

# Deck of Fateful Curzes

## Rules and Instructions

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# Deck of Fateful Curses

*Wondrous item, legendary*

A deck of 71 cards, each one containing its own curse. 27 of the cards are major curse cards and 44 of the cards are minor curse cards. The minor curse cards are separated into four suits: daggers, shackles, gold, and scales, while each major curse card is unique. A deck is often stored in a worn box of wood or heavy paper, though incomplete decks have been found wrapped in parchment and bound together with string. Partial decks typically consist of only the 27 major curse cards.

The curses stored within these cards cannot be dispelled or removed by typical means.

## USES

It's unclear what purpose these obscure decks originally served, but experts in the way of magic have developed a number of documented uses. Those particularly experienced with curses may invent more uses, but they should use caution when experimenting with a Deck of Fateful Curses, as any accidents could have significant repercussions.

**Counter-Magic Ritual.** Through use of an intricate ritual, you are able to willingly bear one or more of the curses stored within the deck. While bearing this curse, you are able to pass through otherwise impenetrable barriers and force fields.

The ritual should only be attempted by someone exceptionally skilled in the arcane arts. The components, incantations and set up involved may vary but the steps are always more or less the same:

1. Three cards are dealt to a curse-bearer face-down, then a fourth card is dealt face-up. The face-up card is considered to be reserved by fate, and is removed from the deck and placed in a separate pile.
2. The curse-bearer must choose one of the face-down cards. If the magic barrier they are trying to bypass is of a relatively low strength, this one card contains the curse they must bear. If the magic barrier is of a relatively high strength, then a stronger curse is required and the two cards they did not choose contain the curses they must bear. The remaining face down card or cards are then shuffled back into the deck.
3. Steps 1 and 2 are repeated for each individual who partakes in the ritual.
4. If the barrier is so powerful that an additional curse is required, the ritual performer may select an additional card from the deck to apply to the entire party.
5. If a curse-bearer is disruptive during the ritual, then fate bestows an additional curse upon them. This curse is selected by the ritual performer from the pile of cards reserved by fate.
6. Once everyone partaking in the ritual has been assigned their cards, the ritual is completed and the corresponding curses are transferred to the curse-bearers.

Only the one who performed the ritual, or someone

capable of reproducing the ritual, can transfer the curses away from the curse-bearer and back to the original cards.

If you spend a number of days of downtime equal to the number of cards in the deck studying the deck and succeed on a DC 30 Intelligence (Arcana) check, then you may perform the ritual yourself. Failing this downtime activity 3 times results in you receiving the fully developed effects of a random card's curse. The curse lasts for 1d6 days and then returns to its original card.

**Unleashing a Stored Curse.** You can use an action to attempt to use one of the curse cards as if it were a spell scroll. To do so, you must first establish the target and then draw a card at random. After drawing and revealing your card, the target must make a DC 18 Intelligence (Arcana) saving throw. On a success, the target resists the curse and you receive the fully developed effect of the curse instead. On a failure, the target receives the fully developed effect of the curse. Once a creature receives a curse in this way, the card is reduced to ashes and the curse lasts for 1d8 days.

If you spend a number of days of downtime equal to the number of cards in the deck studying the deck and succeed on a DC 30 Intelligence (Arcana) check, then your targets can no longer make an Intelligence (Arcana) check to resist the curse. Failing this downtime activity 3 times results in you receiving the fully developed effects of a random card's curse. The curse lasts for 1d6 days and then returns to its original card.

**Beacon of Despair.** There is a ritual in which you can channel the magic of the entire deck into a single card, transforming it into a Beacon of Despair. The curse stored within the chosen card is applied to every creature within a 5-mile radius. Every other card in the deck is reduced to ashes and their curses are nullified. If the Beacon of Despair is destroyed, the curse is lifted.

