



Gregorius21778:

50 Curses

for use with any OSR fantasy RPG

Version 1.1; written by Kai Pütz

(c) 2016

Labyrinth Lord
Compatible Product



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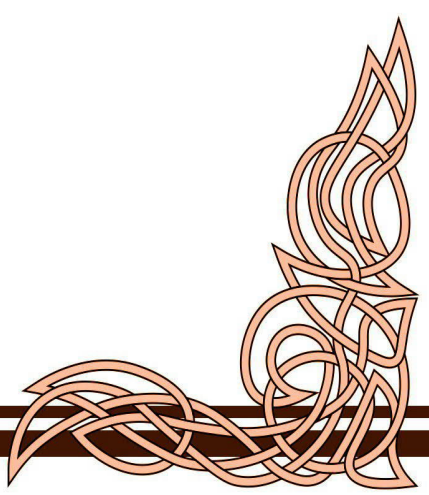
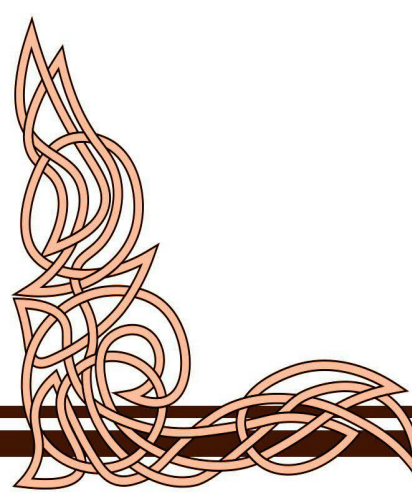


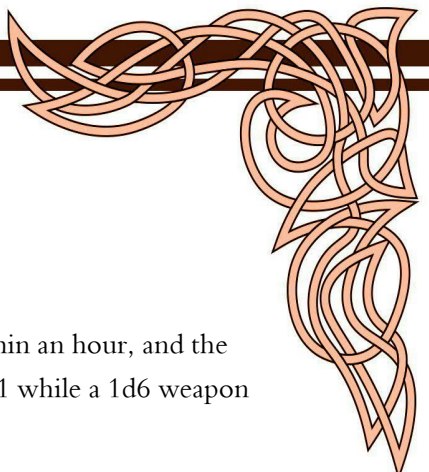
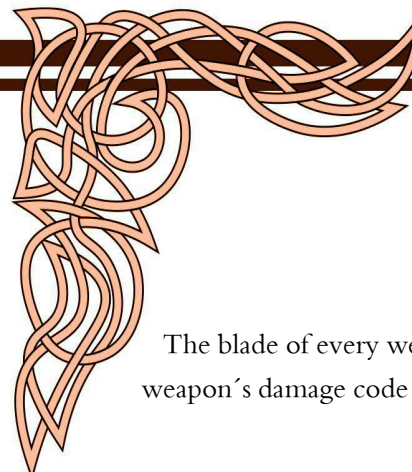
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How to use this supplement:

Are the characters of your RPG group about to slay an evil witch or daemoniac sorcerer that you want to curse the heroes with her or his final breath? Will they enter the tomb of a king of ancient times and you want this very act to bring them woe, right from the point where they set a foot into the dungeon? Did they enrage a cult or powerful but hidden individual that is going to curse them before they start their next journey? Or did you decide to have a cursed item in your next game, but haven’t made up your mind about the nature of the curse...?

Look no further! “**50 Curses**” will provide you with 50 examples. The rules (and the themes of the individual curses) found in this PDF aim at OSR fantasy games and are *Labyrinth Lord*(tm) compatible.





