

Gregorius21778:

50 Radioactive Curses

for post-apocalyptic OSR science-fantasy RPGs



Version 1.2 by Kai Pütz
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How to use this supplement:

50 Radioactive Curses provides some ideas and examples for curses in a post-apocalyptic world that knows true magic. Each and all of the following examples could be caused by a *Bestow Curse* spell in an OSR game, and all of them are compatible with *Labyrinth Lord(tm)*, *Mutant Future(tm)* and thereby *Mutants & Mazes*™. They are by no means balanced, and the GM should chose wisely which to apply.

Thanks for buying my product, I hope it proofs handy and that you enjoy using it.

Sincerely: Grendel21778

01# Curse of Allergic Reactions

Whenever the character gets into contact with a mutant plant or enters an area with strange vegetation not encountered before a **Saving Throw vs. Poison** is called for. If the test is failed the character suffers from a (-2) penalty due to swelling eyelids and breathing problems for the next 1d6 hours.

02# Curse of Bad Luck

It's the little things that will finally get you, and for this character all the little things go wrong. If the GM randomly determines a character for an unlucky happenstance the process is repeated up to twice if the "bad luck" is not hitting the cursed character.

03# Curse of Bad Medicine

If the character finds or buys medicine from the times before the end of the world there is a additional 50% chance that said medicine already went off and is now mildly poisonous (**Saving Throw vs. Poison** to avoid 1d6 points of damage). It does not matter how the medicine has been stored.

04# Curse of the Bad Eye

One of the characters eyes twitches and moves as if it would have a mind of its own. All tasks involving sight suffer a (-2) penalty and in most social situations the character will suffer a (-1) penalty, too. If the character dies, the eye will pop out of the skull and roll about for 1d6 rounds.

05# Curse of Barter Fail

Whenever the character tries to trade goods the person that is traded with will assume that the thing the character wants to have is worth 50% more than it is.

06# Curse of Bleeding

When the character is wounded the life leaks out in a way that has nothing to do with medical reasons. At the end of every combat the character got wounded in or after a serious injury, a wound will bleed continuously for the next 1d6+2 rounds, and the character loses another hit point per round. A successful **Saving Throw vs Death** halves the time, but the Saving Throw can only be made if the wound is treated in some way..

07# Curse of Cancer

Visible tumors develop under the character's skin and begin to eat away the good flesh. When the PC advances a level a **Saving Throw vs. Death** is called for. If it is failed the character will not get an increase in hit points, but a decrease by 1d4 points instead. High-Tech medical treatments may stop or reverse this development.

08# Curse of Clogging Filters

Air filters that are part of the character's gear (e.g. gas masks) clog quickly and their lifetime is thereby halved.

09# Curse of Crumbling Ceilings

Whenever the character enters a ruin with a ceiling (no matter if it is an old apartment complex or an underground bunker) there is a 50% chance that at some a large piece of it will break off and drop onto the PC . Unless an **Ability Test vs. Dexterity** is passed, the character will suffer 1d8 points of damage.

10# Curse of the Cannibal

Woeful is the existence of those who *crave* the flesh of their fellowmen. The character must eat a meal of human flesh (enough to feed him for a day) at least once every three weeks. If the character goes without, the PC will suffer a (-1) penalty on the fourth week, a (-2) penalty on the fifth week and so on...

11# Curse of Denied Artifacts

Any artifact of the ancients that the character finds is likely to be useless. If the conditions is determined by a roll of the die, two dice are rolled instead and the worse result is applied.

12# Curse of Denied Prey

On a hunt the prey animals seem to shy away from the character, and those that are killed make for a meager meal or are partially unwholesome to eat. If the character hunts for food successfully, the number of rations she was thereby able to produce is halved (round down). If the result thereby turns to zero, the dressing of the animal reveals that it would be unwholesome to eat its flesh (due to illness, parasites or contamination).

13# Curse of Dud!

The character has no luck at all in regard to explosives. Every explosive (like grenades, TNT or landmines) that she tries to use will turn out to be a "dud" on a roll of 1-4 with a d6.

14# Curse of Dust Storm

Whenever the character roves through the open wasteland there is a 50% chance that a dust storm will come up, even if the weather and the season seem to make this impossible. The storm is strong enough to force the character into hiding for 1d3 hours.

15# Curse of Dying Fire

For reasons that betray physics the campfire of the character will often consume the wood quicker than it should, without burning brighter. On a roll of 1-3 on d6 the campfire will begin to die down during the night unless additional time was spent to gather lots of firewood (if there is enough of such in the local area, that is). A fire that dies down usually means that predators are not kept at bay during the night watch.

