

Kariverse

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Basic Universe Overview

Magic is and has been a part of society here on Earth since all of recorded history began. Mages, or magic users are rare, maybe only about 175,000,000 worldwide, it's a great honor in most cases to be a mage..There are many out there who may be mages and are not aware of their ability or have yet to truly learn to control it. Many of these individuals would seem to possess extraordinary talent or luck in many endeavors.

Magic is not an inherited ability, anyone can have magic potential, even non-humans. Magical ability is manifested through concentrating Mana in specific ways and configurations. Spells and Curses do not need any spoken words or gestures to be cast, as the mana-flow can be controlled mentally by the Mage. However, incantations and movements can help to guide the mana flow, and are used for more complex spells and curses to minimize chances of failure or to complete a more basic spell or curse with less effort and in less time. Innate Mana control is the primary difference between Mages and Non-mages. Some progress has been made in using Technology to manipulate the Mana-flow, however that technology is in its infancy. Usage of mana drains the overall stamina of a mage over time, sustained spells more so than generally casted spells. Depending on the complexity, curses can take a long time and a lot of sustained mana to cast, making them unsuitable for combat or quick retaliation. Many Mages spend a lot of time "flexing" their Mana-pools in order to increase their overall stamina.

There is a magical council that governs over those with magical potential, they hold power over the magical police force, which has the task of enforcing magic law over Mages. This organization is International and oversees all magical law. Many governments have a Magic advisor who can provide insights into magical happenings, and acts as a liaison to them from the Magic Council. Due to the international nature of the Magic Council, the world saw fit to create a global forum which they called the One Nation of Earth, or ONE. This organization acted as a global government that each nation elected representatives to, and they in turn would elect one of them to lead for a term. The ONE stands on generally equal footing with the council and they work together on many issues facing the globe as a whole. This form of unified government for both Magical and Non-magical citizens has led to a heightened sense of global stability. Individual nations still exist, but they cannot pass internal laws that directly oppose a law passed by ONE.

There are still many mages who act outside the view of the magic council and ONE, underground organizations have spread, the goal to use magic for nefarious purposes and

personal gain, or to spread hate and dissonance. If a person needs a dangerous curse or spell cast many times they will turn to a rogue mage or one of these organizations to do it.

As a rule, Mages are not to use magic in a military conflict. If they wish to fight they are supposed to use non-magical means to do so. However, this rule is seldom followed, and most nations have either a magic unit in their ranks to be able to defend against a magical attack.

There are a few magic universities where Mages can study magic, many seek out apprenticeships. Generally a person with Magical ability would apprentice with a Master starting fairly young, as a person with untrained magical potential would be a danger to themselves and others. In the modern day we have created special classes in schools for children who show potential to be taught at a young age. Once taught they are allowed to attend the general classes with their peers, and are required to attend at least one magical course each year to continue training. There are also many public resources for those who discover a latent ability later in life.

Cursed individuals have steadily become more common to find as more and more mages are born, so are more and more curses that are being created. Many are benign or harmless, but some are much more disruptive to everyday life. Generally those with transformative curses have the worst of it.

Some of those in power in recent years have begun proposing resolutions that would mark anyone with curses that give them inhuman forms as a sub-species of human and therefore not protected by the same rights and laws as the rest. This of course has been defeated many times by more moderate voices, but the movement has been gaining underground support for a number of years.

Safehouses are government funded facilities to aid those afflicted by curses that pose a danger to the victims or others. In cases of certain curses, such as Lycanthropy, or other dangerous curses the state orders that victims relocate to these facilities until such a time as they are deemed able to be responsible for their curse in a way that will not cause harm to themselves or others. Anyone who feels they require the use of a Safehouse due to a curse may apply, but not all are accepted, it is based on need. Safehouses are quite luxurious with many amenities on site.

Types of Magic

Spells

Offensive Spells

Mages can conjure a myriad of offensive abilities, including Fireballs, Shards of ice, gale force winds, localized earthquakes, and many others. Mages that specialize in these tend to serve in the Magic Police Force, or in some cases, military units specializing in anti-magic warfare.

Healing Spells

Healing spells can accelerate healing factors but can't heal wounds that the body itself would be incapable of healing. Healers are often found working in Hospitals and doing research on Protection spells.

Protection Spells

Many magic users cast protection spells upon themselves or loved ones, they last for only about 20 hours at a time and need to be re-cast when dissolved. A protection spell essentially increases one's resistance to spells, it doesn't make them invulnerable however, a sufficiently skilled mage could still do some damage. Protection spells do not protect against everything, certain types of curses can only be warded with a sufficient counter-curse, as it is a different class of magic.

Enchantment Magic

A type of spell that can be cast on an object to imbue it with magical properties. Different types of enchantments exist that have varying effects. This is useful for creating items to act as a means of casting a spell when a mage is not present.

Transformative Magic

A class of magic design to transform the subject or the user into another form. A person can only be under the effects of one transformative spell or curse at a time. This makes one who is under the effects of a transformative spell or curse immune to all others of that magical type.

Manipulation Magic

A type of magic designed to manipulate matter. This can be used in a variety of ways. Moving distant objects, warping density of space, creating pocket dimensions (I.E. A bag that is larger on the inside) and manipulating the environment in many different ways. Most spells of this nature require a level of maintained concentration to perform, but others can be cast and the effects will remain.

Illusionary Magic

This type of magic is used to trick the sensory input/output of a subject into seeing, hearing, feeling, smelling, tasting and believing that something is happening that is not. This can range from seeing a person that isn't there, even so far as having full conversations, or to the feeling and belief that one is drowning.

Omni-magic

This is a special type of magic that is formed using elements from each type of magic. Some spells utilize two or more types when cast, however spells of this type will use attributes of all of them. As such, spells in this category are extremely powerful and require large amounts of skill and mana to use them.

