

Lords of Gossamer & Shadow

# Addendum: Blessings & Curses



by Jason Durall





Rite Publishing Presents:

## Addendum: Blessings & Curses

**Calais** (Author): Jason Durall

**Lucien** (Editor): Perry Grosshans

**Drake** (Cover Artist): Dennis Darmody

**Door Wardens** (Interior Artists): Dennis Darmody,  
Vincent Ptitvinc, and Sutthiwat

**Dayle** (Trade Dress): James "Devin Night" Hazelett

**Vafa** (Layout and Publisher): Steven D. Russell

**Special Thanks** to Christopher "Kit" Kindred  
for always being awesome with feedback.

**Based on Lords of Gossamer & Shadow by Jason Durall**

Addendum: Blessings & Curses Copyright © 2014 Steven D. Russell All rights reserved. Lords of Gossamer and Shadow Copyright © 2012-2013 Steven D. Russell All rights reserved. Erick Wujcik's Diceless Role-Playing and associated marks and logos are trademarks of Diceless by Design Publishing, LLC, and are used under license. See [http://Rpg.drivethrustuff.com/product\\_info.php?products\\_id=1447](http://Rpg.drivethrustuff.com/product_info.php?products_id=1447) for more information on Erick Wujcik's Diceless Role-Playing. Some rights reserved. The image on page 3 by Vincent Ptitvinc is licensed under a Creative Commons Attribution-No Derivative Works 3.0 License. <http://creativecommons.org/licenses/by-nd/3.0/> The image on page 4 by Sutthiwat is licensed under a Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/>

# Blessings & Curses

The Eidolon and the Umbra are inarguably the most powerful forces in the infinity of the Gossamer worlds. At a lesser tier are the magic powers and occult traditions such as Invocation, Wrioting, Sorcery, and Cantrips. There are other powers akin to those, however, including the ability to lay blessings or curses upon a chosen subject. As with the other powers described in the *Lords of Gossamer & Shadow* core rulebook, the **Blessings & Curses** power works throughout the Grand Stair and the Gossamer worlds, though its potency may vary world to world.

## Blessings & Curses [35 Points]

All through the Gossamer worlds, holy men and magicians have been able to bestow conditions—favorable or unfavorable—upon a particular subject. These conditions take the form of blessings or curses, drawing mana from the Gossamer worlds to create a magic construct attached to the intended subject for a planned duration, performing upon them a set of desired effects. Those who are able to bestow blessings or curses are called (for want of a better term) *magicians*, though in their Gossamer worlds of origin they could be priests, enchanters, wizards, shamans, witches, etc.

The 35 point cost of the Blessings & Curses power includes 15 points for the actual ability to create and cast blessings and curses, with the remaining 20 points



used as the pool from which the blessings and curses are paid for. When a blessing or curse (i.e., a condition) is created, the magician selects a variety of aspects that define its qualities—severity, influence, persistence, dismissal—determines its duration, and totals the point cost. This total is then subtracted from the pool of points. This pool can be increased by spending additional points during character creation or character advancement, if so desired.

If the magician has the points available in the pool, the blessing or curse is made active and must be delivered through close contact, psychic contact, sorcery, Icon contact, or some other means. If the magician does not have the points available, any points required are applied

to the magician in the form of Bad Stuff. If the magician has Good Stuff, the points are subtracted from that total, potentially reducing the magician to Zero or Bad Stuff.

While the condition is active, the points spent are considered unavailable and cannot be used by the magician. When a condition expires, is dispelled or deactivated, any points drawn from the magician's pool are returned to the pool and are available for use. Any points of Bad Stuff the magician incurred are considered permanent and any points of Good Stuff the magician used are lost. For these reasons, it is important for any magician to carefully consider how many blessings or curses they bestow, and to budget carefully. Gamemasters may choose to keep the magician's current pool secret from the player, encouraging greater caution and consideration.

*Favored Attributes for Blessings & Curses.* As with most magic powers, Psyche is the dominant Attribute used in casting blessings and/or curses. Stuff is the second most important player characteristic, as any over-spent points are subtracted from the magician's Stuff.

## **Blessings, Curses, and Stuff**

Though a condition may seem similar to the effect of having Good or Bad Stuff, it is a magical effect and works independently of Stuff, whatever the value and nature of that Stuff. A character with high Good Stuff may have a curse that brings them misfortune, while a Bad Stuff

character may have a blessing that benefits them. Stuff is also an inner quality, intrinsic to the character, while a blessing or curse is an external force bestowed upon the character, willingly or otherwise. Some blessings or curses may seem as if the recipient had an amount of Good or Bad Stuff applied, but generally, the effects should be more specific.