The components, incantations and set up involved may vary, but to complete the ritual, you must succeed on a DC 35 Intelligence (Arcana) check. If you fail by 5 or less, the ritual is still completed, but you receive the curse as well. If you succeed, you do not receive the curse.

**Curse Glyph Trap.** By using a pinch of dust mixed with bone dust and salt, you can draw a glyph at an entryway. With a successful DC 25 Intelligence (Arcana) check, you can transfer a card's curse into the glyph. A glyph doesn't prevent passage, but a creature who passes through the entryway receives the associated curse.

A glyph can only affect a single creature, and a creature can only receive a curse from a single glyph. Therefore, multiple glyphs are typically drawn in order to affect multiple intruders.

A curse acquired this way can be removed if the corresponding card is destroyed. If a card is removed from the lair, the corresponding curse is lifted and returned to the card.

## CARDS AND CURSES

For minor curses, Aces count as 1 and Monarchs count as 15.

**Daggers.** The curse-bearer's maximum HP is reduced by  $Xd6$  where X is equal to the number on the card. Their maximum HP cannot drop below 3 as a result of this curse.

**Shackles.** The curse-bearer's initiative is reduced by the number on the card. Additionally, their movement speed is reduced by the number on the card rounded up to the nearest increment of 5.

**Gold.** The curse-bearer loses  $Xd12$  gold. The gold is reduced to ash and cannot be restored by any means; this part of the curse is permanent. Additionally, if the curse-bearer comes into contact with gold they receive  $Xd8$  fire damage. For both effects, X is equal to the number on the card.

**Scales.** The curse-bearer receives a negative penalty on all ability checks equal to the number on the card. If they lie, steal or perform any other malicious action, the penalty increases by 2. The DM will judge whether the action in question is malicious or not.

**Apparition.** The curse-bearer becomes haunted by a poltergeist. The confused spirit feels it must torment the curse-bearer to move on from this world. It will attack and inconvenience the curse-bearer at the DM's discretion. It is invisible and cannot be targeted. It has a movement speed that matches the curse-bearer.

The poltergeist is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

The poltergeist may cast one of the following spells at will every 10 minutes: *Alarm, Fog Cloud, Illusory Script, Mage Hand, Minor Illusion, Prestidigitation.*

The poltergeist may cast four of the following spells at will every hour: *Animate Objects, Confusion, Dissonant Whispers, Fear, Heat Metal, Hold Person, Hypnotic Pattern, Knock, Phantasmal Force, Silent Image, Sleep, Stinking Cloud, Vicious Mockery.*

**Broken Mirror.** The curse-bearer's mind splits in two: one embodying their normal self, the other embodying their darkest, most evil desires. When they perform an action involving a friendly creature, they must succeed on a DC 12 Wisdom saving throw or perform an evil, alternative action. The DM has the final say in when these checks are required and if the evil action they take is sufficient. Every hour, the DC increases by 2.

**Burgeoning Misfortune.** The curse-bearer has a pool of 2 misfortune points. For every ability check or saving throw they make, they must roll a number of d20 equal to the number of misfortune points in their pool and use the lowest result. For every ability check or saving throw they make, they add 1 point to their pool of misfortune points. There is no way to lose, remove or consume misfortune points from the pool, and there is no limit to the number of points they can hold in the pool. The curse-bearer cannot have advantage or disadvantage on any ability checks or saving throws.

**Clodhopper.** The curse-bearer is afflicted by extreme clumsiness. They must succeed on a DC 15 Dexterity saving throw at the start of combat or drop an item held in their hands. Additionally, they have disadvantage on all dexterity-based ability checks and saving throws.

**Desert.** The curse-bearer is overcome with insatiable thirst. They must consume water every 30 minutes or suffer one level of exhaustion, up to three levels. Consuming one gallon of water will remove one level of exhaustion accumulated due to this curse.