Curses

Curses are a very common form of spell that causes a specific effect on one or many targets. Curses are not used as an everyday type of magic, they are generally not beneficial to most victims and have lasting effects, they have their uses but generally those who study curses do so for the sake of creating counter-curses. Nearly all curses are not removable after a certain point, only preventable using an appropriate counter-curse. Usually a curse can be removed if the victim was recently cursed, depending on the curse, the timeframe can vary widely from two hours to two weeks. In cases of contact curses or a curse with a biological component, more steps are necessary to remove the curse, time is a huge factor, for every 6 hours the curse is in the victim's system the chances of successfully removing it drops about 5%

Curses also have a Hierarchy that follows in this list. While curses generally cannot be removed in most situations, if they are not yet solidified over time on the subject they can be overwritten by a sufficiently powered higher tier curse. For example, let's say a person becomes cursed with Borkification, they could for example still contract lycanthropy assuming they had a high exposure to the curse and they were still recently cursed.. Inherited Curses are just below a Counter-Curse on the scale and is nearly impossible to overpower with another curse. Not all curses are strong enough to overwrite a curse.

Untargeted Curses

This is a very dangerous type of curse, which has either lost it's primary target or was never given a specific target. In these cases, the curse simply exists, and curses people at random, or in cases where there was not enough specificity to the target, curses people similar to the target in some way at random. These types of curses are incredibly hard to develop counter-curses for protection as there is no way to know what type of curse it is, and can take years before preventative measures can be developed. These types of curses are also the weakest and can be overwritten by a sufficiently powered, higher tiered curse unless the curse has firmly taken root on the victim over time.

Object Curses

A curse that is applied to an object and is only activated when holding, touching or wearing said object. Cursed objects are made so the victim remains cursed after having acquired the curse. Same as with untargeted curses, this form of curse is fairly weakly bonded and as such can be overwritten with a sufficiently powerful curse.

Targeted Curses

A curse that has a specified target added to the spell. This is achieved through the use of DNA from the person, (I.E. Blood or Hair) a clearly formed mental image of the target with a personal effect also works well but is less reliable. A much more substantial bond is formed from a targeted curse and as such it can only be overwritten by the following curses. Untargeted curses will have no effect and an individual with a targeted curse, however a cursed object with a powerful enough curse could potentially overwrite a targeted curse.

Counter-Curse

A specific type of curse that blocks certain curses from taking hold. It is done under a similar method to vaccines. The subject is essentially given an inert version of the curse, which nullifies that curse from being able to take hold. To develop a counter-curse, one must have a deep understanding of the underlying curse they are developing it to protect against. **Counter-curses are NOT cures or purifying spells.** There are very few curses that can be removed, as such Counter-curses are only effective BEFORE you are cursed.

Contact Curses

These are curses that are passed onto others through contact of some kind, examples of this would be transmission of body fluids as it is with Lycanthropy, or from prolonged skin contact, or in some extreme cases airborne carriers. These curses have a biological element to them and as such are incredibly hard to overwrite and near impossible to remove or even prevent with Counter-curses. It is highly recommended that people avoid contact with an individual who can transmit a curse in this fashion. The risk of the curse spreading is high.

Inherited Curses

An inherited curse is one that is passed on to successive generations. There is a biological component to nearly any curse transmitted in this way, but there is no guarantee that it will be passed on. It can be a low chance of passing it on or 100% chance. It depends on the curse. Those who inherit a curse will have a general immunity to other curses due to the high level bond that the inherited curse possesses. Due to the level of bond the curse has with the individual, there is no chance of this curse being overpowered by another. It also goes without saying that you cannot prevent something you are born with, so counter-curses are also not an option here.

Specific Known Spells

Truth Seeker

Healing Magic

A basic spell that overrides a person's free will and forces them to tell a truthful answer to any questions asked. It has lingering effects that cause a person to be overly forthcoming and honest, even when not asked a question. This can lead to awkward interactions, but luckily the effect wears off after a few hours.

This spell cannot be used in court as admissible evidence as there is no real way to know if it is a truth spell or a means of magically control to fake a confession.

Invisibility

Illusionary Magic

The caster can either grant a temporary cloak of invisibility to themselves or another. This cloak lasts for as long as the caster maintains the appropriate concentration of Mana. In essence the caster is simply changing the perception of everyone around them to no longer be able to detect the subject. The more people that need to be effected the more mana it requires.

Spatial/Temporal Manipulation

Manipulation Magic

The caster wields the mana-flow in a much more literal way bending space-time directly. This can be used to move objects without touching them, manipulate physical dimensions, and even manipulate the flow of time. This is generally a very taxing process and would be near impossible for a single Mage to accomplish alone. This spell often is aided with body movement.

Transformative Spells

Transformative Magic

(Also see [Transformation Curses](#))

Basic spells that either temporarily or permanently changes a subject at the whim of the caster. A spell could be crafted to give a person a tail, or turn them fully into an animal. They could be changed into a statue, or a tree, they could be changed quickly or slowly, partially or fully all based on the design of the caster. Even giving a person behavioral traits of animals is possible with a transformative spell. Small temporary changes are easy to affect quickly with minor effort, even temporarily changing a person fully is not that taxing, however changing a person permanently is a much more involved process. You can also choose to give the target of

this type of magic the ability to retain human thought or to be regressed to the mind of what they are becoming. In instances where the target form has no mind, this is essentially murder, however, in the case of an animal, they would simple no longer know who and what they are, if they are reverted to human however, they will not regain their human minds, but instead have the mind of an animal in a human brain which is now capable of sentient thought, meaning they need to relearn how to be human. This is known as identity death, and is illegal as it is essentially murder. In the case of turning an animal human, the animal will gain the intelligence of a human as can learn to be human over time as well. This type of magic can be used in all sorts of ways, though a spell that causes specific changes overtime based on certain criteria or triggers falls under [curses](#).

