





<b>Curse / Wound</b>	<b>Number</b>	<b>Needed by</b>	<b>Writer</b>
Tulpa possession effects	10 of each	Fri PM	Jon
Things Coming Together Go Awry	5 total	Fri PM	Erin
Harrier Effects	5 of each	Fri PM	Ian
Archipelago Wounds	Erin to sort?	Fri PM	Erin
Folded Legionnaire	8 total	Sat PM	Erin
Folded Recruit	40 total	Sat PM	Erin
PLV	Erin to sort?	Sat PM	Erin
Curse of...	30 of each	Sun	Kat
Red Gambler	30 total	Sun	Kaitie
Close to 350 total?			

<p><b>CURSE: Starry-Eyed</b> 41930</p>  <p>1</p>	<p>Your vision is briefly consumed by the image of a shining cup. This is followed by a rush of warmth and a lasting drive to <u>bring people together</u>. This might take total control of you, be a subtle influence, or something between.</p> <p>This will pass if you deliberately break something, or by Time Out on Friday at the latest. (You may also choose out-of-character to end it before then.)</p>
<p><b>CURSE: Starry-Eyed</b> 41930</p>  <p>2</p>	<p>Your vision is briefly consumed by the image of a shining bird. This is followed by a rush of energy and a drive to <u>seek new knowledge</u>. This might take total control of you, be a subtle influence, or something between.</p> <p>This will pass if you deliberately say something untrue, or by Time Out on Friday at the latest. (You may also choose out-of-character to end it before then.)</p>
<p><b>CURSE: Starry-Eyed</b> 41930</p>  <p>3</p>	<p>Your vision is briefly consumed by the image of a shining web. This is followed by a lasting drive to <u>find significance in seemingly trivial things</u>. This might take total control of you, be a subtle influence, or something between.</p> <p>This will pass if you deliberately ignore your surroundings for a few minutes, or by Time Out on Friday at the latest. (You may also choose out-of-character to end it before then.)</p>
<p><b>CURSE: Starry-Eyed</b> 41930</p>  <p>4</p>	<p>Your vision is briefly consumed by the image of a shining tree. This is followed by a lasting <u>conviction in your actions and beliefs</u>. This might take total control of you, be a subtle influence, or something between.</p> <p>This will pass if you deliberately compromise on something, or by Time Out on Friday at the latest. (You may also choose out-of-character to end it before then.)</p>

**CURSE: Starry-Eyed**

41930



5

Your vision is briefly consumed by the image of a vast snake. This is followed by a sense of infinite possibility, and the lasting drive to reinvent yourself. This might take total control, be a subtle influence, or something between.

This will pass if you deliberately stick to old habits, or by Time Out on Friday at the latest. (You may also choose out-of-character to end it before then.)

**CURSE: Starry-Eyed**

41930



6

Your vision is briefly consumed by the image of a water-logged figure. This is followed by a sense of crushing darkness and horror, the feeling that everyone around you is very, very far away.

This will pass if you receive an anointing, or by Time Out on Friday at the latest. (You may also choose out-of-character to end it before then.)



**Wound: Disorientation and confusion**

You have a deep-seated sense that what is going on is not completely real. Everything is just so beautiful and peaceful.



**Physick:** The patient has taken a hallucinogen and the only thing to do is ride it out. They also have mild exposure symptoms, but nothing that a little rest in a warm environment will not cure - or a dose of bladeroot.

**Wound: Terrible cramps and nausea**

Your belly hurts, your legs feel like jelly, and your vision greys. You got no sleep. You feel like you have thrown up everything you have ever eaten. You are freezing. Shiver.



**Physick:** The patient has food poisoning, dehydration and mild exposure. They would benefit from a poison cure and a little rest in a warm environment - or one dose of Imperial Roseweald and one of Bladeroot - but none of this is life-threatening.

**Wound: Knee Pain**

Your knee is extraordinarily painful. Walking is almost impossible. Bending or straightening it is very unpleasant. You are freezing cold. Shiver.







**Physick:** A pulled muscle or two on top of mild hypothermia and a bad attitude. The treatment is to mobilise the joint, keep moving and limp to somewhere warm. Marrowort for the pain or Bladeroot for the hypothermia are optional.





**Wound: Leg Pain**

Your leg kind of hurts. You can walk on it. Slurred speech and mild confusion. Your skin is cold to the touch.



**Physick:** This patient has hypothermia and a fractured shin. They need Cerulean Mazzarine for the leg and Bladeroot for the hypothermia.