**Devil's Mark.** The curse-bearer becomes the obsession of a devil. The devil uses the stat block of a Bone Devil, Chain Devil, Erinyes, Horned Devil, Ice Devil or Pit Fiend. This devil's sigil appears carved into the curse-bearer's flesh. If the curse-bearer dies while bearing this curse, their soul is forfeit to the devil. They may also willingly sell their soul to the devil. Obtaining their target's soul is the devil's driving motivation in this exchange, though whether the devil is openly violent and hostile or manipulative and cunning is up to the DM's discretion. Every hour, the curse-bearer receives a new mark. The actions available to the devil are determined by the number of marks present on their target.

One Mark: The devil and the curse-bearer learn each other's identity. The devil can see the curse-bearer and a 20-foot radius around them. Additionally, the devil may cast one of the following spells at will every 30 minutes from a point within 20 feet of the curse-bearer: *Charm Person, Detect Thoughts, Dissonant Whispers, Healing Word, Hex, Hold Person, Mending, Message, Suggestion, Unseen Servant.*

Two Marks: The devil may dive deeper into the curse-bearer's mind, learning of their friends, their family and their past. Additionally, the devil may cast one of the following spells at will every 30 minutes from a point within 20 feet of the curse-bearer: *Bestow Curse, Dispel Magic, Fear, Fireball, Hypnotic Pattern, Phantom Steed.*

Three Marks: The devil learns even more about the curse-bearer, identifying their driving factors and deepest desires. Additionally, once per hour, the devil may summon another devil lower than they on the infernal hierarchy to a point within 20 feet of the curse-bearer.

Four Marks: The devil may cast two of the following spells at will once: *Astral Projection, Circle of Death, Feeblemind, Greater Restoration, Imprisonment, Incendiary Cloud, Mass Suggestion, Project Image, Symbol, True Seeing, Weird.*

Five Marks: The devil appears within 50 feet of the curse-bearer and confronts the curse-bearer and their allies. They have the stats of the chosen devil type but still have access to the above spells. If the devil is defeated, they vanish from this plane and all marks disappear from the curse-bearer's body. 30 minutes later, the devil recovers and a new mark appears on the curse-bearer's body, starting the cycle anew.

The effects granted by the marks are cumulative — for example, if the curse-bearer has three marks, the devil may cast *Suggestion* and *Darkvision* and also summon a devil to the curse-bearer's vicinity.

**Dilapidated Elder.** The curse-bearer ages  $20d12$  years within seconds. They cannot die from old age while bearing this curse. For every five years past their typical life expectancy, their Dexterity and Intelligence scores decrease by 1. The DM may adjust the amount of dice rolled to better match the curse-bearer's race.

**Doom.** An avatar of death appears hovering off the ground 40 feet away from the curse-bearer. The avatar of

death is invisible to everyone except for the curse-bearer. It maintains this distance, matching the curse-bearer's movements. At the end of every hour, it will move 5 feet closer to the curse-bearer. At the end of the 8th hour, it swings its scythe through the curse-bearer, killing them instantly.

**Empath.** When a friendly creature within 60 feet of the curse-bearer takes damage, half of the damage is instead transferred to the curse-bearer as psychic damage. The curse-bearer may refuse to take this damage, but doing so doubles the amount of damage received by the original target.

**Fanged Duchess.** The curse-bearer becomes afflicted by vampirism, adopting all the traits, strengths and weaknesses of a typical vampire.

**Feeble Bone.** The curse-bearer receives an additional 1d8 damage when receiving bludgeoning and force damage. They must then make a DC 12 Constitution check. On a failure, a bone affected by the impact breaks.

**Honest Samaritan.** The curse-bearer is compelled to tell the truth, even when it's inconvenient. Lying causes the curse-bearer to receive 10d8 psychic damage. When a situation arises where the curse-bearer could benefit from remaining silent but speaking the truth would be detrimental, the DM may decide the curse-bearer feels compelled to announce the truth and the curse-bearer must succeed on a DC 10 Charisma check to resist the urge.