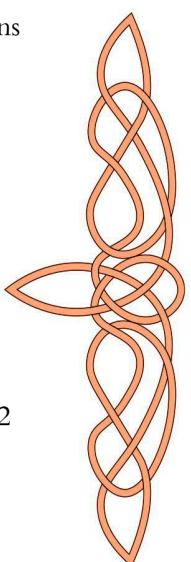
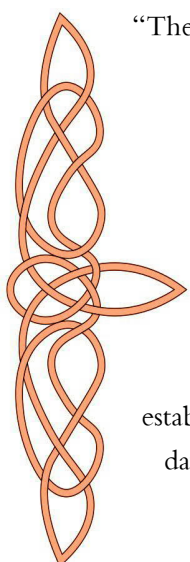
01# Curse of Dull Blades

The blade of every weapon and tool that the cursed character carries becomes dull within an hour, and the weapon's damage code will be modified with a (-3) (i.e. a 1d8+4 weapon becomes 1d8+1 while a 1d6 weapon will become a 1d6-3).

02# Curse of Thirst

The character will need to drink twice as much as usual. This is one of the most feared curses among those who dwell in deserts or similar hot and dry regions.

03# Curse of Arrows



“The arrows of your enemies shall strike you down!” Damage from arrows, crossbow bolts and similar weapons is not rolled for but is always treated as the maximum damage.

04# Curse of Being Friendless

Nobody will be willing to follow or help the character with the exception of close friends, family and established allies. If the victim of the curse has retainers, at least half of them will turn their backs within $2d6+2$ days. If the character wants a service to be performed, the price will be 20% higher than usual. If favors are asked for, they will be denied under most circumstances.

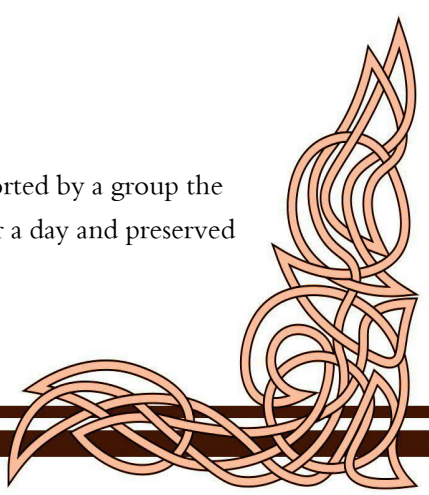
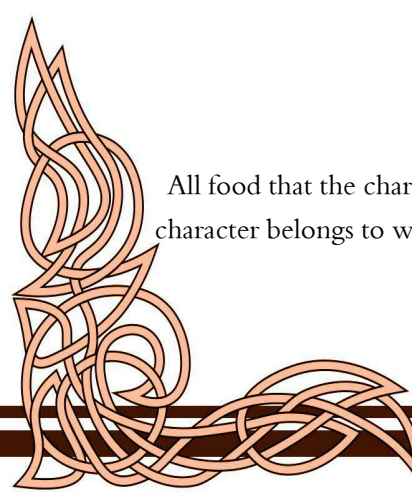
05# Curse of Hindered Healing

Whenever the character regains hit points, be it through mundane healing or magical aid, the amount is halved (rounded down).

06# Curse of Somnolence

Whenever the character is not occupied, a Saving Throw vs. Spells must be passed or the victim of the curse will fall asleep for 1d4 hours.

07# Curse of Spoilage



All food that the character carries, that is stored in the character's household or transported by a group the character belongs to will spoil twice as fast (for example: regular rations will go bad after a day and preserved travel rations spoil after $1d3+1$ days).



08# Curse of Harmful Encounters

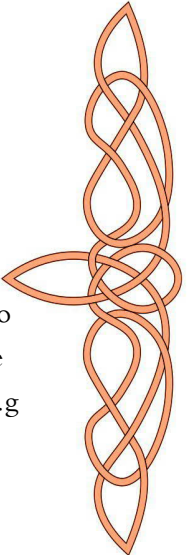
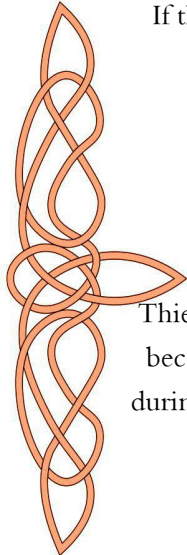
The LL may re-roll any failed “Random Monster” roll for the cursed character or any group that includes the PC.