Cleanse Curse

Healing Magic

A spell designed to purge a target of a curse, this can be used to nullify a curse that was recently placed on an individual. However the degree of success depends on the strength and type of curse, and the length of time the individual has been cursed. Against more powerful curses such as Lycanthropy, it's highly ineffective.

Foresight

Healing Magic

A mage can focus and pull glimpses of future happenings. The more focus and manapool they possess the more clear and vivid the visions. The best seers can watch the future in perfect clarity, but it is always viewed in real time, making it useful if you need to know something that will happen with time to plan, but not as a fast way to see an outcome of a choice and change it.

Cellular Rejuvenation

Healing Magic

A mage can manipulate the body's metabolism and cellular functions to revert cells back to a previous state. This can be used in lew of sleep for people who may need to pull all nighters. There is a more advanced version of this spell that essentially makes the subject younger, it can also be used in the reverse to make a subject older. Used properly this can be used to help treat medical problems that arise of old age, but it's not a viable option for immortality. Eventually the cells lose their ability to revert and the subject will age rapidly. Some mages have kept themselves alive for thousands of years using this spell.

Cellular Stasis

Healing Magic

Similar to Cellular Rejuvenation, this spell causes the subject to stop aging all together. This coupled with Rejuvenation can keep one youthful for a long time, but eventually the cells do give out and the subject will die, though it will take a very long time.

Mind Swap

Manipulation Magic

Mind swap is a spell that forcibly moves the consciousness of one into another and vice versa. The caster can use this to swap their own mind or another's mind with any vessel of their choosing, as long as it has a compatible nervous system. In regards to swapping with animals, due to the lessened capacity of the animal brain many who are placed there lose a degree of cognitive ability, and on the flip side the animal that then inhabits the body of the person gains higher reasoning, though it is still an animal so abilities are still limited. It is good to note that a Mage that swaps with an animal will retain their magic in whatever form they inhabit, but if they were put into a form with a sufficiently small brain (i.e. A fish or a Slug) they would no longer have the capacity to utilize it, effectively making them trapped. This spell is more practically used to swap minds with another human or sentient lifeform.

Direct Physical Manipulation

Manipulation Magic

This skill is one that has been banned by the magic counsel due to how dangerous it can be, and the many horrible ways it can be used. The Mage can take direct control of someone's physical forms and force them to take actions, or say things, anything the controlling party wishes. This can be sustained so long as the mage maintains the mana-linkage required to maintain control. Most Mages would be unable to sustain this level of Mana output for long, but even a few minutes would be enough time for the Mage to make someone do something horrible, such as commit a murder, and get away with their hands clean.

Practicing this spell is punishable by execution if proven.

Magic Enchantments

Spell of Prevention

Manipulation Magic

An item or location with enchantment spell that can ward off the effects of most curses. In relation to Transformative curses, it can resist triggers for some, and prevent changes in others, it's not 100% fool proof, and some curses are powerful enough that the spell can delay or disrupt but not prevent a change. (I.E Werewolves are not able to prevent a transformation with this, but it can help them resist the change and prevent the full change until they are in a better place/time.) One drawback to using this is that once removed from the effects of the

enchantment it will trigger the curses effects regardless of the presence of a trigger, and may cause effects to last longer or linger in ways that otherwise they would not.

Due to the extreme amount of time it takes to enchant an item or location with this ability, they are rare and highly sought out by cursed individuals. As such distribution and control of these is handled by the Magical Artifacts Branch of the Magic Council.

Spell of Triggering

Manipulation Magic

This enchantment is one that has a direct opposite effect of the one above, this will cause an item or object or location to trigger a curses effects immediately. In the case of transformative curses this will cause the transformation to occur just as it would under normal circumstances. The strength of this enchantment is based on the skill of the mage, and the duration of a triggered curse is based highly on this strength. It is usually much shorter and there are very few side effects from it other than possibly embarrassing situations.

Not as highly sought after this item is not regulated and is generally fairly easy for a novice mage to produce a weak variant, often is used in practical jokes though it is an infraction to use this enchantment without it being known, to do so can lead to fines and even imprisonment.

Spell of Ward Curse

Manipulation Magic

This enchantment is designed to prevent the transmission of curses, unlike a Counter-curse, it doesn't require a specific formula to activate, it only lasts for a short period of time (about 4 hours) and cannot be cast on an individual again for another 24 hours once cast.

It is good to note that this does not give a 100% chance of removing the possibility of transmitting a curse, but it does reduce the chances of transmittable curses by 99.998% Companies have been selling pills with this enchantment imbued into them. They market it to couples with cursed loved ones that need a means of preventing the transmission of the curse.

Spell of Invisibility

Illusionary Magic

This spell works very similarly to [Invisibility](#), however it is cast upon an object such as a cloak or a sheet, or even a shelter, to render anything under it completely unseen. This requires a lot of time and mana to create the enchantment that will not fade quickly over time.

Spell of Replenishment

Manipulation Magic

This spell can be cast onto a container, once complete, anything that you place in that container is imprinted on that container, and when removed it will replenish the supply over time. Say you have a basket that is enchanted with this, you place an apple in the basket. You can remove that apple, and the next time you open the basket, an apple will be inside. The magic deteriorates over a short period of time however, so it's not a means of ending scarcity of materials, but it's handy if you need to have a supply of food and water on a trip and not a lot of space.

Spell of Understanding

Illusionary Magic

An item with this enchantment will grant a temporary ability for the user to be understood by anyone around, regardless of the language spoken. This effect also works for people in Animal form and even animals. It works by projecting the intent of the communication by the user and through illusionary magic people around perceive it in a language they understand. This doesn't negate all natural speech and occasionally animal sounds may slip into speech. It has different levels of strength that can be applied, the easiest and weakest level doesn't last forever, only 5 to 6 hours, and need to be recast after each usage. The strongest can last for centuries and takes a lot of effort to make. Some spells and curses include the enchantment as an innate part of its structure.

