

# RETRIBUTION FROM THE GODS

By Bill Gant, 1993.

There comes a time when a call for Divine Intervention will fail, and the deity will inflict some curse on the caller. Below is a juicy sample of curses/geases for the GM to choose from, when a desperate character's pleas for a god's aid results in Divine Retribution. Curses are usually temporary unless indicated otherwise, typically lasting until some sort of penance is made (which may take days, perhaps even months or years...).

## CURSES FROM:

### **AGRİK**

1. May not use any weapon other than the Mace, Sickle and Whip.
2. Suffer from extreme pyromania.
3. Become excessively sadistic.
4. Character feels hotter. A Freezing day only feels Cold, a Cold day feels Cool, a Cool day feels Warm, a Warm day feels Hot, and a Hot day feels Very Hot. If temperatures reach Very Hot, the character suffers 3 x Fatigue Rate, triple any special penalties incurred from wearing bulky armour/clothing, and triple the daily water requirement (one and a half gallons per day).
5. Become excessively masochistic.
6. One random strike location becomes very vulnerable; Injury Points to this location is always maximum, and all injury effects are increased by one level (e.g. B1 becomes B2, E3 becomes E4, etc). Roll 1d10: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone. The Face and Hand count as one location each.
7. Wear no armour/protection (except the equivalent of inferior cloth) over 1d3 random locations (roll 1d10 for each: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone). The Face and Hand count as one location each.
8. Heightened sensitivity to pain; increase Shock rolls by one level (e.g. E3 becomes E4).
9. Contract a transmissible disease. Roll 1d100: 01-50 Influenza; 51-90 Typhoid; 91-99 Smallpox; 00 Plague. The disease will not become apparent until the incubation period is over.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **HALEA**

1. Must sing instead of talk.
2. Must bargain for everything, making ludicrous offers. No deal is good enough.
3. Become excessively ostentatious. Must buy only the best, or not at all.
4. Suffer from extreme sex mania.
5. Suffer from extreme gamblomania. Will bet it all.
6. Become excessively narcissistic. Must always talk about self, and spend at least a minute (Will x 4 to break away; one roll per minute until successful) sighing and gazing into a reflective surface if one is chanced upon (and the character will seek them, too!).
7. Become excessively sado-masochistic.
8. Heightened sensitivity to pain; increase Shock rolls by one level (e.g. E3 becomes E4).
9. Suffer from extreme bulimia. Must consume at least three times the normal quantity of food, or else starve. For each month of gluttony the character's weight will increase by 10% from fatness (this will not affect Str, but will reduce Agl by -1), to a maximum of 5 months. If Agl drops to more than 4 points below Spd, Spd is also reduced so that it is exactly 4 points higher than Agl.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **ILVIR**

1. Lose all sex drive. Must wear non gender-specific clothing. Character becomes extremely uncomfortable on subjects relating to sex or procreation.
2. Non-aggressive; incapable of arguing or fighting. In combat, must always attempt to flee or surrender.
3. Lose 1d4 x 10 Piety Points. PPs may be accrued normally, but until the character's Piety Points reach positive numbers, further Divine Intervention is not possible.
4. Slow to act; Initiative is halved, and any Tactical Advantages gained in combat are cancelled.
5. May only speak and understand Ivashi. Other known languages are temporarily forgotten.
6. Become utterly convinced that the character is a particular species of Ivashu that he/she has seen or heard of. He/she must behave like this creature.
7. One random strike location becomes very vulnerable; Injury Points to this location is always maximum, and all injury effects are increased by one level (e.g. B1 becomes B2, E3 becomes E4, etc). Roll 1d10: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone. The Face and Hand count as one location each.
8. Weak blood vessels; increase Bleeding wounds by one B-level (e.g. B1 becomes B2).
9. Weak bones; bones break at 11 IPs instead of 16.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **LARANI**