**Inevitable Rat.** Every hour, the curse-bearer transforms slightly more into a rat. At the end of the 8th hour, they are fully transformed into a rat, adopting all the stats of the creature's stat block. For every hour leading up to the final transformation, the curse-bearer's stats shift, positively or negatively, in the direction of the stats on a rat's stat block.

**Laceration.** The curse-bearer receives an additional 1d8 damage when receiving piercing and slashing damage. They must then make a DC 12 Constitution check. On a failure, the wound refuses to heal on its own, and they take an additional 1d4 damage when performing an action until the wound is magically healed.

**Lord.** The curse-bearer inherits a significant property along with all of its gifts and responsibilities.

**Perjurer.** The curse-bearer is compelled to tell lies, even when it's inconvenient. Speaking truthfully causes the curse-bearer to receive 10d8 psychic damage. When a situation arises where the curse-bearer could benefit from remaining silent but lying would be detrimental, the DM may decide the curse-bearer feels compelled to tell a lie and the curse-bearer must succeed on a DC 10 Charisma check to resist the urge.

**Plague.** Boils cover the curse-bearer's body. They immediately suffer one level of exhaustion. At the end of a short or long rest, they gain another level of exhaustion. They cannot recover Hit Points from a short rest. During a long rest, the curse-bearer does not recover all of the Hit Points nor do they recover Hit Die, but they may spend Hit Die to recover Hit Points as if it were a typical short rest. Additionally, they suffer from cramps, nausea and vomiting.

**Rage.** At the start of combat or when interacting with an NPC, the curse-bearer must succeed on a DC 15 Wisdom saving throw or become enraged. While enraged, they are

compelled to attack the nearest hostile enemy with their most damaging action or lash out aggressively at any NPC. Failure to do so results in 1d8 psychic damage.

**Rust and Ruin.** The curse-bearer's armor becomes broken and rusted and cannot be fixed by any means. Armor Class granted by their equipment is halved. This effect applies to any new equipment they don as well. Any armor they doff is magically repaired until they don it again.

**Severed Tongue.** The curse-bearer loses all ability, including magical, to communicate verbally. Conversely, if they are already incapable of verbal communication, they gain the ability to communicate verbally but occasionally make bizarre, uncontrollable sounds.

**Sightless Eye.** The curse-bearer loses all ability, including magical, to see. Conversely, if they are already blind, they gain the ability to see but they will occasionally hallucinate bizarre creatures and objects.

**Skull.** The curse-bearer becomes undead and takes on a skeletal form. They additionally have disadvantage on all Constitution checks.

**Sluggard.** A feeling of laziness overcomes the curse-bearer. They will always go last in the initiative order. If the DM determines the curse-bearer is acting too active and energetic, then the curse-bearer falls unconscious as if afflicted by a Sleep spell.

**Vacuous Wanderer.** The curse-bearer's Intelligence, Wisdom and Charisma scores decrease by 4. These scores decrease by an additional 2 every hour.

**Vulture.** The curse-bearer is disgusted by food other than fresh carrion. Their physiology does not actually change, and the consumption of carrion may have negative effects as determined by the DM. Additionally, 10% of all gold collected by the party and every 3rd item collected by the party magically appears on the curse-bearer's person and is bound to them.

**Withered Husk.** The curse-bearer's Strength, Dexterity and Constitution scores decrease by 4. These scores decrease by an additional 2 every hour.

**Wolf and Moon.** The curse-bearer becomes afflicted by lycanthropy, adopting all the traits, strengths and weaknesses of a typical werewolf.