Barrier of Nullification

Omni-magic

This is a spell that can be cast on an object, that directly feeds off of the user's manapool while in use. It nullifies all spells and curses directed at the user. However, the amount of mana to sustain this field is staggering, and the longest most trained mages can do so is 60 - 90 seconds. As such it's only used by Magical Special Forces when used to apprehend especially dangerous rogue mages.

Specific Known Curses

Generic Transformation Curses

??? | Transformative Magic

A blank slate, and the most common type of transformative curse. This is the framework on which other transformative curses are built on. It also makes this curse highly customizable to each victim. Very few bells and whistles need be involved with this curse, oftentimes it's either used as a permanent punishment or time based, though most anything can be made into a trigger if desired. Nearly any form can be chosen as well. Change duration and progression are completely up to the whim of the caster as well.

Lycanthropy/Werewolves

Targeted/Contact/Inherited Curse | Transformative Magic

A blanket term for a curse that turns the victim into a beast form periodically, usually with the full moon. Lycanthropy, named after the first Lycanthrope, the werewolf King Lycaon of Arcadia, who angered the powerful mage Zeus with his acts of cannibalism and barbarism. He was cursed to walk the Earth as a half man half-wolf beast, at least, that is the story of the curse's origin. It's a different type of curse as it's not only spread by being cursed directly, you can inherit the curse if the DNA of a cursed individual gets inside you. This is due to a biological element to the curse that mutated from the initial curse.

Infection

Infections can happen most commonly via a bite while the cursed subject is transformed, but can also be transmitted via scratch, ingesting hair, blood, sexual fluids or spit of a cursed individual, even oral intercourse with an untransformed Lycanthrope is enough to become cursed yourself, however the odds of this are very low (around 0.028%), once a lycanthrope begins transforming however those odds increase exponentially. It is good to note that you are not guaranteed to become cursed through a bite or ingestion of fluids, however transmission from transformed Lycanthropes does end up passing the curse 91.6% of the time. It is also possible to be cursed with Lycanthropy by a mage casting the curse, but this is very uncommon. It is good to note that even a partially transformed lycanthrope can be highly infectious.

Once the curse has entered the body, the victims often experience the general side effects of a transformative curse, fatigue, mild fever, this usually passes after a day or two. The symptoms tend to be fairly mild and often go unnoticed. Over the course of 2 - 3 weeks, the biological aspects of the curse begin to take hold in the victim's system. This all culminates in a partial shift on the next full moon. Due to a period of memory loss associated with early

Lycanthropic transformations, the victims will not recall any of this. The only way they would be aware of it is being told by someone who saw or interacted with them. The changes are generally minor and the mind of the victim stays intact. Once this takes place the curse will be incurable as it has taken hold.

During the next few months,, the victim will experience odd cravings and urges and will feel strange near the full moon and might experience mental and behavioral changes, pseudo-shifting, and small, intermittent physical changes in the weeks leading up to the first full transformation. The first full transformation will happen on the third full moon after being cursed.

The first full transformation marks the biggest physical changes. For the first time the curse begins to change the DNA of the victim and after reverting they begin to exhibit residual traits of their animal forms.

Biology

There are many types of Lycanthropes, not all are wolves, though it began with wolves this curse has evolved over time. Species of Lycanthropes include Wolves, Bears, Panthers, Tigers, Rats, Boars, Sharks, Alligators, and many more. Most species are variants of carnivores or omnivores, though some herbivore outliers do exist. In this explanation we will focus on Werewolves, as they are the most common, making up 80% of Lycanthropes.

The curse works by actively re-writing the victims DNA, it would be accurate to say that a Lycanthrope is no longer strictly speaking a human cursed with Lycanthropy, but in fact a different species altogether. Science has classified werewolves as *Homo Lycanis* as there is a genetic divergence from *Homo Sapien* as with other Lycanthropic variants, though they are still genetically close enough to mate and have viable offspring.

They all share a similar trigger in the Full moon. The original curse is built on lunar energies, and the moon will always trigger their transformation. This will happen any night the moon is more than 96.5% illuminated, as that is when the lunar energies are at their most potent. They also have chances of a transformation triggering near the full moon as well, especially while waxing. Outside of the full moon they have the potential to change partially, but this is rarely under their own control. precipitated due to extreme stress or heightened emotional states. Changing fully outside of the moon is not impossible but extremely rare. Many may be more irritable the fuller the moon is, and at night will show more pronounced bestial attributes (I.E. Larger fangs, longer pointed ears, patches of thicker hair) but nothing close to a full transformation.

The moon is the catalyst for the change, but it has nothing to do with seeing the moon or being touched by moonlight that triggers it. Usually the change starts 20 - 30 min after moonrise. Lycanthropes can feel the pull of the moon and often are aware of nights they will change long before the moon rises. When changing for the first time it can be very slow and painful for the subject, lasting up to an hour in some cases, however, after a few shifts the process begins to gradually speed up, most Lycanthropes take between 7 - 15 minutes to shift. Shifting causes a lot of discomfort and pain, as such the brain compensates by flooding the system with large amounts of dopamine, leading to a sort of addictive quality. This gave rise to many actually looking forward to and enjoying the change though the transformation itself is still

quite painful. For werewolves, there is an excessive increase in libido that increases further leading up to the change, which is greatly exacerbated if the subject is going through puberty to near insatiable levels not unlike an extreme, constant heat. This increase in libido is normal for Lycanthropes and persists throughout their lives.

Right after the Transformation, a Werewolf and other Lycanthropes will be VERY hungry, the Transformation takes a lot of energy and they will feel a strong desire to eat. In this state they are very much less rational and instinct driven. This has led to historically unprepared Lycanthropes attacking others and in fact is the number one cause of bite attacks today. If given food immediately it will help to calm the werewolf and reduce the chances of aggressive behavior.