<p><b>Wound: Fever, cramps, nausea</b></p> <p>Mustn't grumble. Maybe you've caught a cold or something. The others are worse off. You've got a bit of a fever and the odd ache and pain.</p> 	<p><b>Physick:</b> This patient has eaten something seriously poisonous, some hours ago. It is too late to get it out of their system, but a dose of Imperial Roseweald should mean they pull through.</p>
<p><b>Wound: Slurred speech and confusion, skin cold to touch</b></p> <p>Everything is too much. It's all very confusing. You're not particularly sure what's going on any more. How about you just have a sit down?</p> 	<p><b>Physick:</b> This patient has a serious case of hypothermia. Bladeroot will treat the symptoms right now, but they need to spend tonight somewhere warm.</p>
<p><b>Wound: Everything Hurts</b></p> <p>You are too hot and too cold at the same time. It is all too much.</p> 	<p><b>Physick:</b> This patient is faking it.</p>
<p><b>Wound: Dizzy, aches and pains, premonitions of death</b></p> <p>You are dizzy, with random aches and pains.. You have a terrible sense of doom. You are certain that you are going to die.</p> 	<p><b>Physick:</b> This patient is faking it.</p>

<p><b>LIFE IS PAIN</b></p> <p>Darkness squats in your mind. You have received a deeply rational and persuasive insight into the utter pointlessness of existence. Why do anything, really?</p> 	<p><b>Insight:</b> This is a strength 1 aura. It will fade if the target leaves Screed for a full season, or receives an anointing or exorcism.</p>
<p><b>PASSION IS ALL</b></p> <p>Darkness squats in your mind. You are in a bad place, but the STRENGTH of your HEART shall WIN YOU FREE! ONWARDS!</p> 	<p><b>Insight:</b> This is a strength 1 aura. It will fade if the target leaves Screed for a full season, or receives an anointing or exorcism.</p>
<p><b>DARKNESS RISING</b></p> <p>Darkness squats in your mind. Negative and unhelpful thoughts are amplified. Positive and cooperative ones are muted.</p> 	<p><b>Insight:</b> This is a strength 1 aura. It will fade if the target leaves Screed for a full season, or receives an anointing or exorcism.</p>
<p><b>VILLAINY!</b></p> <p>Darkness squats in your mind. You feel increasingly motivated to behave in an exaggeratedly villainous manner.</p> 	<p><b>Insight:</b> This is a strength 1 aura. It will fade if the target leaves Screed for a full season, or receives an anointing or exorcism.</p>

### **DARKNESS IMMANENT**

Darkness squats in your mind. Negative and unhelpful thoughts are amplified. Positive and cooperative ones are muted.



# **PROFOUND DECISIONS**

**Insight:** This is a strength 3 durable aura.

### **UNCOOPERATIVE AND OBSTREPEROUS**

You paid HOW MUCH money for this AWFUL trip? No, you do not want to go to Anvil - you want a REFUND.



# **PROFOUND DECISIONS**

**Insight:** The target has no aura upon them. This is just who they are.

### **BARGAINING**





You are a BIG SHOT. You are IMPORTANT. Your problems are the MOST IMPORTANT. How about YOU get some help RIGHT NOW?







# **PROFOUND DECISIONS**






**Insight:** The target has no aura upon them. This is just who they are.



<p><b>Curse of the Philomath</b> 41758</p> 	<p>When someone asks you a question, you want to urge them to find out for themselves. You are keen to encourage them to try the thing, or read the book you read or learn their own way. You might go out of your way to help them with this. If you give a direct answer to a question, you experience a short, sharp pain. The curse will wear off naturally at sundown.</p>
<p><b>Curse of an Empty Mind</b> 41759</p> 	<p>You feel a creeping sense of cold, emptiness or loneliness. You are keen to push it away, seeking out temporary relief which you may find by a fire or surrounded by friends, engaged in debate, practising physical pursuits or learning something. The curse will wear off naturally at sundown.</p>
<p><b>Curse of Grasping Hands</b> 41760</p> 	<p>You become highly aware that things fade or can be taken away from you. This could mean resources, people or knowledge. You may react by jealously guarding the things that you do have or by seeking out more and more of them. The curse will wear off naturally at sundown.</p>
<p><b>Curse of Sharpened Instinct</b> 41761</p> 	<p>You grow deeply curious about how taking part in this game of risk makes you feel. You have a strong desire to try again - or to experience risks in other ways. If you spend time not exploring this curiosity, you begin to experience minor itching and irritation. The curse will wear off naturally at sundown.</p>

<p><b>Things Coming Together Go Awry - 41939</b></p> <p>You feel a truth weighing upon you: everything here will break. Lovers will one day hate each other. Friends will fight. Nobody can rely fully on another person. Wounds, even once healed, are likely to open once again. One day, all of this will be nothing but dust... (continued on other side)</p>	 <p>This knowledge makes it difficult for you to fully trust others. You are unable to be targeted by the create bond spell, and cannot benefit from your membership of any bands (you may not contribute to coven rituals, sect ceremonies, you do not benefit from your banner's gonfalon). This curse does not affect the egregore bond. The curse lasts until just before the autumn equinox unless removed. (Cast detect magic to find out more.)</p>
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<p><b>CURSE: Folded</b> <b>Legionnaire - 41969</b></p>  <p>When you carry out someone else's orders, you may call CURSE on them, and give them one of your extra lammies. (this does not require a referee's presence). The ability to call CURSE lasts until the end of the event, or until you run out of lammies. This curse will last for a year unless removed.</p>	<p>You feel a crushing awareness of the expectations that have been placed upon you by others. It is difficult to reconcile your need to fulfil these expectations with your own personal ambitions and desires. From time to time, you feel an intense temptation to abandon your current duties and instead seek new ambitions. Supporting someone to achieve something you disagree with temporarily gives you relief from this curse.</p>
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<p><b>CURSE: Folded Recruit</b> 41970</p> 	<p>You feel a crushing awareness of the expectations that have been placed upon you by others. It is difficult to reconcile your need to fulfil these expectations with your own personal ambitions and desires. From time to time, you feel an intense temptation to abandon your current duties and instead seek new ambitions. Supporting someone to achieve something you disagree with temporarily gives you relief from this curse. This curse will last for a year unless removed.</p>
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**CURSE: Burned Memory**