1. Cannot refuse a plea for help from anyone, even an enemy.
2. Lose 1d4 x 10 Piety Points. PPs may be accrued normally, but until the character's Piety Points reach positive numbers, further Divine Intervention is not possible.
3. Become excessively melancholic. Character falls into a deep and silent depression, the disturbance of which will send him into a mindless, berserk rage as the character attempts to overcome his misery through violence. The berserk character will always attack the disturbing individual unless it is female, then fall back into melancholia.
4. Non-aggressive; incapable of arguing or fighting. In combat, must always attempt to flee or surrender.
5. One random strike location becomes very vulnerable; Injury Points to this location is always maximum, and all injury effects are increased by one level (e.g. B1 becomes B2, E3 becomes E4, etc). Roll 1d10: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone. The Face and Hand count as one location each.
6. Bad luck with weaponry; all Weapon Quality checks on weapons wielded by character are made on 2d6+6 instead of 3d6.
7. Wounds heal at half the normal rate; MS on the healing roll only returns ½ an Injury Point, and CS heals only 1 point. Bloodloss recovery is likewise affected.
8. Wear no armour/protection (except the equivalent of inferior cloth) over 1d3 random locations (roll 1d10 for each: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone). The Face and Hand count as one location each.
9. Suffer from extreme martiophobia (irrational fear of weapons/combat). Character may not even carry a weapon/shield.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **MORGATH**

1. Must eat at least a pound of raw flesh of any sentient creature the character slays.
2. Body part becomes infected and begins to rot; roll on the Arms Aiming Zone (odds on a die roll) or the Legs Aiming Zone (evens) of the Strike Location table to determine which area becomes infected. Infection is H3 and can only heal through mundane means (psionic, magical or ritual invocation healings have no effect). The infection may spread and can be fatal.
3. Suffer from extreme necrophilia. Fresh, human corpses are preferred but not essential.
4. Suffer from a form of schizophrenia; character develops a second personality whose traits are reversed. This separate personality takes over until the character falls unconscious, or enters a coma or shock, upon which time the original personality dominates (until he/she is traumatised again). Neither personality can recollect the actions of the other.
5. Heightened sensitivity to pain; increase Shock rolls by one level (e.g. E3 becomes E4).
6. Wounds heal at half the normal rate; MS on the healing roll only returns ½ an Injury Point, and CS heals only 1 point. Bloodloss recovery is likewise affected.

7. All emotions become grossly exaggerated. If the character is angry, he/she becomes berserk; if depressed, he/she becomes suicidal; if amused, he/she convulses uncontrollably with maniacal laughter, etc.
8. Permanently suffer a randomly determined irrational fear. Roll 1d1000 on the Fear Table below.
9. Struck permanently blind in sunlight; the chance is 76+4d6% on a clear day watch, 8+12d6% on a cloudy day watch, and 4d6-4% on an overcast day watch. Roll once per day watch until blind.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

<b>THE FEAR TABLE</b>			
<b>001-074</b>	Acrophobia (heights)	<b>528-539</b>	Kronophobia (ageing)
<b>075-099</b>	Agoraphobia (open spaces)	<b>540-576</b>	Martiophobia (weapons/combat)
<b>100-104</b>	Ailurophobia (felines)	<b>577-601</b>	Musophobia (mice/rodents)
<b>105-109</b>	Algoraphobia (pain)	<b>602-626</b>	Neophobia (innovation/the new)
<b>110-134</b>	Arachniphobia (spiders)	<b>627-651</b>	Nyctophobia (darkness/night)
<b>135-171</b>	Astraphobia (thunder/lightning)	<b>652-688</b>	Ophidiophobia (snakes)
<b>172-196</b>	Autophobia (solitude)	<b>689-713</b>	Patriphobia (authority)
<b>197-282</b>	Claustrophobia (confinement)	<b>714-762</b>	Phenophobia (the supernatural)
<b>283-294</b>	Cynophobia (canines)	<b>763-774</b>	Photophobia (light)
<b>195-356</b>	Demophobia (people/crowds)	<b>775-811</b>	Pyrophobia (fire)
<b>357-368</b>	Equiphobia (horses/etc)	<b>812-823</b>	Sitophobia (eating/food)
<b>369-380</b>	Florophobia (plants)	<b>824-835</b>	Thanatophobia (death)
<b>381-392</b>	Genophobia (sex)	<b>836-860</b>	Theophobia (the divine)
<b>393-429</b>	Haemophobia (blood)	<b>861-872</b>	Toxicophobia (being poisoned)
<b>430-441</b>	Heliophobia (Nolomar/the sun)	<b>873-909</b>	Xenophobia (strangers)
<b>442-466</b>	Heptephobia (bodily contact)	<b>910-934</b>	Yael/Lunaphobia (the moon)
<b>467-515</b>	Hydrophobia (water/drowning)	<b>935-959</b>	Zoophobia (animals)
<b>516-527</b>	Hypnophobia (sleeping/dreams)	<b>960-000</b>	Multiple fears; roll twice more

