hand of a long-dead wizard has pledged itself to your service. This hand functions as a physical *Mage Hand* and can perform simple tasks for you. This seems normal to you, but everyone else that witnesses this hand is horrified by it.
- 93** *Page of Cups (Upright)*. Every time you're injured, bugs, insects, spiders, and maggots spill out of your wounds instead of blood.
- 94** *Page of Cups (Reverse)*. You turn into a creepy doll.
- 95** *Knight of Cups (Upright)*. You believe spiders are crawling all over your body, and nothing you do removes them all.
- 96** *Knight of Cups (Reverse)*. You have a horribly uncomfortable hangnail, and when you pull on it, your flesh unzips from your body.
- 97** *Queen of Cups (Upright)*. You believe you can turn people to stone by making eye contact with them—you cannot.
- 98** *Queen of Cups (Reverse)*. You are overwhelmed by the smell of burning hair and flesh.
- 99** *King of Cups (Upright)*. The first person you see appears to you as a biblically accurate angel. Every time you close your eyes, they get closer to you. Don't blink.
- 100** *King of Cups (Reverse)*. You believe a monster lurks behind every door, and you must check twice to be safe. Roll a d20. On a 1, you see 1d100 harmless skeletons lurking behind the door. You are the only one who can see these skeletons.
- 101** *Ace of Swords (Upright)*. Your body is covered in frost, and you freeze in place. You are unable to move.
- 102** *Ace of Swords (Reverse)*. Your skin feels like it is melting off, and nothing you do provides relief.
- 103** *Two of Swords (Upright)*. You believe you can send long-distance messages via the mycelium network—you cannot.
- 104** *Two of Swords (Reverse)*. You randomly see the visions of another's demise. The only way to get the visions to stop is to tell the person what you've seen in excruciating detail.
- 105** *Three of Swords (Upright)*. You become deathly afraid of fire—even the tiniest of flames.
- 106** *Three of Swords (Reverse)*. Hair begins to grow all over your body. If you are already covered with hair, it all falls out.
- 107** *Four of Swords (Upright)*. Your feet and hands swap places.
- 108** *Four of Swords (Reverse)*. Tiny fruit flies buzz all around you. Nothing you do can rid yourself of them.
- 109** *Five of Swords (Upright)*. You are unable to control your facial expressions. No matter how capable you are of lying, your facial expressions are over exaggerated and give away your true feelings.
- 110** *Five of Swords (Reverse)*. It's both too hot and too cold at the same time. When you put on more layers, you feel like you're burning up. When you remove your layers, you feel like you are freezing.
- 111** *Six of Swords (Upright)*. You believe everyone around you is whispering about you, but every time you focus on what they are saying, the whispering stops.
- 112** *Six of Swords (Reverse)*. You are overwhelmed with an intense paranoia of the coming winter, and you feel the need to hoard random objects like a magpie—rocks, sticks, clumps of weeds, or trinkets.
- 113** *Seven of Swords (Upright)*. You believe you are turning into a scarecrow; you are convinced that you must stand like a scarecrow with your arms out or you and your allies will be horribly devoured by swarms of birds.
- 114** *Seven of Swords (Reverse)*. You believe the next person to speak to you is secretly planning to kill you—they are not.
- 115** *Eight of Swords (Upright)*. You feel like you have not eaten for an entire winter season. Your hunger cannot be sated, and you'd eat practically anything.
- 116** *Eight of Swords (Reverse)*. You feel like you have eaten too much and are on the verge of being sick. Nothing provides relief.

- 117** *Nine of Swords (Upright)*. You have an unshakeable head cold. Your nose is runny, your throat is sore, and your muscles ache. It's inconvenient and even magic can't cure it.
- 118** *Nine of Swords (Reverse)*. You can only speak in song, rhyme, poetry, prose, rap, or other artistic outlets.
- 119** *Ten of Swords (Upright)*. You feel the need to dance, and you cannot stop.
- 120** *Ten of Swords (Reverse)*. You feel the need to express yourself through interpretive dance and must do so whenever you speak.
- 121** *Page of Swords (Upright)*. Flowers begin to sprout up all around your body. You are nearly swallowed up by them and are unable to move.