While in their bestial forms, newer Lycanthropes have almost no control, and oftentimes do not remember anything, even memories during the change are fuzzy or not there. After a time, memories of the change and everything done are more easily recalled the next morning. On the whole, lycanthropes are creatures of instinct, and fighting that instinct is like walking upstream in a fast moving river. This being said, the victim is still "themselves" in beast form, and generally are affectionate towards those they are close with, (I.E. Friends, offspring, spouses) but can also be irrationally aggressive towards people they dislike. Much of their behaviors are if you remove higher reasoning from a person, and give them claws and fangs... Some have been shown to have impressive levels of control while transformed, but this too is a rarity, and seen more commonly in those born with the curse.

Werewolves tend to have different personalities, generally derived from their personality in their untransformed state. Someone who is more upbeat, sociable and extroverted, will oftentimes try and seek out people in wolf form and be more social and friendly, they tend to be less problematic as they are less likely to attack people. Many who live with a werewolf with this personality type describe it as having a very large dog visit a few nights a month.

People who are normally more timid or shy, tend to steer clear of people, and more often when approached will become fearful and defensive. This is not to say that they cannot also be sociable, they just tend to prefer being around people they know and trust.

Those who tend to be more anxious or depressed tend to have far more unpredictable behaviors and it is advised to approach them with caution. These personality types tend to have the higher rates of reported attacks.

People with antisocial disorders, other mental disorders or tendencies toward violence tend to have the highest rate of attacking others.

Reverting to human form happens about 20 - 30 min after the moon has set, some days this is early in the night time, and others it can stay out well into the morning hours. Reversion takes about as long as changing, and when finished they will again be famished and need to eat.

In human form many Lycanthropes look fairly normal. The curse has residual effects on the victim. Behaviorally, a lycanthrope might be a bit more irritable, have more animalistic tendencies and act more feral at times. Learning to deal with the more animalistic urges is something all Lycanthropes learn to control. Many Lycanthropes report that in their human forms they also possess enhanced senses and reflexes, as well as an increased sex drive. Severity of all this increases nearer to the full moon.

There are residual physical changes for Lycanthropes, generally they are small and not very noticeable if one isn't looking for them. For werewolves, increases in body hair (and residual fur) is very common, as is pronounced canine teeth and larger, pointed ears. Though the most telltale change is the gold colored irises. Females will retain teats on their abdomen as well.

One of the largest changes is dietary requirements after the first transformation solidifies the curse, those afflicted will find they now require a diet closer to their bestial form. For example, a werewolf would want meat primarily and would be wary of Garlic or Onions as there are enzymes that can be toxic in higher quantities for canines. Chocolate would also be dangerous as it contains caffeine, which the canine system cannot properly metabolize, so no more coffee either. However they do gain the ability to eat things they couldn't before, using our werewolf example again, they would be able to eat raw meat with no issues and even certain bones.

Speaking of food, werewolves and other Lycanthropes generally have a voracious appetite due to the heightened metabolism they possess. A werewolf will consume on average between 4000 and 6000 calories per day. It is not uncommon to see a werewolf snacking often throughout the day and generally gorging themselves at meals. However due to the level of metabolism they possess, this food is used almost immediately and they stay in good physical condition.

Lycanthropes also possess heightened cellular regeneration, this gives them exceptionally high healing abilities, most can heal from an injury in about one quarter of the time that a normal human would. They can't however grow back limbs that are severed, they are still limited to what could be healed normally, but it does give them an enhanced lifespan, generally a werewolf in decent health could live to 250 - 300 years, and aging after pubescence is slowed significantly as well.

This curse is initially curable, but the process is not easy and the requirements are difficult to match. To cure Lycanthropy you need the blood of the one who infected you, and you need to prep and perform a purification ritual, BEFORE the first shift. Once a cursed Lycanthrope changes they cannot be cured. Many who are cursed are not aware they have been until they change, and those that do are often not sure who it was that has cursed them. Also due to the nature of the curse, any bestial attributes that the victims gained while the curse took hold are irreversible.

Lycanthropy is also hereditary, offspring from two Lycanthrope parents of the same species will have 100% of being a Lycanthrope of that species. A child born to two different species tends to take the species of the mother. If only one parent is a Lycanthrope the offspring will have a 50% chance of having a recessive version of the curse. There are cases of children being born with lycanthropy when there was no documented curse in the family line going back 5 generations. Carriers of the dormant curse can, under some circumstances, manifest lycanthropy, but this is rare.

Female Werewolves will enter a period where they have intense increases in mating drive. While not true estrus, this drive happens once a year, most common in winter alongside ovulation, and will frequently trigger a partial physical shift. Other species will follow their general estrus cycles as well. During this time they are highly fertile. Female werewolves, and

other beasts, will often have more than one child per pregnancy. Teens will have a drastically increased sex drive around the full moon especially in the hours leading up the transformation, and a generally increased sex drive in general.

Babies born with Lycanthropy and young children who are infected will not fully transform with the moon, they will still shift somewhat however. They tend to be more energetic and harder to control than human children. As they hit late childhood they will start shifting more, generally fully shifting for the first time around age 6. Almost all who are born with lycanthropy show a heightened degree of control, both over the beast, and over their physical changes. Some are able to directly manipulate what changes and when during the shift, and can even hold it back to a degree, though this takes considerable willpower and cannot be sustained for much longer than a few minutes at most. While changed they show a much higher ability to control themselves and can live with less chance of attacking others or loved ones.

Many who suffer from Lycanthropy can live semi-normal lives, though they must be cautious and be diligent, especially around the moon, as the unpredictability of changes can lead to the subjects bringing harm to themselves and others. It is estimated that as many as 2.75-million, or about 0.035% of the global population, is living with some form of Lycanthropy, and of those approximately 2.2 Million are Wolves.

Lycanthropic Variants

Nightly Change

Victims of this curse variant will suffer the same effects as general Lycanthropy, but instead of changing with the Full moon, they change every single night at sundown, until sunrise. This becomes especially problematic during the winter months when nights are generally very long and days short.