09# Gamblers Curse

Whenever the character enters a game of chance (or a game with a strong element of chance), the character loses outright or the odds of losing are doubled.

10# Curse of Breaking

Things made of glass, porcelain or even thin pottery tend to break or get broken in the vicinity of the character. If the character opens a chest by force that contains vials made of glass or falls while wearing such items, they will break.



11# Curse of Thieves

Thieves target the cursed character more often than usual, and if the LL would normally roll to determine who becomes the target of theft the cursed character becomes the target instead. In addition, there is a 50% chance during each adventure that somebody will try to steal something from the PC, even if it is something minor (e.g. a stable hand will try to snatch an arrows out of the drawer while taking care of the horse).

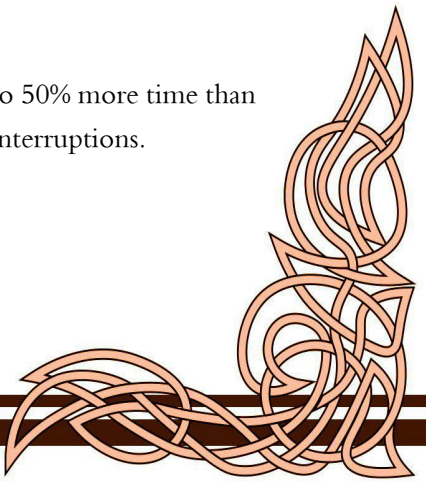
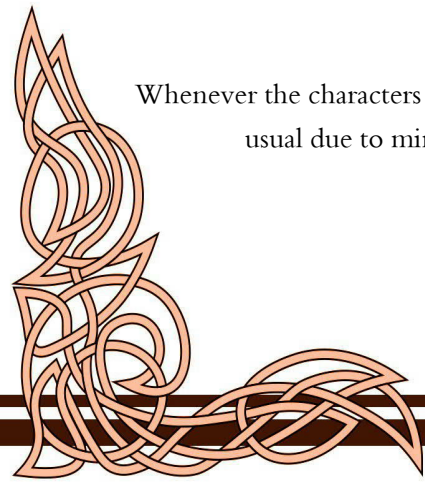
12# Travelers Curse

No journey the character undertakes is untroubled. The weather worsens, horses lose their shoes, herds of sheep block the road, wheels come lose, etc. The travel time is increased by up to 20%.

13# Curse of Deep Slumber

Once asleep the character cannot be roused by anything short of rough physical handling or by being attacked/suffering damage. Rain, loud noises, sudden light or being shouted will not wake the PC up.

14# Cursed Work



Whenever the characters starts to work on a piece of art or craftsmanship, it will take up to 50% more time than usual due to minor accidents, problems with the tools and/or material or other interruptions.



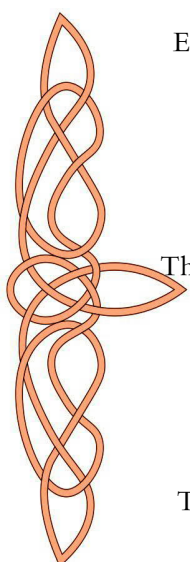
15# Curse of Sweat

The character sweats like a proverbial pig: even the smallest amount of physical exercise will leave the PC soggy. The condition imposes a penalty (up to the GM) in most social situations, bloodsucking insects might be attracted to the character, and the PC might be suspected to be very nervous or sick.

16# Curse of Reek

The character is cursed with a very strange and prominent body odor that no amount of bathing will remove for longer than a couple of minutes. It is easy to smell the character “downwind” and is thereby unable to surprise anyone. In addition, there will be a penalty to most social situations (up to the GM).

17# Curse of the Crumbling Word



Every scroll or book page that the character touches will become brittle and crumble away like a dry leaf. Wearing gloves or using tools will not help here, having somebody else hold the book or text will.

