

D16	Fey Curse
1	Oathbound. You're bound by your word (i.e. can't lie), if you say that you will do something, YOU WILL (or will die trying). The good news is that you always know when someone lies to you.
2	Bane of Iron. You are vulnerable to iron (and its alloys like steel). The touch of iron hurts you (usually 1 point of damage per minute) and you can't use metal weapons or armors. Even if you try to use an iron weapon with a wooden handle you suffer a penalty on attack rolls (usually -1 die step penalty or Disadvantage). On the other hand, you can "smell" iron within 30 ft. and if you concentrate enough (1 action) you can pinpoint a target. You can feel something as small as a coin.
3	Bizarre Luck. When you roll a fumble (natural 1) or a critical (natural 20), roll another die. If you get an even number, invert the result. For example: a natural 1 becomes a natural 20 and vice versa. Fumbles and criticals made by you are always extremely bizarre and clearly supernatural. Finally, you're followed by strange coincidences everywhere. For example, if you go inside a random tavern in a big city it is exactly the same tavern where your mortal enemy is. In other words, your life is never dull.
4	Chosen of Pan. Animals love you, I mean, REALLY love you. Your character won't be attacked by animals or natural beasts unless she attacks them first. You're always followed by some animals, usually small and annoying critters like birds, rats, cats, dogs (often by all of them). Don't expect to sleep in inns because of your "animal friends" (maybe you can sleep in the barn). Finally, don't expect to be particularly stealthy (animals make a lot of noise most of the time).
5	Intoxicated Resilience. While drunk you are immune, or almost immune, to something. "Almost immune" means you have resistance (i.e. suffer half damage). Roll a d8: (1) immunity to charm and mind control, (2) resistance to iron, (3) resistance to fire or cold (50%), (4) immune to falling damage, (5) suffocation, (6) negative energy, (7) immune to poison and acid, (8) resistance to unarmed and natural attacks. Remember that while drunk you suffer a -1 die step penalty or Disadvantage on all your rolls (and you're the last in initiative order).
6	Rule of the Sovereign. You can only enter someone's house if invited. You also gain an intuitive sense of "domain" and always know when you're facing the owner/ruler of a certain house (or castle, tavern, etc.). Dungeons and ruins are usually considered "abandoned" and you can get in just fine (usually).
7	Fey-Tongue. You can only speak in rhymes. However, you can speak with any fey, spirit or outsider.
8	Jinxed. Every time a spell is cast on you (or you're in its area of effect) there is a 1 on 6 chance that instead of the original effect you're polymorphed into a small and harmless animal, like a chicken, for 1d10 minutes.

9	The Gift Curse. You can't accept any gift or offer of help. You can only help someone if you have been previously paid to do so. If that doesn't happen, you shapechange into a savage beast (a lion, panther, bear or some other predator) in 1d4 rounds and attack everyone on sight for 1d10 minutes. The DM should use the stats of some monster with a CR equal to your level +2.
10	Rainbow Bound. You can't hurt a target that wears a particular color, like red. When in doubt, the DMs can roll a 1d8, there is a 1 in 8 chance that that your target is wearing the forbidding color. If you hurt or attack a target with the forbidding color, you go on a berserk rage for 1d10 rounds (against a random creature on sight not using the forbidding color). The good news is that if you wear <u>ONLY</u> the forbidding color (that includes weapons and armor) you have a +2 bonus on all your saves.
11	Burden of Decades. You lived an entire life in Feywild, Arcadia, or just in your dreams. Tell three deeds that you accomplished. For example: "I met each fey prince", "I became rich", and "I learned fey magic". You have a +1 die step bonus or Advantage when rolling any check where that knowledge or fact could help you. Also, the table (including the DM) will secretly vote one deed that <u>ACTUALLY</u> happened (you won't know which until it shows up in the campaign). The DM will roll a 1d6, that is how many times that deed will actually help you in the course of the game. For example, if it was "I learned fey magic", that may be the number of times that the DM might give you a spell to cast. The bad news? You <u>lived an entire life</u> in the otherworld. Your character is gray and old now, and the DM has free say on how that affects you (but a -1d4 to all physical stats, or a -1 die step penalty to all physical stat checks might be the bare minimum). Also, the DM is encouraged to create "complications": for example, you could have married a (very jealous and vengeful) fey princess that constantly sends knights to fetch her toy (i.e. you) back.
12	Fey Mood. You're mad and awake each day with a different Alignment. If your DM uses the Good-Evil axis, rolling an Evil alignment does not change you into a murderous psychopath. Your party is still where all your friends are, so do not break that social contract. Everything else, of course, is fair game. Your DM might also roll a random Personality Trait for you to follow every day (like "You deeply distrust dwarves and elves", even if you're one of them). If you don't follow the new Alignment and Personality Trait, the DM is encouraged to inflict Luck point loss or Disadvantages (actually, I prefer the "temptation approach", where the DM should <u>GIVE</u> you Luck and Advantage for following your madness). The good news? You're immune to confusion/madness effects.
13	Living Shadow. Your shadow is alive and has a will of its own. It will move and act like a childish and spiteful version of you. For example, if you really hate someone, your shadow will be seen trying to choke them. However, the real danger is when you sleep or fall unconscious. There is a 1 in 6 chance that your shadow will "walk free", causing all kinds of mischief or harm (and attacking anything that tries to stop it). Your shadow works like the monster of the same name, but with your hit