- 122** *Page of Swords (Reverse)*. You can no longer see in color. Everything is in shades of black and white.
- 123** *Knight of Swords (Upright)*. You randomly slip bird noises into your speech. You do not realize you are doing this.
- 124** *Knight of Swords (Reverse)*. You begin to grow feathers all over your body. If you are already covered in feathers, they all fall out.
- 125** *Queen of Swords (Upright)*. A raven circles overhead, mocking you by mimicking your allies' voices.
- 126** *Queen of Swords (Reverse)*. You hear the wailing death throes of those that have died at your hand. Not even the *Silence* spell can quiet their voices.
- 127** *King of Swords (Upright)*. You begin to age rapidly. This does not kill you, but you suffer all other effects of an aging body.
- 128** *King of Swords (Reverse)*. The first person you see appears to you as a clown, and you are deathly afraid of clowns.
- 129** *Ace of Coins (Upright)*. Your skin is incredibly itchy, and nothing you do provides relief. You are beginning to believe that the only solution is to remove your skin piece by piece.
- 130** *Ace of Coins (Reverse)*. You feel the need to juggle whatever you are holding. You believe that if you stop juggling, you will die.
- 131** *Two of Coins (Upright)*. You turn into a marionette, and you believe you are being controlled by a puppet master that manipulates your movement using your puppet strings.
- 132** *Two of Coins (Reverse)*. You can only speak in a whisper.
- 133** *Three of Coins (Upright)*. All your words come out as screams no matter how hard you try to control your volume.
- 134** *Three of Coins (Reverse)*. You are overcome by theatrics. Everything you do is overdramatic. You randomly burst into song or monologue, or you wax philosophical.
- 135** *Four of Coins (Upright)*. Your memory is hazy; you keep forgetting things. When you forget something important, you replace it with false details, and it is clear you're doing so.
- 136** *Four of Coins (Reverse)*. You believe everyone you meet is flirting with you—they are not.
- 137** *Five of Coins (Upright)*. When you speak, bees pour out of your mouth and swarm those around you.
- 138** *Five of Coins (Reverse)*. Your jaw transforms into mandibles.
- 139** *Six of Coins (Upright)*. You believe you have preternatural strength, but you have actually become incredibly weak.
- 140** *Six of Coins (Reverse)*. You are a mime, unable to speak, and can only communicate through pantomime.
- 141** *Seven of Coins (Upright)*. Your body becomes covered in moss and lichen.
- 142** *Seven of Coins (Reverse)*. You are filled with overwhelming sorrow and cannot shake it.
- 143** *Eight of Coins (Upright)*. You feel incredibly lonely no matter how many people you are around.
- 144** *Eight of Coins (Reverse)*. You believe you are being stalked by a witch's familiar.
- 145** *Nine of Coins (Upright)*. You believe you have been called upon by an ancient evil to enact their dark machinations. You are their herald of doom, and you must convert those around you to this darkness.
- 146** *Nine of Coins (Reverse)*. You believe the trees are trying to tell you the ancient secrets of the land, but the only way to truly hear their words is to bury yourself within the roots of a tree.
- 147** *Ten of Coins (Upright)*. You believe you are a witch in need of a familiar, and the first creature you see will do.
- 148** *Ten of Coins (Reverse)*. You think you are a bridge troll, and anyone that tries to move past you must pay a toll.
- 149** *Page of Coins (Upright)*. You believe you are betrothed to a creature of the deep, and you must prepare to leave the surface world behind.
- 150** *Page of Coins (Reverse)*. Whenever you open your mouth, a dense, dark fog billows out. It doesn't inhibit your speech, but it's very spooky.
- 151** *Knight of Coins (Upright)*. You are a fool, and everyone around you perceives you as such.
- 152** *Knight of Coins (Reverse)*. You are like a moth to the flame; you are incredibly drawn to any source of light.
- 153** *Queen of Coins (Upright)*. Every creature you see appears to have humanoid teeth.
- 154** *Queen of Coins (Reverse)*. The bones in your arms disappear.
- 155** *King of Coins (Upright)*. You are haunted by the ghost of a very depressing clown.
- 156** *King of Coins (Reverse)*. Your hair turns into wriggling venomous snakes that are friendly to you but aggressive to everyone else.