# Instructions for Oracle Interpretation

1. Start by cutting the deck and shuffling it so that all cards are face-down and some of the artwork is facing you while some is facing away from you. You may shuffle the deck as many times as you like.
2. The recipient of the reading then chooses a number between 1 and 3.
3. Burn the top card and any other cards prior to the chosen number. Deal the card corresponding to the chosen number face-up, maintaining the orientation of the artwork. For example, if they choose 3, discard the top card and then two additional cards, flipping the third card face-up.
4. Repeat steps 2 and 3 two more times resulting in three face-up cards.
5. Use the following suggestions to inform your reading of the cards. Cards facing you use the interpretation labeled "a," while cards facing away from you use the interpretation labeled "b."

## **1. Ace of Shackles**

- a. You will find that the thing holding you back has only been sustained by yourself.
- b. An old obstacle that you had since put behind you will return to block your path.

## **2. Shackles 2**

- a. Two obstacles in your life will soon turn their attention away from you and towards each other.
- b. A looming obstacle will soon make itself known.

## **3. Shackles 3**

- a. You will find freedom in a new crowd.
- b. You will be swept up in a movement and feel trapped in your character.

## **4. Shackles 4**

- a. You will be the only one who sees the way through a messy situation.
- b. You will find yourself trapped in a stressful situation with the spotlight on you.

## **5. Shackles 5**

- a. You will find the clarity needed to detangle the web of overwhelming thoughts that have kept you from getting the rest you need.
- b. A series of mental blocks will prevent you from acting on new ideas.

## **6. Shackles 6**

- a. You'll find your good luck leads to more good luck.
- b. Your lucky streak will soon end.

## **7. Shackles 7**

- a. Your peers will look to you for leadership.
- b. You will be judged harshly by your peers.

## **8. Shackles 8**

- a. Though you may have many issues to tackle, your thoughts will become organized and easy to separate.
- b. A crack in the foundation will lead to your best laid plans falling apart.

## **9. Shackles 9**

- a. You will find yourself among a group of friends who form a bond that will last.
- b. A union will form to oppose you and lock you out.

## **10. Shackles 10**

- a. You will notice the patterns occurring around you and find ways to take advantage of your situation.
- b. You will become lost in a busy world.

## **11. Monarch of Shackles**

- a. No manner of restraints can hold you down. You will

find the power to break your bonds and the bonds of others.

- b. A powerful event will threaten to bring your entire life to a standstill.

## **12. Ace of Scales**

- a. You will have the power to take your fate into your own hands.
- b. An outside entity will attempt to tip the scales against you.

## **13. Scales 2**

- a. You will have good fortune that mirrors that of someone close to you.
- b. Someone will try to manipulate you for their own gain, with no concern for what happens to you.

## **14. Scales 3**

- a. Something that at first seems to be unfortunate will soon reveal itself to be a boon.
- b. Good luck will lead you into a sense of false security only to have a string of bad luck throw your life into disarray.

## **15. Scales 4**

- a. A steady and predictable calm will enter your life.
- b. A series of intimidating figures will appear in your life and attempt to pass judgement upon you.

## **16. Scales 5**

- a. You will rise to the top of a trying situation.
- b. Your hardwork will lead to someone else's undeserved praise.

## **17. Scales 6**

- a. Echos of your latest achievement will bring you fortune and comfort for some time.
- b. A negative reflection of your ideals will make itself known in your life.

## **18. Scales 7**

- a. That which makes you unique will prove to be an advantage for you.
- b. You will find yourself in a situation where you are judged unfairly when compared to others in the same situation.

## **19. Scales 8**

- a. You will have a series of varied paths open before and you will be able to select the one that best suits you.
- b. You may find yourself overwhelmed by a chaotic number of possibilities.



**20. Scales 9**

- a. You find strength in your closest friends.
- b. A fissure will appear in your life, threatening to splinter a group of friends.

**21. Scales 10**

- a. The rules will cease to apply to you, and will be able to make the most of this temporary power.
- b. The system you find yourself working within will show itself to be so broken that no matter what you do, you will not come out on top.

**22. Monarch of Scales**

- a. You are in complete control of the scales with which you will be judged.
- b. A powerful antagonist will emerge and display an unexplainable power over you.