16# Curse of Enemies of Steel

Robots and androids seem to -hate- the character, also they are clearly not capable of it. When a hostile robot or automated gun-turret attacks the group there is a 50% chance that the cursed character will be the (first) target.

17# Curse of Energy Drain

Batteries and other modern/futuristic energy sources fail the character quicker than usual. There is a 50% chance that every energy source that the character finds is dead already, and every battery (or other energy source) in use will be drained twice as fast.

18# Curse of Epilepsy

Once per game session the GM may call for a **Saving Throw vs. Stun**. If it is failed the character will suffer from epileptic seizures and will be stunned for 1d10 rounds. On a result of "10" the seizures last for one turn instead.

19# Curse of Failing Footwear

The character's shoes or boots tend to come undone quickly, no matter how good they were. There is a 50% chance during any given session that the footwear of the character will begin to fall apart during travel, which increases the travel time and will leave the character with hurting feet. The PC will need to loot shoes and boots wherever they can be found.

20# Curse of Final Light

When the sun goes down the character grows so tired that she could just lay down right on the spot. Unless a **Saving Throw vs. Stun** is passed, the PC will fall asleep within the next 1d3 hours, no matter what.

21# Flea shall eat ya!

The character is cursed with flea infestation, no matter what is done to get rid of the them: after a day, they return. The PC will thereby suffer a (-1) penalty onto all checks for social interactions while all chances to spot or note something are decreased by one (the flea bites itch like hell and distract the character).

22# Curse of Fruitless Land

Whenever the character goes out foraging to get supplies the number of rations scored are halved (round down). If the result is thereby reduced to zero, the character was not able to find anything edible.

23# Curse of Glass and Shards

As soon as the character falls she will end up on something hard, sharp or pointy. Rusted nails, glass splinters, metal shards or just some small stones with rough edges: there just always seems to be *something* that makes the fall even worse. If the character takes damage from a fall she will suffer an additional point of damage for every die. If the height alone would not justify damage the character will fall onto a small object or pump the head so that at least one point of damage is suffered.

24# Curse of Gout

There is next to no joint in the characters body that would not hurt (-1 to all movement based skill checks), and on a bad day even walking becomes a pain. Once per session the GM may rule that the penalty increases to (-2) to all movement based tests for a day, including melee attacks.

25# Curse of Green Pus

When the character is wounded she needs to pass a **Saving Throw vs. Poison**. If failed, the wounds begin to fester with a green pus, and a light fever will make the character feel dizzy. If this happens the PC will suffer a (-1) to all tests and (-2) to all further Saving Throws against Poison or Death. The effects last until after the day the wounds were healed.

26# Curse of Gremlins

Technical items and artifacts fail the character at the most inappropriate moment. Once per game session the GM may roll to see if any given technical item fails the character (50% chance).

27# Curse of the Hacking Cough

The character suffers from a wrecking cough that makes her sound like she would be close to death. After any strenuous activity the PC needs to pass a **Saving Throw vs. Stun** or will be stunned for 1d6 rounds. In addition, all Saving Throws vs. Death suffer a (-1) penalty.

28# Curse of Hopelessness

Life is a blight, hope an illusion. There is only ashes, dust and distress. The character needs to pass an **Ability check vs. Willpower** at the start of each day. If the test is a failed the character will suffer from a (-1) penalty. The penalties are cumulative, and a series of failed tests will leave the character in a near catatonic state (-4 penalty). But as soon as one test is successful the penalties are decreased by one point per day till they are overcome, with no need for further rolls. Once the penalty is gone, the characters needs to roll the Ability checks vs. Willpower again, starting with the next day.

29# Curse of the Killing Road

Following a road of any kind for more than an hour is detrimental to the characters health, and the PC will actually feel how the life force ebbs away. The character suffers 1d6 points of damaged after a road has been followed for a couple of hours, 2d6 if the character travels along a road for most of the day and 3d6 points if the journey took all day. The damage may be halved with a successful **Saving Throw vs Death**.

30# Lost in Silence

Silence has the character's concentration fade away into nothingness, and for a moment it is like the PC would not even exist. When the character experiences (relative) silence for more than two rounds a **Saving Throw vs. Stun** must be passed or the character will become stunned for 1d10 rounds. "10" means that the character is stunned for a full turn instead.

