

A Tithe for a Distant Shore

You have lost an item that was important to you somehow aboard the shipwreck.

Write down the item you lost on this piece of paper.

A Tithe for a Sunken Lair

You have lost an item that was important to you when it was taken by the octopus.

Write down the item you lost on this piece of paper.

A Sickness of an Unclean Spore

You have contracted a disease and gain the following trait.

Sunlight Sensitivity. While in sunlight, you has disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

A Wound from a Maid Unfair

You have been injured by the harpy. Write down the nature of your injury and an appropriate penalty applied by the Dungeon Master.

The Curse of a Widow's Prayer

"In this life or the next," pleaded the widow, accidentally summoning the zombies and cursing you with the following condition.

Necrotized. When presented with multiple viable targets in combat, undead creatures prefer to attack you.

The Weight of Draconic Awe

You have been awed by the sight of dragons clashing as your ship sank, gaining the following trait.

Awed. You have disadvantage on attack rolls against dragons. This effect lasts until a dragon verbally absolves you of your condition.