

Curse

Effect

Lower's the player's health equal to the amount of one death (5%), as well as turning them hollow if they are not already. Curse does nothing once one's maximum health has been reduced to half.

Curse bypasses the Ring of Life Protection, but not the Ring of Binding.

Enemy Causes of Curse

Cause of Curse	Location
Curse Jar	Shaded Woods Shrine of Amana Huntsman's Copse
Lion Clan Warrior	Shaded Woods
Undead Peasant	Brightstone Cove Tseldora
The Pursuer (when their sword glows blue)	Forest of Fallen Giants Lost Bastille Iron Keep Drangleic Castle
Ashen Idol	Brume Tower
Nashandra	Throne of Want
Painting of the Queen	Drangleic Castle

Resisting and Avoiding Curse

- The hollowing effect of Curse can be reversed by using a Human Effigy
- Increase the Attunement and Adaptability stats, which raise Curse Resist
- Cast Perseverance (increases resistance by 300 points for 120 seconds)
- Cast Iron Flesh (increases resistance by 200 points for 25 seconds).
- Equip the Cursebite Ring (increases resistance by 400 points)
- Equip the Ring of Resistance (increases resistance by 120/200 points)

- Equip Yorgh's Spear (increases resistance by 70 points)
- Equip various Curse-resistant armors
- Equip the Ring of Binding, which lessens the effect of curse
- Equip Hollow Skin to boost Curse resistance by 1000, which effectively makes the player immune to Curse.
- Equip Black Witch Veil to boost Curse resistance by 1000, which effectively makes the player immune to Curse.
- Block with shields that have high Curse resist
- Equip one of the crowns (King's Crown, Crown of the Sunken King, Crown of the Old Iron King, Crown of the Ivory King) when Vendrick's Blessing was obtained and become immune to Curse.

Notes

- Players cannot cause curse.
 - Phantoms will not suffer the effects of curse.
-

Revision #1

Created 17 December 2024 07:52:57 by jade

Updated 17 December 2024 07:52:57 by jade