41971



You struggle to remember the contents of your vision. Trying to recall the vision causes you to feel as if your mind is consumed in flame.

When this happens, you can choose to either stop thinking about the vision, in which case the pain ceases. Or you can push through the pain and continue to remember anyway, in which case you are immediately affected by WEAKNESS, which can be cured in the normal ways. If you recall the vision a second time before the weakness is cured, you fall to zero hits and begin your death count. This curse will last for a year unless removed.





**CURSE: Burned Memory**

41971











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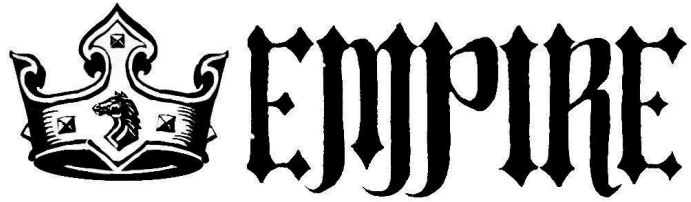
<p><b>CURSE: Truth Unspoken</b> 41730</p>  <p><b>PROFOUND DECISIONS</b></p>	<p>You feel driven to hide what you have witnessed in the vision. If you reveal the contents of the vision to anyone, open this lammy.</p> <p>This curse will last for a year unless removed.</p>
<p><b>Stomach Wound</b> Use physick skill to open</p>  <p><b>PROFOUND DECISIONS</b></p>	
<p><b>Oozing Stomach Wound</b> Use physick skill to open</p>  <p><b>PROFOUND DECISIONS</b></p>	
<p><b>Aggravated Stomach Wound</b> Use physick skill to open</p>  <p><b>PROFOUND DECISIONS</b></p>	

Tearable lammies (PLV + Archipelago) Interior

<p>You feel an intense burning in your throat and begin to cough up blood. Speaking more than a few words at a time makes you uncomfortably dizzy. If this condition has not been treated by an hour before time out on Sunday, see a ref.</p>	<p>With the physick skill: the patient's throat has been lacerated as if by tiny needles. To treat them you will need to drain the blood and close the wounds.</p>
<p><b>Stomach Wound</b></p> 	<p>Objects have lodged themselves inside this open wound. The objects must be removed and then the wound cleaned before it can heal. Once cleaned, the wound will heal naturally given time.</p>
<p><b>Oozing Stomach Wound</b></p> 	<p>Objects have lodged themselves inside this open wound. The objects appear to be reacting negatively with the herald's tissue and are poisoning it. The objects must be removed and the wound treated with a poultice of True Vervain and Imperial Roseweald.</p>
<p><b>Aggravated Stomach Wound</b></p> 	<p>This is an open wound which someone or something appears to have interfered with. To treat, objects must be removed from it and the wound must be cleaned. A dressing or covering should be applied to ensure it isn't irritated further by whatever has been aggravating it.</p>

<p><b>CURSE: Red Gambler</b> 41974</p>  <p><b>PROFOUND DECISIONS</b></p>	<p>You have a creeping sense of unease and feel convinced that something bad is going to happen soon. When something bad happens either to or near you, discard this card.</p>
<p><b>CURSE: Red Gambler</b> 41974</p>  <p><b>PROFOUND DECISIONS</b></p>	<p>You have a creeping sense of unease and feel convinced that something bad is going to happen soon. When something bad happens either to or near you, discard this card.</p>
<p><b>CURSE: Red Gambler</b> 41974</p>  <p><b>PROFOUND DECISIONS</b></p>	<p>You have a creeping sense of unease and feel convinced that something bad is going to happen soon. When something bad happens either to or near you, discard this card.</p>
<p><b>CURSE: Red Gambler</b> 41974</p>  <p><b>PROFOUND DECISIONS</b></p>	<p>You have a creeping sense of unease and feel convinced that something bad is going to happen soon. When something bad happens either to or near you, discard this card.</p>
<p><b>CURSE: Red Gambler</b> 41974</p>  <p><b>PROFOUND DECISIONS</b></p>	<p>You have a creeping sense of unease and feel convinced that something bad is going to happen soon. When something bad happens either to or near you, discard this card.</p>





Location Aura - Pride of Prowess - Magnitude 20

Standing at this stall you feel an urge to step inside and perform to the people around you, or otherwise show off your talents.

After a few minutes this urge will fade, replaced by a drive to encourage someone else to take your place.