

# CURSES

Curses are powerful things. Those adept at applying curses can cripple their enemies or even bind them to alternative dimensions.

Following on from the discussion note on the application of poisons, the creation and application of curses has also been reviewed in light of creating a new, simple and fair mechanism.

## TYPES OF CURSES

As for poisons, there are broadly two types of curses, combat and situational. The situational curses can be split into object curses and “special” situational curses.

### Combat Curses

Combat curses are the only curses that can be cast upon the intended target in the same way as any other spell. The mechanics of the curse are very simple to understand (essential when in a combat situation) and they have fixed durations, typically 30 seconds. These curses can also be applied in the same way (intentionally or accidentally) as object and special curses.

### Object Curses

Object curses are created through the performance of a ritual focussed over the target object. Power sources are used to determine the duration of the curse and the observing referees will determine the success or failure of the ritual (as for all other rituals). As well as involving individuals trained in ritualism, there must be at least one participant trained in the use of curses.

If a player character (PC) equips a cursed object (by putting on a cursed piece of armour or using a cursed weapon), they are unable to remove or put the item down until the curse has been removed.

If a curse is intended to target a specific individual, be that a non-player character (NPC) or PC, there are specific criteria that must be followed to ensure a fair process. Without this, the curses have exceptionally strong PvP (player versus player) effects that could destabilise a system that is not designed for PvP (but does not ban such actions).

- A personal item (taken prior to the ritual and returned at the end) or a likeness (clearly identifiable by the overseeing referees as the target) of the target must be used as a focus for the ritual.
- The location of the target must be known during the ritual; one of the referees observing the ritual will go to the target during the ritual, following the instructions of the ritual participants. If the target is not at the prescribed location, the ritual will fail.
- The length of the ritual will be governed by the time it takes for one of the observing referees to go to the target location and return. This prevents rituals being carried out quickly in remote locations.

When the observing referee finds the target of the curse, they will inform them of an unnatural feeling or sensation of unease. This will give the target a subtle clue that something is happening to them, allowing them to take remedial actions (such as trying to locate and halt the ritual or finding someone trained in the “resist curse” spell).

### Special Curses

Special curses are situational and are likely only to be created in very specific circumstances. They will likely only be cast as rituals either on specific items (to be used as traps for the intended target) or on individuals during targeted rituals (for instance, the banishment of a specific demon during a large combat encounter). Due to the specific nature of the curses, the rituals are likely to be unique to the situation and so will not be touched upon in greater detail here.

## CURSE DURATION

The duration of combat curses is detailed in the spell lists of the classes with access to the spells; typically the duration is of the order of 30 seconds.

The duration of all other curses is dictated in a slightly different fashion. As part of the ritual to create the desired curse, curse power sources need to be used to specify the duration; the more sources are used, the longer the duration of the curse, as detailed below:

Number of power sources	Duration of curse
1	1 hour
2	6 hours
3	24 hours
4	6 months
5	1 year

Power sources are created by an independent ritual; this ritual requires specific material components per power source. The power sources are fragile items and must be handled appropriately; if they are broken outside of a ritual, they will bestow a random curse upon the person carrying the source.

## LIST OF CURSES

Type	Name	Effect
Combat	Blindness	The target cannot see
Combat	Paralysis	The target cannot move at all
Combat	Polymorph	The target believes they are another creature, as specified at the time of cursing
Combat	Silence	The target cannot speak or make any noise
Object	Confusion	The target's maximum spell point (MP or PP) pool is reduced by half; any points in excess of this are lost
Object	Doom	The target takes a point of damage to the chest every hour; this damage cannot be healed until the curse is lifted
Object	Frailty	The target's base hits are reduced by a level, to a minimum of 1/1
Object	Lethargy	The target's maximum offensive point (OP) pool is reduced by half; any points in excess of this are lost
Object	Necrosis	Any damage suffered by the target cannot be healed by any means
Object	Recklessness	The target's maximum defensive point (DP) pool is reduced by half; any points in excess of this are lost

Object	Weakness	The target's encumbrance limit is reduced by half; cannot carry anything above this new limit
Special	Banishment	The target is shifted to another plane (specific plane to be determined by the ritual and decision of the referees)
Special	Planar binding	The target cannot leave the plane it is on at the time of cursing
Special	Undeath	The target's body dies but its mind does not leave the body, effectively turning the target into an undead creature

All intentional object and special curses will require input from the referee team, as will combat curses cast as rituals. At the end of a successful ritual, the referees will attach a card with the details of the curse to the target object with a treasury tag; if the target of the ritual was an NPC or PC, the referees will hand the card to them. The card details the name of the curse, its effects and the duration of the curse. The curse card can only be removed by a referee either at the end of the specified duration or after the successful removal of the curse via spell or ritual.

## ACCIDENTAL CURSES

All of the curses can be created accidentally by rituals that fail for one reason or another. If this happens, the observing referees will attach the curse card to the accidental target object or hand it to the target individual. The duration of the accidental curse will be determined by the referee at the time and will be noted on the curse card. The curse can be removed in the same way as any other curse.

## IDENTIFYING CURSES

If an item (magical or otherwise) is cursed outside of the mechanisms described here (for instance, a dagger found in an abandoned temple), it will not be obvious to the casual observer. It will have a magical item card with a brief description and number (e.g. "dagger" 41). When the identify spell is cast upon the item, a referee will simply attach the identified curse card to the original item card, along with any other intentional magical effect descriptions. The curse card can be removed in the same way as any other curse.

## REMOVING AND RESISTING CURSES

Curses can be removed either by performing a specific ritual over the affected item or individual, or by targeting the affecting item or individual with a "remove curse" spell.

The effects of curses can be resisted if the affected individual is targeted by a "resist curse" spell. This spell does not remove the curse or allow for a cursed object to be taken off or dropped; it negates the effects of the curse for 30 minutes, allowing for the preparation of a ritual or spell to remove the curse. The "resist curse" spell can also be used if a targeted individual recognises the unnatural feeling or sensation of unease reported by a referee during the ritual casting of a curse. Again, this does not remove the curse but delays the onset of effects, allowing for remedial actions to be taken.