

# A Compendium of Common Curses

A book containing Beginner-level Curse spells

## Confound

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *lombus*  
**Duration** 10 seconds  
**Range** Sight  
**Negation:** Blockable and Dodgeable

The target suffers a 1-point penalty to all checks for the duration of the spell.

## Curse of the Bogies

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *Mucous ad nauseam*  
**Duration** 1 day  
**Range** Close  
**Resist:** Vitality

A fine green mist floats from the end of your wand, into the face of the target. On a failed Resist, they contract an awful cold. The target becomes visibly ill, their nose drips snot constantly, and their throat is sore.

Every time they open their mouth to speak, they must succeed a DV 8 Vitality Resist to avoid sneezing. Sneezing during a spell incantation causes the spell to fail.

## Stickfast

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *colloshoo*  
**Duration** 15 seconds  
**Range** Close  
**Resist:** Strength  
**Negation:** Blockable and Dodgeable

If this spell strikes a target, it glues their feet to the ground, setting their movement speed to 0 (though it does not effect magical transport such as apparation). The target may use a major action to perform a Resist check to break free.

## Taste of Blood

*Beginner-level Maledictions (Curse)*

**Spell Type:** Ward  
**Incantation:** *sanguinifors*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Intimidation

You place a cursed ward onto a target of your choice, if they fail to Resist.

This ward allows you to deal an additional 1d4 damage whenever you perform a damage roll against this target. This increases to 1d6 if you had damaged the target before casting this spell.

The additional damage increases by 1d4 (or 1d6 if damaged) for every additional casting-level dedicated to this spell.

## Trip

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *lubricor*  
**Range** Close  
**Resist:** Acrobatics

If the target is moving this turn cycle and fails to Resist, they go sprawling onto the ground taking 1 bludgeoning damage, and take the *Prone Position* status.

