

Roleplaying Effect: You feel unwell and feverish, and your skin begins to itch constantly. If you are wounded your wounds often weep pus. You are prone to fevers, chills and a general malaise of sickness which become worse when outside during nightfall. This persists for one year unless removed.

Mechanical Effect: This curse lasts for a year (until the start of the *Profound Decisions Empire* event four events from now). Whilst it lasts you are under the effect of *VENOM*. This venom cannot be removed by any means as long as the curse remains in effect. Any resources used to try and remove the venom condition are consumed without effect. You are more likely to suffer infected wounds and similar complications; you should see a referee after any significant engagement (a battle, skirmish or similar) in which you lost hits to see if your wounds are festering. You must see a referee after any engagement in which you were dying. If you become terminal while under this curse, you are likely to be overwhelmed with feverish delirium and suffer a slow, agonising death as the flesh rots from your bones.