18# Curse of Gluttony

The character will need to eat twice as much as usual or will suffer from the effects of hunger and starvation twice as hard.

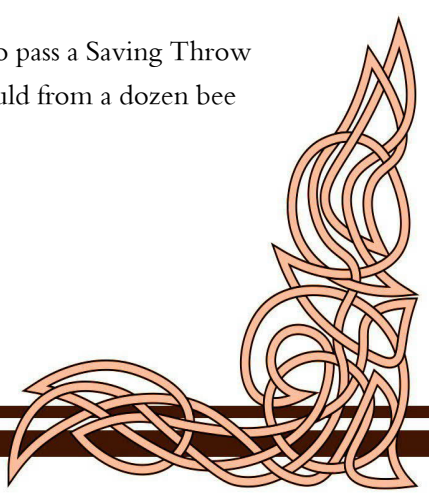
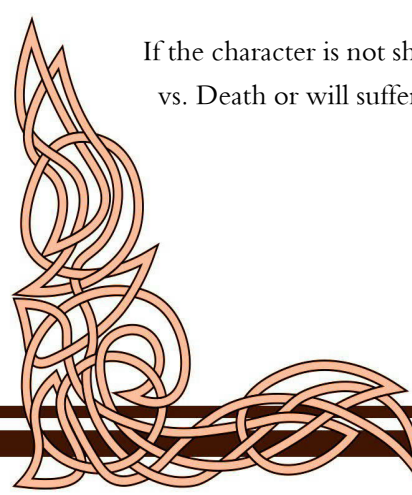
19# Curse of Unbearable Beauty

The character will cry till the tears start to blur the at the sight of something or somebody beautiful. This imposes a (-2) penalty on all relevant tests.

20# Curse of Deterioration

Clothes, armor, weapons and tools the character wears on person slowly “age” as if month of use would happen within hours. Once per adventure the GM may roll a d8: on a result of 1, tools break or clothes are turned into rags while weapons have their damage code reduced by (-1), or armor has its AC worsened by one.

21# Curse of the Sun



If the character is not sheltered from the rays of the sun during noon, the PC will need to pass a Saving Throw vs. Death or will suffer 1d6+2 points of damage as the skin swells and turns red as it would from a dozen bee stings.



22#Curse of the Liar

“Speak the truth or don’t speak at all”. After speaking at least one lie on a given day, the character will become mute for the next one. The condition starts and ends at dawn.

23#Curse of Exile

If the character enters or stays in a certain location (a specific building, clearing in the woods, dungeon, village or city) by choice, palpitation and sudden heart strokes will set in and result in the loss of 2d6 hit points per hour (half the damage if a Saving Throw vs. Death is passed). The damage stops if the character begins to leave the place.



24#Curse of Steel

As long as the character wears anything made of steel on person (e.g. armor, weapons, tools, coins, etc.) all Saving Throws, Ability tests and damage rolls will suffer from a (-2) penalty.

25# Curse of Flowers

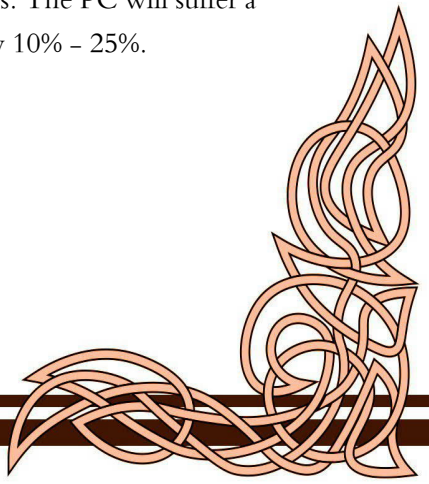
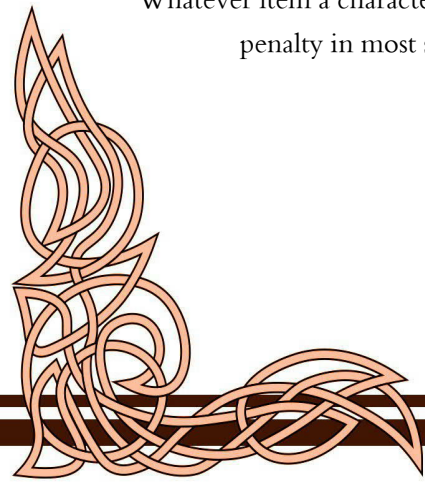
If the character stays in the presence of one or more flowers in bloom for at least a couple of minutes, the PC will need to pass a Saving Throw vs Poison. The strength of the “poison” is determined by the amount of flowers (Class 1 for just one flower, Class 2 for a bouquet, Class 3 for a meadow in spring, Class 4 for a garden full of flowers).