31# Lost in the Wasteland

It is hard for the character to keep directions once she is out in the wasteland without a clear path or route to follow, and thereby all successful tests for orientation and navigation have to be re-rolled once.

32# Curse of the Night Creep

A strange beast hunts the character at night, it can be found prowling around the camp or haven when the character is asleep. The GM rolls a d6 and on a result of 1 or 2 the beast will appear. It will only attack the (sleeping) cursed character, and will try to sneak past any guards (which it will manage to do on a 1-3 on a d6). It is akin to a jet black panther with no visible eyes, and has a large maw with teeth that glow reddish in the darkness. Its bite does 2d6 damage and when the character wakes up from the bite or if it is discovered by others it will bolt back into the night.

33# Curse of No Ammo

The character will never find ammo when scrounging. Even when the character just helps in the search the quantity of ammo found will be halved. Same is true for ammo that is determined to be found (by circumstances/the adventure).

34# Curse of Polluted Water

When the character looks for drinkable water in the wild there is a 50% chance that any water source found is polluted. This could be due to a cadaver, radioactivity or environmental toxins (GM's choice).

35# RAD Curse

Radiation damage is never minor for the character. Whenever the character suffers damage from radiation, all damage dice that show a result of 1-3 are treated as "4" instead.

36# Rusted Shut

Whenever the character tries to force a door open the GM may decide that the door is rusted shut. The PC will then need three successful tests to open it up (not in a row, so). The same is true for hatches and the covers of containers.

37# Curse of Rusty Armor

If the character wears metal armor it will inexplicably begin to rust in a matter of days. After 2d6 days, the AC of the armor is increased by one and by another one after the start of each new adventure.

38# Curse of Sickliness

A pallid complexion, bloodshot eyes and a sniveling are among the more harmless things the character will never get rid off. All Saving Throws made to resist an infection or an illness are -2.

39# Curse of Smoking Fire

It does not matter how or from what the character makes a camp fire, it will always produce thick, dark smoke that will give the its position away to everyone in the immediate surrounding (and thereby increases the chance of unwanted attention).

40# Curse of the Taste of Rot & Poison

EVERYTHING the character consumes tastes unwholesome or downright toxic. In order to drink and eat enough the PC needs to pass an **Ability check vs. Willpower** or will suffer from a (-1) penalty to all tests till she eats enough to sustain her body. The penalty is cumulative, but is turned into a bonus for the daily Willpower test (hunger makes one eat whatever is there).

41# Curse of of the tearing Backpack

Once per session the GM may roll a d6 to check if the backpack of the character tears (which it will one a result of 1). It is up to the GM if it merely drops to the ground or if its contents spill out.

42# Tetanus

The character's chances for a Tetanus infection are increased by 50%.

43# Curse of the Talking

Out of a compulsion the character starts to constantly talk or whisper to herself, and is not even fully aware of it. In order to keep one's mouth shut the PC needs to pass an **Ability test vs. Willpower**. The character will furthermore suffer a (-2) penalty to all social interaction rolls.

44# Curse of Trust No-One

Distrust becomes the character's second nature. Aside from those already on good terms with before, she will never let anyone else close. All attempts by the character to determine the if an NPC speaks the truth or is trustworthy will always bring about the same result: that the NPC is not.

45# Curse of Vicious Rats

Rats will ALWAYS react aggressive to the character, and when she surprises some they will try to bite her at least once before they flee.

46# Curse of Voracious Energy Weapons

All energy weapons that the character uses may completely empty the source they are fed from within one shot, without prior warning (when at least one of the damage dice shows a result of "6+").

47# Curse of the Vulture's Mark

Vultures and other avian scavengers quickly begin to circle above the character once she is out in the wild. Those in turn attract the attention of predators: animal and marauder alike. The chances for a random encounter with such are increased by one (or 15%) when the character is "out in the wilds".

48# Wasted by the Sun

The sun at noon drains away the characters strength like a leech sucks blood, and during the hour before and after noon the PC suffers a (-4) penalty to all damage rolls and tests to force doors open, as well as to all Ability checks vs. Strength.

49# Curse of the Weapon Jam

Modern firearms the character bears tend to jam, no matter how well maintained they are. The first time the PC tries to use a firearm in a conflict the GM rolls a d6. On a result of 5 or 6, it jams and does not fire (until cleared).

50# Zombie Curse

Every human (or intelligent humanoid) that the character kills will be resurrected as a Zombie 1d6 combat rounds after its death, unless its head is severed or its brain is destroyed before the time is up.

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