

Resurrection Quirks

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| 1 | hair goes grey or white | 21 | significant memory loss | 41 | subject's skin burns at the touch of a murderer | 61 | subject can understand the language of birds | 81 | same vapid song plays in subject's mind, 24/7, over and over |
| 2 | albinism; skin turns white, eyes pink | 22 | subject gains a taste for raw flesh | 42 | subject gains d3 animalistic features of local fauna | 62 | when subject's flesh is cut, oil/grease and tiny brass gears tumble out; yet he heals normally | 82 | extra soul/personality returns along with subject, which manifests as a 'talking hand' or sockpuppet |
| 3 | subject remains partially decomposed, but otherwise healthy | 23 | subject's genitalia rot and fall off | 43 | bard's tongue - what the subject says has a way of coming true | 63 | skin turns a nice shade of green; subject can photosynthesize instead of eating | 83 | subject can vomit up all his blood into an ambulatory puddle (treat like a green slime) which can slither about, under doors, etc before returning to the body. If slain as a bloodpuddle, subject dies. |
| 4 | subject manifests stigmata | 24 | plaguewarden: subject manifests a different disease every few days, never fatal, but always inconvenient | 44 | subject sleepwalks as though living out another life | 64 | extended contact with subject's flesh rusts metal | 84 | subject is unable to lie to a priest of any faith |
| 5 | alopecia - all of subject's hair falls out and never regrows | 25 | subject can touch ghosts and immaterial undead | 45 | subject suffers from incredible flatulence | 65 | subject gains residual memories from another dead person; may 'recognize' people as his spouse, children, etc; dead person need not be human! | 85 | should the subject ever lose a limb or significant amount of blood, it will grow into an evil dopple-clone of him |
| 6 | mysterious rune or tattoo appears on subject's body | 26 | subject can hear voices of the dead | 46 | subject stinks of the grave perpetually | 66 | lingering life-aura: the next d3 creatures the subject kills each come back to life within ten minutes | 86 | when sleeping, subject's soul travels to the land of the dead |
| 7 | subject no longer casts any reflection | 27 | subject is immune to ghoul paralysis | 47 | overabundance of life force causes chronic priapism | 67 | if subject gazes at a pregnant creature, the child will be stillborn | 87 | dark fate - the subject really is meant to be dead, and reality is conspiring to fulfill that (this could involve a penalty to all saves, or DM cruelty) |

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| 8 | subject no longer benefits from divine healing spells | 28 | subject's touch causes paralysis, as a ghoul | 48 | the dark being for whom the subject's soul was destined (either as slave or as dinner) is angry at being robbed; subject has made an extraplanar enemy | 68 | subject can sacrifice 3d8 hp to astrally project for d6 rounds | 88 | when subject writes, messages from the dead insert themselves in the intended text |
| 9 | subject reads as undead to other undead and most spells | 29 | if ever level-drained, subject will immediately keel over dead | 49 | subject's body fluids inexplicably switched around | 69 | subject gains ability to read oracles and such | 89 | pseudo-immortality: the next d6 times the character is killed, he will automatically resurrect, sacrificing 1 point of CON each time |
| 10 | alignment shift toward the negative | 30 | poison menagerie: subject is immune to all poisons and toxins, and keeps such poisons active inside their system in perpetuity; beasts taking a bite will be grossly disappointed | 50 | when subject consumes the flesh of a creature, he gets a flash of their memories (yes, even cows) | 70 | members of a secret society now recognize subject as one of their own | 90 | subject now ages in reverse, getting younger each year |
| 11 | alignment shift toward the positive | 31 | subject has excellent recall of the time spent dead; they were on another plane and gained some interesting knowledge | 51 | subject's skin dries out constantly | 71 | when the temperature drops to freezing, subject slides into torpor | 91 | valiant-ism: subject now possessed of incredible wanderlust, can't stay in one place more than a night or two |
| 12 | normal plants wilt at subject's touch | 32 | subject now magically unable to speak ill of the dead | 52 | subject no longer floats in water | 72 | subject sloughs his skin like a serpent every three weeks (5% chance of appearance change each time) | 92 | subject wakes with appropriate xp, but is now a different class |
| 13 | horses buck and refuse to be ridden by the subject | 33 | food/drink consumed tastes as ash and dust | 53 | subject's nails and hair grow at a ridiculous rate | 73 | subject's teeth fall out and never grow back | 93 | brain damage: subject no longer recognizes anything 2D and can neither read nor write |

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| 14 | subject's hair replaced by raven-feathers | 34 | elemental animation: subject now takes extra damage from one element, and half damage from its opposite | 54 | subject no longer fertile (or if female, subject returns mysteriously pregnant) | 74 | every time the subject defecates, a living rat drops out as well | 94 | subject now knows d4 new languages |
| 15 | subject's skin becomes translucent; musculature visible | 35 | nzumbe curse: subject is susceptible (-2 save) to mental domination | 55 | subject gains (or loses) infravision etc | 75 | the sight of a rainbow, unicorn, or kitten drives the subject into a murderous frenzy | 95 | ticking clock: subject wakes with some knowledge of a quest which must be completed in a year's time, lest their respite be cancelled and they must return to death |
| 16 | joints, muscles stiffen; -1 DEX | 36 | children of the subject are born as baby vampires | 56 | subject now has a deep, possibly carnal, love for ALL living things | 76 | songbirds tend to attack the subject for no reason | 96 | subject gains allergy to mundane material (silver, wood, iron, beer) |
| 17 | subject has great difficulty in experiencing positive emotions | 37 | subject's body resurrected, but soul/mind replaced by nefarious being | 57 | soul was briefly chased/tormented in the underworld; roll a random monster to see what the tormentor resembled; subject now has appropriate phobia | 77 | subject returns convinced he's a "dwarf in a human's body" or similar race-switching vibe | 97 | subject wakes significantly duller, losing 2+d6 points of INT (min 3) |
| 18 | subject gets tremendous nosebleeds when standing near a grave | 38 | subject cannot enter churches/temples | 58 | aura of resurrection: leather items worn by subject become fleshier and start to bleed after an hour or so | 78 | subject wakes with half-formed 'memory' of the layout of some legendary dungeon complex, not necessarily accurate | 98 | subject regenerates 1hp/minute in daylight |
| 19 | at dusk and dawn, subject can see the invisible | 39 | subject's presence causes flowers to bloom | 59 | subject returns with features appropriate to their alignment - horns/hooves, angelic beauty, etc | 79 | subject is raised normally but a shard of his soul is now invested in a mundane animal, like a familiar | 99 | each morning the subject wakes covered in a fine layer of clay which flakes off as he moves |
| 20 | nearby turning attempts cause the subject minor damage | 40 | scent of sanctity: subject smells strongly of roses and honey at all times | 60 | subject now has the head of a donkey | 80 | subject wakes with dark lines drawn around limbs at the joints; can 'pop off' his limbs by yanking on 'em | 100 | subject vomits forth a torrent of liquid gold or silver (4d10 gp value) |