**23. Ace of Coins**

- a. Despite significant hardships, a glimmer of hope will lead you to a brighter future.
- b. Greed will lead you into a calamity.

**24. Coins 2**

- a. The next situation that comes down to luck will go in your favor.
- b. The next situation that comes down to luck will not go in your favor.

**25. Coins 3**

- a. You will slowly grow more fortunate.
- b. A series of small bad decisions will start to add up.

**26. Coins 4**

- a. You will find a sense of financial stability.
- b. You will stagnate in your personal growth.

**27. Coins 5**

- a. You will separate yourself from the pack and emerge victorious.
- b. You will be left behind.

**28. Coins 6**

- a. You are the vital piece that holds a union together, and you will be recognized as such.
- b. Others will attempt to use you as a stepping stone to meet their own goals.

**29. Coins 7**

- a. You will solidify a series of friendships into an unbreakable bond.
- b. Enemies will emerge on all sides of you.

**30. Coins 8**

- a. Your good fortune will form a pillar that will lift you away from adversity.
- b. The forces that oppose you will organize and outnumber you.

**31. Coins 9**

- a. Your hard work and good luck will form a gateway that will keep you safe as you move forward.
- b. You will find the reward at the end of a journey to be disappointing and underwhelming.

**32. Coins 10**

- a. Your recent failures will be overshadowed by significant wins.
- b. A sense of envy will lead you to doubt your own successes.

**33. Monarch of Coins**

- a. You will be able to turn a very small victory into a massive boon.
- b. You will become the target of unrelenting greed.

**34. Ace of Daggers**

- a. The winds of change blow strong and power will land in your hands.
- b. An antagonist will find themselves with the power to strike you down.

**35. Daggers 2**

- a. You will find that a special talent of yours is twice as beneficial as it typically is.
- b. An obstacle will appear that matches your talents perfectly.

**36. Daggers 3**

- a. You will find that a collection of your traits form a powerful personality when it is needed most.
- b. You will land in a situation where you feel out of place simply by being yourself.

**37. Daggers 4**

- a. The moves you make to reach your goals will fall perfectly into place and will lead seamlessly to the next steps.
- b. A series of obstacles will form a seemingly impassable wall.

**38. Daggers 5**

- a. A powerful legion will swear allegiance to you.
- b. A union of enemies will confront you.

**39. Daggers 6**

- a. Your ideals will be reflected by those around you.
- b. You will face a gauntlet of imposing challenges.

**40. Daggers 7**

- a. Your enemies will turn against one another to your own benefit.
- b. A conflict may emerge within your social group and you will be asked to pick a side.

**41. Daggers 8**

- a. The ebb and flow of life will become predictable, allowing you to navigate challenging situations with ease.
- b. Despite the predictable nature of future events, you will find yourself ill prepared time and time again.

**42. Daggers 9**

- a. Your social group will become unified in a powerful way and nothing will be able to stop you.
- b. You will feel as though you are losing that which makes you unique.

**43. Daggers 10**

- a. Two opposing forces will unite under your leadership.
- b. A significant force will oppose you, forcing you to form alliances in order to continue moving forward.

**44. Monarch of Daggers**

- a. A constantly reemerging obstacle will finally be laid to rest.
- b. A persistent obstacle will once again rise to antagonize you.

**45. Apparition**

- a. A memory will bring a painful feeling to the surface,

but after addressing that pain it will quickly give way to fond memories and continued growth.

- b. A memory will make you so uncomfortable that you find yourself unable to move forward.

**46. Broken Mirror**

- a. You will find your negative feelings locked away as you gain a new perspective.
- b. Your negative emotions will become dominant in ways you may not even realize.

**47. Burgeoning Misfortune**

- a. Something that seems very unfortunate will reveal itself to have saved you from an even greater misfortune.
- b. Your bad luck will start to increase exponentially.