## **NAVEH**

1. Become extremely paranoid; character believes that everyone is an enemy. Every comment and gesture is seen as a threat.
2. Extremely susceptible to poisons; all poisons (H5 or stronger) are instantly fatal to the character.
3. Slow to act due to continuous scheming; Initiative is halved, and any Tactical Advantages gained in combat are cancelled.
4. Heightened sensitivity to pain; increase Shock rolls by one level (e.g. E3 becomes E4).
5. Permanently suffer a randomly determined irrational fear. Roll 1d1000 and consult the Fear Table listed above (re: Morgath).
6. Suffer from extreme ailurophobia (irrational fear of felines). If a black cat is encountered, the character must make a K3 roll or die from sheer fright!
7. Struck permanently blind in sunlight; the chance is 76+4d6% on a clear day watch, 8+12d6% on a cloudy day watch, and 4d6-4% on an overcast day watch. Roll once per day watch until blind.

8. Suffer from extreme hypnophobia (irrational fear of dreams and sleeping). Terrifying nightmares will haunt the character, causing him/her to try and remain awake for as long as possible. Whilst asleep, the character thrashes about and cries out constantly, to the irritation/horror of others. There is also a 20% chance while sleeping that the character must make a K3 roll or die immediately.
9. Suffer the Stigmata of Dekejis, a special rot of the eyes (01-45), the groin (46-90) or both (91-00). The infection is H2 and cannot be healed by herbs, psionics, magic or ritual invocation. The infection is non-fatal and will not spread, but at H0 the use of the affected organ(s) will be permanently lost.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **PEONI**

1. Can make no vocal sounds at all.
2. Lose 1d4 x 10 Piety Points. PPs may be accrued normally, but until the character's Piety Points reach positive numbers, further Divine Intervention is not possible.
3. Slow to act; Initiative is halved, and any Tactical Advantages gained in combat are cancelled.
4. Suffer an irrational urge to plough fields. Once started, the character must plough until nightfall - if prevented from the task, he/she becomes catatonic.
5. Become a weeper; character cries and weeps whenever happy, sad, angry, frightened, etc. A special penalty of -20 ML applies whilst weeping, and the character cries for at least a minute (Will x 4 to stop, roll once per minute until successful).
6. Heightened sensitivity to pain; increase Shock rolls by one level (e.g. E3 becomes E4).
7. Immune to all forms of psionic, magical and invocation healing.
8. Wounds heal at half the normal rate; MS on the healing roll only returns ½ an Injury Point, and CS heals only 1 point. Bloodloss recovery is likewise affected.
9. Permanently suffer a randomly determined irrational fear. Roll 1d1000 and consult the Fear Table listed above (re: Morgath).
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **SARAJIN**

1. Start to lose head/facial hair; this will certainly damage the pride of a Sarajinian!
2. Suffer from extreme poriomania (obsession with travelling); character may not stay in the same area for more than half a day, and must continually move on, questing for adventure.
3. Become obsessed with the thrill of danger, the deadlier the better the "rush". Must seek out highly dangerous and completely reckless situations.
4. Develop alcoholism. If the character is already an alcoholic, he/she will suffer from delirium tremens when "dry" (-10 ML special penalty, trembling, terrifying visual hallucinations, violent restlessness, etc).