26# Curse of Vermin

Vermin of any kind are attracted to any place the character stays in for at least a couple of hours. Finding an guesthouse or tavern to stay in for a longer period of time will soon become a problem, rations may become spoiled by rats and clothes may suffer from moth damage on any stay that lasts a day or longer.

27# Curse of Filth

Whatever item a character wears or carries becomes filthy and stained in a matter of hours. The PC will suffer a penalty in most social situation and the resell value of personal items is reduce by 10% - 25%.





28# Curse of Pain

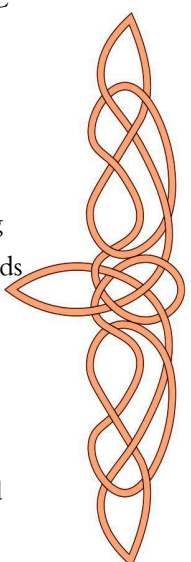
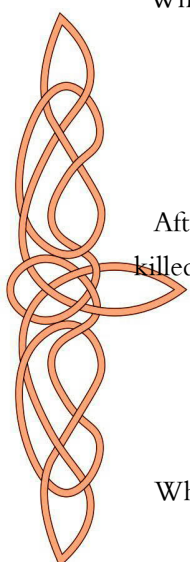
The character will experience any kind of pain much stronger. When the victim of the curse is wounded in combat, a -2 penalty will be imposed on attack rolls and all tests during the next combat round. Saving throws to withstand pain fail automatically.

29# Curse of the Trapping Reflection

The sight of the characters own reflection will stun the PC for one turn (10 minutes). A successful Saving Throw vs. Paralyze will reduce this time to 1d6 rounds instead

30# Curse of the Child's Pledge

When a child asks the character something on its own accord, the child's request turns into a *Geas* for the PC unless a Saving Throw vs. Spells is passed



31# Curse of the Slayer

After each battle during which the character killed at least one intelligent being or directly assisted in it being killed, a Saving Throw vs. Spells must be passed to avoid 1d4 points of damage (that manifest as combat wounds after the battle).

32#Curse of the Grave Robber:

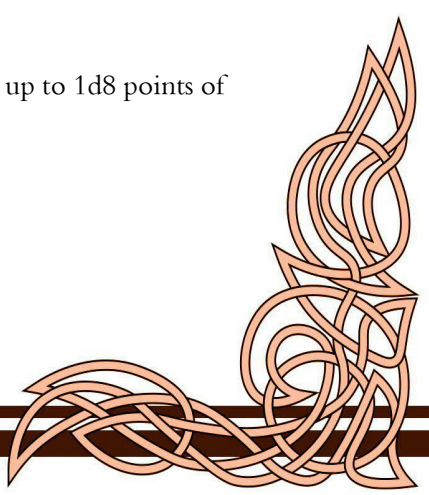
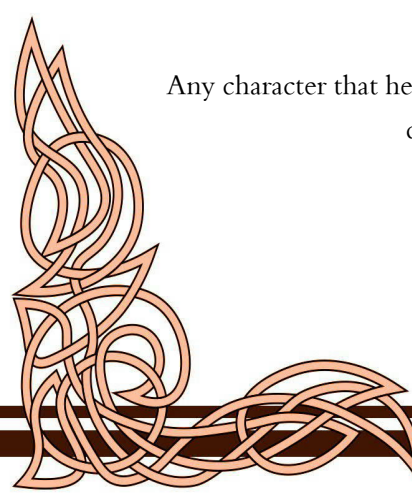
Whenever the character loots a dead body, there is a 5% chance that the body is reanimated by the curse and turned into one of the living dead, that will then attack the PC immediately.