	points (and it's not an un-dead creature). If your shadow is destroyed, you become joyless, lethargic, and people have a hard time remembering you. A shadowless person is vulnerable to necrotic damage but has a +1 die step bonus or Advantage on Stealth checks and is immune to all kinds of divinations.
14	The Many. The DM will roll one or two new characters sharing your race and stats. All of them share the same body - yours (the DM can freely change your mental stats). Every morning or after a long rest (or maybe after you drink too much), roll a 1d3 to determine which character will "awake". Each time you're knocked unconscious there is a 1 in 6 chance that one of your other "selves" will physically separate from you. If that happens, the character that is freed gains a new body of its own (usually exactly like yours in appearance, a clone) and is under the control of the DM (i.e. a NPC). One of you must then die in 7 days, otherwise both will go irrevocably mad.
15	The Boon of the Unseen. You're completely invisible!... but only while you're completely naked (if your character is from a monk class, the DM is free to reroll this entry). Please note the "complete" bit, if you carry even a coin with you, no invisibility.
16	The Boon of Clay. Your shape is fluid and usually out of your control. First, roll a d6 to find the trigger: (1) when you're wet, (2) during the day, (3) under less than half of your total hit points, (4) when you score a critical/fumble, (5) when you tell a lie or try to deceive an NPC or (6) when you accept a gift/reward/boon from an NPC. Now, roll a d6 for the consequence: (1) change your gender, (2) gain 1d4 random animal traits, like horns, a tail or fur, (3) either grow big like an ogre or reduce your size to something smaller than a halfling, (4) either become light as feather, as if you're under the effect of levitate and feather fall (careful with strong gusts), or you become heavy like stone, smashing through most things (free collateral damage) and sinking like a rock, but the DM can give you resistance against bludgeoning damage and other perks if she feels like you deserve, (5) either become a horrible monstrosity, something that would be attacked if seen in any civilized place, probably triggering fear/panic/madness (enjoy the intimidate bonus, except against the party) or becomes absurdly beautiful, driving everyone around you (except your mates from the party) crazy with urges to have you with them forever, to lock you way or maybe even something more insane like eating you (see the movie <i>Perfume: The Story of a Murderer</i> for ideas regarding the latter)... the good news is that you have a few moments to manipulate people before the madness kick in, (6) you change your race, roll your choice of basic ancestries, my suggestion is that you're either (1-50%) demihuman, (51-75%) evil humanoid of your choice (or just roll that wonderful DCC/LotFP table) or (76-100%) exotic shit like a dragonman or a centaur (don't bother with stats, maybe change one race feature if you want, like a dragonborn's breath, but try to make the character's life interesting). The duration of the change is freely determined by the DM. It can be until another trigger comes, for "3 days and 3 nights", or just roll 1d6 days. These changes should be a source of complication (and hopefully fun), not about super powers or rules discussion. The final word, as usual, is the DM.