5. Character feels colder. A Hot day only feels Warm, a Warm day feels Cool, a Cool day feels Cold, a Cold day feels Freezing, and a Freezing day feels Extremely Freezing! In Extremely Freezing weather, Frost impact is increased to 1d4 (Extremely Freezing only), 2d4 (Extremely Freezing plus wet/windy), or 2d6 (Extremely Freezing plus wet and windy).
6. Bad luck with weaponry; all Weapon Quality checks on weapons wielded by character are made on 2d6+6 instead of 3d6.
7. Suffer from extreme generosity. Will attempt to give everything away.
8. One random strike location becomes very vulnerable; Injury Points to this location is always maximum, and all injury effects are increased by one level (eg. B1 becomes B2, E3 becomes E4, etc). Roll 1d10: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone. The Face and Hand count as one location each.
9. Wear no armour/protection (except the equivalent of inferior cloth) over 1d3 random locations (roll 1d10 for each: 1-2 roll on the Head Aiming Zone; 3 roll on the Arms Aiming Zone; 4-8 roll on the Body Aiming Zone; 9-0 roll on the Legs Aiming Zone). The Face and Hand count as one location each.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **SAVE-K'NOR**

1. Communicate in a vague manner, never giving a straight answer or going directly to the point. Character tends to talk in circles.
2. Communicate only in riddles.
3. Become obsessed with whatever the character reads; character will carefully examine every letter, word, grammatical structure, etc, even the medium itself, in a futile attempt to determine the “true” meaning of the written work. Character may not stop reading except to fulfill the most basic physiological needs.
4. Slow to act; Initiative is halved, and any Tactical Advantages gained in combat are cancelled.
5. Become completely lost; character will not know the way to anything, even in very familiar surroundings.
6. Become utterly convinced that some mundane object (specified by the GM) is magical and will guide the character to greater understanding. The character must do all he/she can to prevent this item from being lost/taken away.
7. Become lost in thought; any time a skill roll is required, a Will x 5 roll is required: CS character may act normally; MS suffer a special penalty equal to Intelligence; MF suffer a special penalty equal to Int x 2; CF suffer a special penalty equal to Int x 4. Once the stimulus is over, the character becomes lost in thought again.
8. All emotions become grossly exaggerated. If the character is angry, he/she becomes berserk; if depressed, he/she becomes suicidal; if amused, he/she convulses uncontrollably with maniacal laughter, etc.
9. Suffer amnesia; names and knowledge of friends, family and enemies, all Craft/Lore skills and all spells (if Shek-Pvar), are forgotten until memory is restored.

10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.

## **SIEM**

1. Non-aggressive; incapable of arguing or fighting. In combat, must always attempt to flee or surrender.
2. Constantly experience *deja vu*; character becomes obsessed with dreaming to divine the future. Will sleep as much as possible.
3. Require twice as many hours of sleep per night than normal.
4. Lose 1d4 x 10 Piety Points. PPs may be accrued normally, but until the character's Piety Points reach positive numbers, further Divine Intervention is not possible.
5. Become completely lost; character will not know the way to anything, even in very familiar surroundings.
6. Develop a powerful desire to take the drug Alanal (01-75) or Fletharane (76-00) at least once per day, as the character believes that he/she can experience visions with which to expand his/her visualisation of the All when hallucinating.
7. Suffer from an obsession with still water; character believes he/she experiences visions with which to expand his/her visualisation of the All when gazing into the water (but unfortunately cannot remember them). Character may make a Will x 4 roll each minute to tear his/her gaze from the reflective surface.
8. Become utterly convinced that the character is an *Ilsiri* (spirit-creature). He/she sheds all clothing, prances about and generally behaves in a childish and mischievous manner.
9. Suffer amnesia; names and knowledge of friends, family and enemies, all Craft/Lore skills and all spells (if Shek-Pvar), are forgotten until memory is restored.
10. Permanently decrease one attribute by 1d3 points, chosen at random (roll 1d20; 1 Comeliness; 2-3 Strength; 4-5 Endurance; 6-7 Dexterity; 8 Agility; 9 Speed; 10 Eyesight; 11 Hearing; 12 Smell/Taste; 13 Touch; 14 Voice; 15-16 Intelligence; 17-18 Aura; 19-20 Will). Note that Agility and Speed are linked; if either drops to more than 4 points below the other, the second attribute is also reduced so that it is exactly 4 points higher.