## **Building Blessings & Curses**

This power is used by the magician to create an effect that influences a desired subject's state in a positive or negative fashion. The following three steps are required to successfully build a condition (blessing or curse) and to bestow it upon the intended subject.

### **Step One – Describe the Condition**

The magician determines whether it is a blessing or a curse, and describes its nature in as specific terms as the gamemaster requires. Vague and unspecific conditions are less likely to affect the subject and may be potentially offset by the subject's Good or Bad Stuff, while well-defined conditions are more likely to have their desired effect.

### **Step Two – Define Qualities**

The magician then defines the condition in terms of its qualities: severity, influence, persistence, dismissal, and duration. Any condition requires each of these, meaning that the minimum cost for a condition is 5 points (1 point per quality).

### Step Three – Cast the Blessing or Curse

As noted in the power's description, the magician must then cast the condition upon the subject using one of a variety of means. These methods are the most likely:

- **Psychic Contact:** The magician may bestow the condition upon an intended subject through psychic contact. If the condition is not wanted, the magician must defeat the intended subject in psychic conflict in order for the condition to take effect.
- **Wrighting:** A special type of Icon can be created that, once used, will bestow the condition onto the intended subject. Such an Icon is called a *fetish*. This fetish cannot be used for any of the traditional Icon effects (such as communication or psychic contact), and must be a likeness of the subject, even if it is a crude one. If the fetish is destroyed, the condition is lifted. The fetish has durability equal to the points spent on the Dismissal quality: the 1-point version is easy to destroy while the 4-point would be extremely difficult to damage or destroy.
- **Sorcery:** A sorcerer can create a sorcery spell with the specific purpose of creating a link between the sorcerer and the intended subject of the condition, and then use that spell to bestow the condition onto that subject. As with psychic contact, if the subject is unwilling, the magician must defeat them in psychic conflict for the condition to take effect. Similarly, a sorcerer can create a warded area with a spell that will trigger the condition



when a certain set of circumstances are achieved (walking through it, etc.).

- **Invocation:** An Invoker can use the intended subject's True Name to bestow a condition upon the subject, using the "Evoking in Magic" ability.
- **Other Means:** The gamemaster may allow player characters to devise other means of bestowing conditions upon the intended subjects, such as rituals, wards, possession of a particular item, or even a certain circumstance (bitten by an enchanted creature, etc.).

### Qualities

**Severity.** This determines how severe the condition is. This is a general description, and subject to the gamemaster's approval.

Quality	Cost	Description
<b>Mild</b>	<b>1 Point</b>	The effect of the condition is minor, affecting the subject to a small degree, such as minor illness or bad luck, animals being repelled or attracted to the character, or the removal of such effects or conditions.
<b>Middling</b>	<b>2 Points</b>	The effect is moderate, affecting the subject in a way that is difficult to ignore but is not incapacitating. Examples are serious illness, a streak of good fortune, animals attacking or befriending the character, terrible luck, protection against evil magic, etc.
<b>Severe</b>	<b>4 Points</b>	The condition's effect is significant, affecting the subject in a profound way that is undeniable and life-altering. Examples are terminal illness, calamity, animals behaving in an extraordinary fashion around the character, baneful magic, a powerful aura of protective magic, etc.

**Influence.** Influence measures how widespread the effects of the condition are, such as whether they are centered on a single subject or if they extend to affect others in a wider range around the subject.

Quality	Cost	Description
<b>Specific</b>	<b>1 Point</b>	The subject of the condition is a single individual, item, or a small place (a single room or smallish outdoor space, for example).
<b>Localized</b>	<b>2 Points</b>	The subject is a subset or group of beings, up to a dozen specific items, or an area as large as a building or castle.
<b>Widespread</b>	<b>4 Points</b>	The subject is a large group of beings or items (up to fifty or more), and can extend to an area the size of a town.



**Persistence.** Persistence is a measure of how often the condition affects the subject. The more points invested in it, the more often the effects are felt.

Quality	Cost	Description
<b>Infrequent</b>	<b>1 Point</b>	The condition occurs infrequently and unpredictably, lasting for a variable amount of time when it does take effect.
<b>Regular</b>	<b>2 Points</b>	The condition is in effect more often than not, though the subject may go for periods where the condition seems inactive.
<b>Ongoing</b>	<b>4 Points</b>	The condition is continual, always on, and the subject is rarely, if ever, given a moment of respite from its effects.

**Dismissal.** Blessings or curses are not always welcome, and the subjects of them may wish to be free from those effects. The dismissal quality determines how difficult the condition is to dispel, and what methods may be required.