**48. Clodhopper**

- a. You will find that letting go of control will allow things to fall into their right place naturally.
- b. A simple moment of clumsiness will threaten to disrupt your entire day.

**49. Desert**

- a. You will find an oasis of relief before you return to the trial you currently find yourself in.
- b. You will experience a prolonged drought of something you relish.

**50. Devil's Mark**

- a. You will make a pact that will greatly benefit you.
- b. You will find yourself in a moment so desperate that you will be tempted to sell your soul to escape.

**51. Dilapidated Elder**

- a. An issue that has weighed heavy on you for ages will finally be resolved.
- b. A chance occurrence may leave you with a debilitating level of exhaustion.

**52. Doom**

- a. A moment that at first seems truly terrifying will result in an illumination.
- b. An inevitable moment will continue to creep closer bringing with it a high level of tension.

**53. Empath**

- a. In a dark moment, you will feel completely alien to the world. But then a friend will appear who can completely understand and they will help guide you through the darkness.
- b. A friend will come to you with an emotionally taxing issue, and though you may be able to help them, you will find yourself completely and utterly emotionally drained.

**54. Fanged Duchess**

- a. A downward trend for an enemy will replenish your own energy reserves.
- b. It will feel as though you, and only you, are drained of all energy.

**55. Feeble Bone**

- a. You will find the much needed time to recover from a recent trying ordeal.
- b. You will be reminded of an old wound that you thought had healed.

**56. Honest Samaritan**

- a. Telling the truth will feel difficult, but it will greatly benefit you and those closest to you.
- b. Your telling the truth will relieve your conscience, but will put you in a difficult situation.

**57. Inevitable Rat**

- a. You will finally find the inspiration to complete the task you have been putting off.
- b. You will find yourself running out of time and anxiously struggling to complete your task at the last minute.

**58. Laceration**

- a. A deep cut that may never heal will at least stop bleeding for a time.
- b. Someone close to you will cut you deep in a way that you have trouble dealing with.

**59. Lord**

- a. You will find the wisdom needed to completely conquer something you have wanted to master for a long time.
- b. You will feel as though something you have spent a long time working on has been a waste of effort.

**60. Perjurer**

- a. A significant misunderstanding will be cleared up.
- b. A lie you or someone else tells will have a significant impact on your life.

**61. Plague**

- a. You will be among the very few unaffected by a rampant problem.
- b. You will be unable to escape an issue affecting those around you.

**62. Rage**

- a. You find an opportunity to channel your anger into something creative rather than destructive.
- b. Your rage will consume you and you may end up destroying something dear to you.

**63. Rust and Ruin**

- a. You will find a creative use for something that others believe has no use left.
- b. Something you hold dear will break when you need it most.

**64. Severed Tongue**

- a. You will find the strength to hold your tongue when you need to.
- b. You will later regret your inability to speak your mind during a pivotal moment.

**65. Sightless Eye**

- a. You will achieve a sense of clarity regarding something which you previously could not comprehend.
- b. You will be oblivious to that which is right in front of you.

**66. Skull**

- a. A lull in your life will result in a restful hibernation ritual.
- b. You will find yourself stagnant and grey.

**67. Sluggard**

- a. You will find the right balance between work and rest.
- b. Your procrastination will have devastating impacts.

**68. Vacuous Wanderer**

- a. Your mind will be cleared of all thoughts, positive and

negative.

- b. Your mind will go blank in a pivotal moment.

**69. Vulture**

- a. You will find exactly what you need with little effort.
- b. You will be forced to scavenge for scraps.

**70. Withered Husk**

- a. A protector will emerge in a moment when you are unable to fend for yourself.
- b. Your strength will leave you when you need it most and a sense of hopelessness will threaten to overtake you.

**71. Wolf and Moon**

- a. A primal, lunar energy will drive you forward when you feel you are unable to continue.
- b. A bestial urge will set you astray.