Due to the disruptive nature this curse has on the victim's life, many find this curse near impossible to live normally with it. There are places that are secluded communes for those afflicted with this curse variant, and many choose to live there as the strain of everyday life proves too great to bear with this curse.

Feral Change

This curse variant changes the victim into a large, more feral wolf creature as opposed to the more hybrid form that most Lycanthropes take on. There isn't much difference to this curse from the general strain, however those with this curse variant tend to have more residual traits and more feral instincts and behaviors in their Untransformed state.

Nightly Feral Change

A combination of the Nightly change and the Feral change variants.

Unpredictable Changes

Easily the most dangerous variant of the curse, the victim changes not only during the full moon Cycle, but the transformation can hit any other time as well, even during the day, with no warning.

While there are some exceptions, the frequency of transformations outside of the moon cycle is often not very high, however because of the unknown element involved many with this curse variant live isolated lives.

When the transformation does hit while the victim is out and about around the general public, the victim only has a short window to get to a secluded location and locate enough food to sate their hunger while their body is wracked with the pain of the transformation. Due to this the victim is often thrown into a state of panic and hunger based aggression, and once transformed are usually very dangerous, attacking people nearby. This often leads to newly infected lycanthropes, and/or the lycanthrope being killed or gravely injured by law enforcement officials or other people.

This is the rarest strain of Lycanthropy on record as the variant isn't passed on via transmission of the curse. There may be an environmental or even biological factor at the time of infection that is the cause, but we do not know for sure.

Borkification

Untargeted Curse | Transformative Magic

The Borkification curse was something most likely released by a mage highly inexperienced with curses. The curse itself only curses women, so it is assumed that it is an untargeted curse that was supposed to curse a specific woman, but lacking a specific target has mutated to curse any female at random. The curse affects all ages, and as of yet there is no protection counter-curse or any means of removing the curse, making it a lifelong affliction to a victim.

At **Stage 1**, Borkification causes a dramatic transformation of those afflicted into a dog. The transformation itself happens completely at random. There are no specific triggers such as with Lycanthropy, the victims only know it's happening when it starts happening, and even then they may not be fully aware of it.

The very first transformation generally takes around three full weeks to complete, but after that the transformation lengths vary, often times changes occur over the course of 6 - 8 hours time, though it can happen much more quickly, as fast as 15 minutes, which for the victim would be excruciating, however it can also take much longer, the longest transformation time on record was 53 days and 6 hours. During the transformation, due to increased release of different hormones and unique sensations, the subject can often feel flustered and even aroused for the duration of the change.

During the Transformation, like many transformation curses, it causes a surge of hormones and endorphins which places the victim in a pseudo estrus-like state. This lasts for nearly the full duration of the change.

Once transformed the subject may remain in canine form for hours, days or even years. The reverse transformation also happens at random, the longest known transformation to date was 6 years 15 days and 7 hours, however it is conceivable that it could last much longer. On average it lasts approximately 2 - 6 weeks. The mental faculties of a victim in canine form are mostly unaffected, they still possess a human mind and thoughts, however they do also possess strong canine instincts and behaviors, such as how to use their tongue to lap up water, and other canine instincts and urges such as marking or sniffing the butts of other dogs, however the victim can restrain themselves from acting upon these urges a fair amount of the time. When reverting to human form the process happens much in the same way as changing. The length of the reversion varies but on average lasts 6 - 8 hours, and the order of changes can be as varied as with the initial changes as well.

When returned to human form victims will show residual canine behaviors and traits, such as excitability, happiness at seeing people they like, a propensity to chase things, panting, whining and barking or howling is even fairly common. Many report they still have strong canine instincts as well such as urges to mark or lick loved ones, they do report that they are able to control these urges much more in human form. They also possess some residual canine abilities such as an extremely heightened sense of smell and increased hearing ability, though not nearly at the levels they would be in canine form. Often they will have minor residual physical traits, normally just increased body hair growth and larger canine teeth and slightly pointed ears.

Aging is strange for Borkified victims, it would seem the aging rate is determined by the subject's human age and state of maturity. A young child changing will be a puppy, and if per se that subject stays in canine form for 2 years, they will not reach maturity as a dog, they will revert to human form having aged two years. This said if the same subject was close to pubescence when they changed, they very well may go through maturity as a canine, and upon changing back would appear as a mature human.

In a situation where a person is in canine form for long periods of time can enter heat. As long as the victim was pubescent when they changed, they run this possibility. In these situations, like a regular dog, the victim is biologically driven to breed, and instinctively, that drive is very strong, and in the presence of an unneutered male, can often override the subjects willpower and control, causing them to act on pure canine instinct and desire to mate. If they do and conceive pups, they will stay in canine form until carried to term. Pups born to a Borkified subject seem to be normal puppies and they don't seem to possess any human attributes.

For offspring while in human form, we suspect that they do not shift while pregnant, and the children appear to be unaffected, so it does not seem to be passed through bloodlines, though any female child will be vulnerable until an appropriate counter-curse can be developed.

A subject that does become impregnated in canine form seems to retain significantly more canine features after transforming back, we refer to this form as **Borkification Stage 2**. At stage 2 the victims still turn into canines at random and there are very few differences from stage one other than the physical and behavioral traits.

Bred individuals also tend to retain far more canine physical and behavioral traits than average Borkified victims. Physical traits usually include but are not limited to a tail, longer pointed or floppy ears, increased coverage of body hair, elongated canines, canine claws on toes and hands and a longer flatter tongue. Most importantly however, all stage 2 victims retain teats and canine reproductive organs, which produces canine milk for pups and the subject no longer has human ovulation, but instead now experiences canine estrus cycles and reproductive capabilities. Due to the change in reproductive systems, a borkified individual who has had pups can never produce human offspring again and can only successfully breed with canines. This of course makes those who have mated during heat and conceived pups easy to spot, and has also given rise to the vernacular “Dog-slut” which is meant to shame victims, and has led to an increase in discriminatory actions taken against them.