Quality	Cost	Description
<b>Easy to Dismiss</b>	<b>1 Point</b>	The condition is easily dismissed, and can even be temporarily banished by use of the "Nullify" cantrip. Other means of dismissing it may include Sorcery, Invocation, or even casual exposure to the Eidolon or Umbra. Generally the condition must be specifically targeted by these powers, but if the subject is exposed to a significant amount of magical energy, the condition may be dispelled inadvertently. The magician who created the condition can dismiss it at will, taking at least 1 minute per point the spell cost.
<b>Requires Effort to Dismiss</b>	<b>2 Points</b>	The condition requires some effort to dismiss. This may require a concerted effort requiring specific elements or items, rituals, or more direct use of Sorcery, Invocation, or the defensive use of the Eidolon or Umbra. Lesser-powered efforts may take more time. The magician that created the condition must take a while to dismiss it, equivalent to 1 hour per point the condition's cost.
<b>Difficult to Dismiss</b>	<b>4 Points</b>	The condition is extraordinarily difficult to dismiss, requiring defensive use of the Eidolon or Umbra, a risky and/or involved spell, or significant effort using Invocation. Dismissing it may also require the subject to be in a specially consecrated place, or require the expenditure or use of a powerful magic substance, item, or artifact. The magician must spend a full day per point spent on the condition in order to dismiss it.

### Duration

This affects how long the condition is in effect. Once all of the qualities have been determined, the desired duration is selected and the point is multiplied.

Quality	Multiplier	Description
<b>Temporary</b>	<b>x1 Points</b>	The condition lasts a proscribed span of time, measured in days or weeks at the most.
<b>Short-Lived</b>	<b>x2 Points</b>	The condition lasts a period of time spanning months up to a dozen years.
<b>Lifelong</b>	<b>x3 Points</b>	The condition lasts decades, up to centuries.
<b>Generational</b>	<b>x4 Points</b>	The condition will last centuries. If it is bestowed upon a living subject, it will pass along the subject's bloodline to any and all offspring, through at least two additional generations.
<b>Eternal</b>	<b>x5 Points</b>	The condition lasts for eternity, or until dispelled. If it is cast upon a living being it will continue affecting all members of the subject's bloodline until that bloodline ends.

### Blessings & Curses and the Lords of Gossamer & Shadow

Because this power is considered optional content for the patrons of *Lords of Gossamer & Shadow*, none of the existing Lords and Ladies from the core rulebook uses it. If gamemasters wish to assign this power to any of them, the ones that would most likely have it are Dayle, Lucien, Vala, and Mowbray of the Dwimmerlaik.

### Sample Blessings & Curses

The following examples of blessings and curses are provided for player and gamemaster reference.

#### *A Mild Curse [10 Points]*

This is the sort of condition a magician could easily put together when starting out. This curse inflicts a painful and unsightly condition upon the subject, characterized by itchiness, burning, and

peeling skin all over the body. It can be dispelled with any number of magic interventions, though traditional medicine will have little effect. At the cost, the magician can have two similarly-priced blessings/curses in effect at once.

- **Mild** [1 Point]
- **Specific** [1 Point]
- **Regular** [2 Points]
- **Easy to Dismiss** [1 Point]
- **Short-Lived** [x2 Points]

### *A Moderate Blessing [21 Points]*

This is a more powerful blessing, perhaps bestowed by a holy person or supernaturally-divine being. The nature of the effect is that the subject will always be recognized as the rightful ruler of their home realm, whether for good or bad. This blessing might go hand-in-hand with a magic artifact, such as a weapon. It can only be dismissed through the passage of that right to the most legitimate of the subject's heirs. At 21 points, it is slightly beyond the available pool of a starting magician.

- **Middling** [2 Points]
- **Specific** [1 Point]
- **Regular** [2 Points]
- **Requires Effort to Dismiss** [2 Points]
- **Lifelong** [x3 Points]

### *A Major Curse [55 Points]*

This curse bestows the difficult condition of eternal damnation upon the subject, granting them immortality, but coupling



that eternal life with the weight of guilt and an eternity of strife and gloom, forcing them to roam the world in search of inner peace. The subject's name is loathed throughout history, across their world. This curse is coupled with a mark, perhaps an unmistakable quality to the subject's eyes that is instantly recognizable. It only ends with the death of the subject.

- **Severe** [4 Points]
- **Specific** [1 Point]
- **Regular** [2 Points]
- **Difficult to Dismiss** [4 Points]
- **Eternal** [x5 Points]