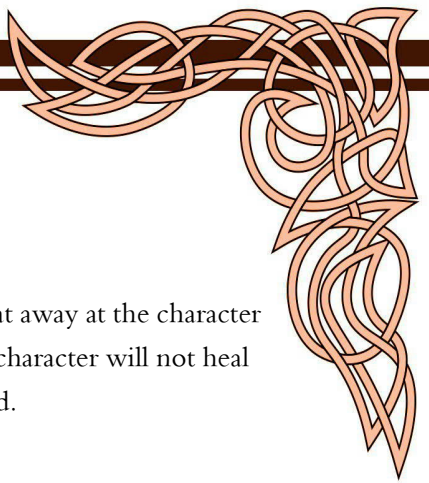
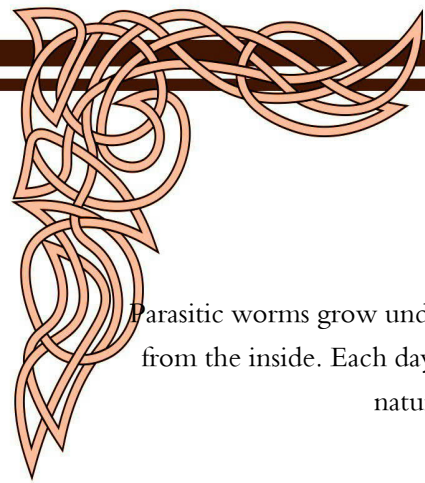
33#Curse of the Evil Glare:

Whenever the character fails a Charisma test against an NPC, the character will involuntary give said NPC a most evil glare. The NPC will react in the most negative way that is in accordance with the general situation. For example, a shop keeper the character was haggling with will throw the characters out of the shop or double the price out of spite.

34#Curse against the Healing Hand

Any character that heals the cursed character by magical means will immediately suffer up to 1d8 points of damage which will mimic the damage that has just been healed.





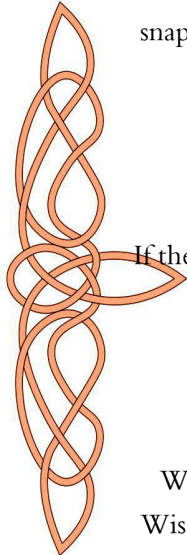
35#Curse of Worms

Parasitic worms grow under the characters skin. They slither along visibly and painfully eat away at the character from the inside. Each day the PC must pass a Saving Throw vs. Death. If it is failed, the character will not heal naturally during the day but lose a hit point due to the worms instead.

36#Curse of the Twitching Hand

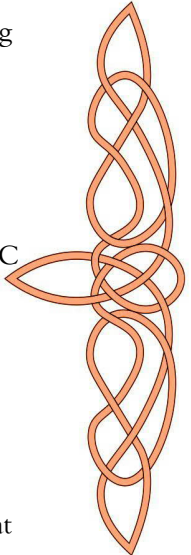
Every time the characters draws an object, a weapon or tries to disarm a trap the GM may roll a 1d8. On a result of 1, the hand of the character twitches or cramps and the object is dropped or the trap is triggered by accident.

37#Curse of the Archer



If an attack roll of the character with a bow, crossbow or similar weapons results a natural “1” the bowstring snaps. Archers of any kind can be assumed to have a couple of reserve strings, but the replacement of the string cannot be done quickly.