Currently the amount of Borkified females worldwide has risen to 1.7% of the global female population or about 76-Million since it was discovered 17 years ago. Sadly these numbers are probably not accurate as countless females could be cursed and not aware of it. As such, this number is expected to rise at a steady rate unless a counter-curse can be developed. It is likely that all vulnerable females on planet earth could potentially be affected if a countermeasure is not developed.

Hawwification

Targeted Curse | Transformative Magic

This curse was developed and based off of Borkification as a template. The primary differences being that instead of turning into a dog the victims turn into Donkeys. This curse can affect both males and females, and has a much higher rate of transformation when compared to Borkification. Though the changes are still completely at random, victims report that on average they experience changes up to 10-15 times per year.

Due to its targeted nature this curse is not highly prevalent in society at large, however there has been a growing spike in cases, leading authorities to believe that there is a renegade mage that is dealing out this curse almost exclusively.

Duration of changes mirrors Borkification in that the initial changes take around 3 - 4 weeks on average, and subsequent changes have a highly variable length of time but generally are around 4 - 6 hours. The Shortest duration of a full transformation was 2 min and 15 seconds. The longest duration of a TF is still ongoing, and currently clocked at 3 years, 179 Days, 14 Hours and 20 Minutes.

Another large difference is with conception of foals, like with Borkification, any female who enters heat and conceives a foal will retain equine female reproductive organs and udders (As well as a multitude of other donkey physical features) and only be able to birth foals. However if they get pregnant by a Jack while not in donkey form, they will immediately shift to their donkey form for the duration of the pregnancy.

Thankfully, unlike Borkification, there was a counter-curse developed for Hawwification. It was most likely developed by the person who themselves developed the curse. It is highly

recommended as with all other curses that anyone susceptible to curses receive the counter-curse as soon as possible.

Recently a brand of products as well as an amusement park have begun utilizing this curse to overwhelming response, both positive and negative.

Got Milk

Untargeted/Inherited Curse | Transformative Magic

Intended to help nursing mothers produce milk, this was yet another curse that was intended to help but caused more problems than intended. It was designed to seek out new mothers that were having a hard time with breast milk production and give them a boost. This was done in two ways. First the curse would up the production of Prolactin in the subjects body, causing them to begin lactating. Secondly it would aid in amounts produced by giving the subject more cow like features, more importantly an udder, which greatly increased overall milk production.

There is a counter-curse for this, which is the only protection other than already having a transformative curse placed on you.

When the curse finds a new mother it will latch on once she breast feeds. It is highly important to note that a babe who is fed breast milk while a mother is under this curse will inherit the curse, it will not manifest until puberty, however, note that boys inflicted will in fact go through female puberty and grow large breasts and udders, and their genitals will restructure to female as well, so it is greatly recommended that all female children receive the counter-curse along with their normal protective spells while young. If any pregnant women have not received the counter-curse, they are recommended to get the counter-curse as quickly as possible.

Stage 1: The subject will notice soreness around her breasts and lower abdomen, hips and legs will also ache. Both breast size and nipple size will also drastically increase. Many times subjects are found idly bellowing while they either feed or pump. Stage 1 lasts about 2 weeks before progressing to the next stage.

Stage 2: At this stage the subjects ears and nose will start to take on a more bovine appearance, and bellowing and mooing become more prominent. Swelling on the lower abdomen starts and nipples begin to form for their udder. Body mass also starts to grow around hips and legs, and as such appetite grows considerably. Stage 2 progressing much more quickly and seems to be accelerated by milking. Usually lasting only a few days.

Stage 3: The subject's udder will grow to full, this is accompanied by the hips widening to offset the udder and growing more bovine in shape as well. This will also lead to the anus and genitals changing shape to a more bovine position as a small tail begins to form. Hooves often develop as well which can make walking and standing more difficult. The Subject's face will begin to

grow into a small snout as well. It is good to note that at this stage the subject is producing nearly 6 gallons of milk, and will become quite uncomfortable if not milked at least twice a day.

Final Stage: At this stage, the subject will (in some cases) grow small horns and their tail will grow to full length. The mind is most unaffected by all of this, other than the vocal tic of mooing they are fully mentally intact and themselves. However those afflicted will enter heat every 3 weeks or so as a cow would, and many get reduced to a drooling mooing puddle during a good milking...

Like a Rabbit/Lagomorphic Curse

Targeted/Inherited Curse | Transformative Magic

Created in the late 19th century as part of the puritan movement. It was believed that the stigma of the curse would prevent young teens from engaging in sexual acts, but the reality of the curse caused the exact opposite effect.

The curse is designed to change the victim based on sexual activity, thoughts, and feelings. The goal was to slowly transform the subject into a small, anthropomorphic rabbit the more they acted or felt lascivious. This of course gave birth to a small snag, part of the curse gave those affected the frequent heat cycles of a rabbit and the insatiably high libido that comes with that as well, this made avoiding this fate near impossible.

Early subject could reverse physical changes by abstaining from lewd thoughts and behavior, however over time this curse have evolved to a permanent physical change.

Lagomorphic humans are recognized as a new species of human.

Stage 1: As the changes progress, the subjects will first feel very aroused, this is accompanied by a tingling sensation in the genitals that radiates outward. Many have admitted at this point they could not help but to touch themselves, regardless of their current circumstances. This of course leads to the progression of the curse unless they are able to keep a clean mind and not act on any urges. Often victims will last in stage 1 for 3 - 4 days.

Stage 2: At this point the subjects will start to grow fur, starting with the arms, legs, crotch and chest, growing thicker each day. The teeth will become more pronounced and the lips will start to puff out a bit, as whiskers grow in. The nose begins to reshape as well giving the face a distinctly rabbit look. Ears will also begin to grow up. The subject will also notice they are smaller, as they will have shrunk about 15%. Stage 2 will progress usually over 4 - 6 days depending on the individual and how much they fight against it.

