

CurseHandler

- + bool Skill3Disabled
- + bool Skill1Only
- + bool MoreVulnerable+ bool MonsterBuff
- + bool MoreMonsters
- + bool TwoBosses
- + override void _EnterTree()
- + override void _ExitTree()
 + static bool IsActive
 - (Curse curse)
 + static void ActivateCurse
- (Curse curse)
 + static void DeactivateCurse
- + static void DeactivateCurse (Curse curse)
- + static void ClearAllCurses()