38#Curse of the Beggar



If the character is asked for alms and does not give anything, a Saving throw vs Death must be passed or the PC will suffer a painful cough that ends spitting out blood (1d4 points of damage).

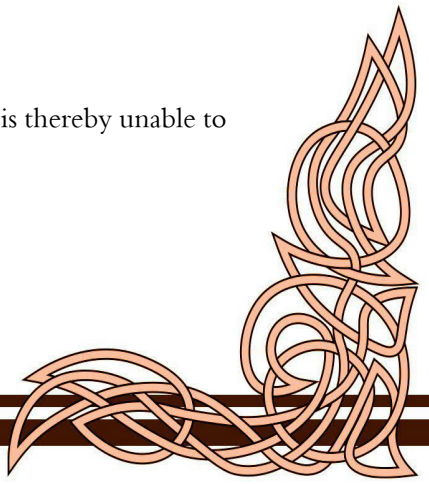
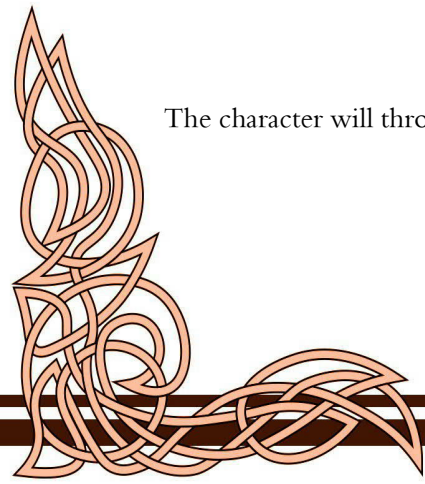
39#Curse of Gold

Whenever the character wants to sell something made of gold or tries to spend gold coin, an Ability test vs. Wisdom needs to be passed. In case of failure, the PC will have second thoughts and decide against doing so at the very last moment.

40#Curse of the Moon

When the moon is up in the sky the character suffers -2 to all Saving throws and -4 to all attack rolls. Additionally, the PC becomes pale and suffers from cold sweat. The sky does not need to be clear nor does the character has to be “touched by moonlight”. The effect will take place on a clouded autumn night as well as when the character is down in a dungeon.

41# Curse of Potions



The character will throw up immediately after imbibing a magical potion or elixir and is thereby unable to benefit from its effects.



42# Curse of Rejecting Hearth Fire

Fire of any kind fails to warm the character. It will burn and harm, it will dry clothes, but it will not warm the victim of the curse and the PC will not be able to cook food or water with it. The only things that will help him against the cold are clothes and blankets. Others may cook food in his presence, so.

43# Curse of the Swallowing Waters

No matter how good a swimmer the character is, water will refuse to carry the PC's body. Movement under water is not hindered, but the PC cannot swim to stay above its surface. Other can rescue the PC like any other drowning person, so.

44# Curse of the Earth's Weight

Each and every item the characters wears, carries or holds has its weight increased by 50%.

45# Curse of the Festering Wounds

All wounds of the character inflame or even fester, none will heal naturally.

46# Curse of the Cutting Winds

Whenever the character spends time outside while a strong wind blows, numerous scratches and small cuts will start to manifest, just like the wind would strike with invisible claws. The exact amount of damage depends on the time spend outside and the actual force of the wind (1d4 points of damage for a couple of turns during a strong wind, 6d6 points of damage for an hour that is spend facing a storm).

47# Curse of the Poisoned Beverage:

Everything the character will drink but water will turn into a class 1 poison as soon as it is swallowed.

48# Curse of the Faint Heart

At the start of every fight the player of the cursed character must roll a d6. On a result of 1 or 2, the character will not be able to attack or cast spells during the first round.

49# Curse of the Weak Weapon Arm

All melee damage dealt by the character is halved.

50# Wasting Curse

The character visibly wastes away, and the maximum hit points are reduce by 30% over the course of 2d6 days