Stage 3: At this stage the ears will finish growing and the subject will continue shrinking, nearly 40% smaller than where they started. A tail usually begins to form at this point, as genitals and anus pull backwards to their new, more lagomorphic positions. Feet will start to stretch and grow

at this point as well, as legs start to reshape slightly to accommodate their new digitigrade endings. Fur growth will also accelerate covering most of the victims body at this point. This stage usually takes about 8 - 12 days, again, depending on the individual.

Final Stage: At this point, the subject is about 55% smaller than their original size, they look much like a anthropomorphic rabbit. Many of those who were given this curse stayed at this stage for the rest of their lives. Though most learned to be quite happy and productive, some have even went on to serve the public good on the Police force.

Offspring of those who suffer from LaR inherit the curse, but the sexual elements don't take hold until pubescence. Offspring will always be born in Lapine form and stay that way for their natural lives, which is comparable to humans.

Lagomorphs can breed with both humans and other lagomorphs, but the offspring of either coupling will also inherit the curse. Gestation periods for a pregnant Lagomorph is much shorter than a human's at 90 days, and often will give birth to litters or three to five offspring. Also many Lagomorphs will breed at a high rate birthing as many as 4 litters a year, leading to a thriving multi-billion dollar contraceptives industry marketed directly at Lagomorphs.

Since its creation it was only used on a handful of people, but over the course of 180 years the population sky-rocketed to nearly 90-million worldwide, but numbers have been steadily dropping in growth rates since the discovery of contraceptives.

Draconic Morphic Curse

Untargeted Curse | Transformative Magic

This curse comes from antiquity. It was designed to ward away selfish desires. Those who held a strong desire to hold and protect something dear to them were susceptible to this curse. This of course was made to prevent the rich kings from hoarding their wealth or behaving antisocially to retain their money. However in practice, this curse was unable to tell the difference between greed and wanting to protect wealth, from say a strong desire to possess and protect a loved one, or really any type of strong possessive desire.

Once this curse attaches itself to a victim, they will likely not even realize it. This curse is a progressive transformation curse. First signs are usually fangs, and patches of scales, usually around the inner thighs and genitals. Females generally notice their labial folds becoming more leathery and tough, like dragons hide. If the victim still holds possessive desires, the curse will continue. Spreading slowly with each passing day. Changes that start include physical growth, more leathery skin and scales, horns, even more fangs, a growth of a tail nub which will form a full draconic tail over time and growths on the back which will form wings.

Many also have noted that they had gained the ability to spit or "breath" fire, as they grow in glands that secrete a chemical that when mixed with their saliva combusts in the air. Most discover this ability much by accident as control of these glands is not something they possess at this stage.

Specifically to females, once a month they will feel a strong urge to bear down, and they will lay an egg. In general, this is an odd experience, but not a bad one, most even report the sensation as quite pleasurable. As the changes progress, so too will the frequency and quantity of egg laying, more advanced victims will lay up to 45 eggs a day.

Victims that start to revel in these changes will start to feel more Draconic tendencies, including a possessive desire of their own changes, and for females, their eggs, which will progress the changes further.

Upon a full change the victim will be a large, about 10 foot on average morphic dragon.

Not finished yet, still WIP

Community Submitted Curses

Hyperactive Sciuridae Morphism*

Untargeted Curse | Transformative Magic

Colloquially known as "getting squirrely", HSM is a curse which may manifest at any point in life, but is most noticeable in younger adults and minors. The curse first manifests in a specific pattern:

Stage 1: The subject feels a massive burst of energy and enthusiasm. Most suffers are naturally inclined towards cheerful outlooks, however this "high" will be far beyond their normal behaviour. They will feel an urge to direct this activity towards physical pursuits (most often involving climbing or hiking to high places) or social pursuits, such as spreading gossip, even in individuals who shy away from such activities.

Stage 2: The subject will, after at least an hour or so of activity, become more lethargic. They will crave high carbohydrate foods, but more notably, will display a strong preference for nuts, especially hazelnuts and acorns (or products so flavoured). They are highly likely to develop a habit of hoarding such foods, even between episodes.

Stage 3: After at least one episode (although most suffers won't reach this stage until at least 4 or 5, and cases of up to 20 episodes have been reported), the sufferer will begin to manifest physical features of tree dwelling rodents of the Sciuridae family during an episode. The exact features vary from person to person, and may only go as far as enlarged ears and incisors, but can extend as far as the growth of a prehensile tail, or even a complete transformation into a squirrel with a few remaining human features.

At stage 3, the curse becomes set. Episodes may become less common later in life, but they will always result in the subject transforming within minutes and last anything from one to 48 hours. Some sufferers will return to their normal form after an episode, but others may retain some squirrel features for a time afterwards, or even indefinitely.

The exact source is unknown, but is thought to be the result of multiple poorly constructed curses interacting with certain personality types in a specific manner (likely serving to weaken their resistance to the final stage). In particular the final stage was probably intended to punish (or maybe discourage) a specific person for behaviour displayed in the first two, but ended up latching on to anyone who fit the right criteria. The first two stages can be brought about by any one of several curses when they're applied incorrectly or indiscriminately, and the patterns in the early onset are more the result of someone susceptible's normal curse resistance throwing them off (not unlike the way the common cold is essentially the body's natural reaction to any number of lesser pathogens).

***Submitted by BisectedBrioche**

Cat Scratch Fever*

PROS

- 🎵 Cat, Imma Kitty Cat, and I meow meow meow and I meow meow meow. 🎵

CONS

- Shedding

Contact Curse | Transformative Magic

The originator of this untargeted curse is unknown but its generally speculated that it was created to punish cruelty to cats. Unlike the much more common Borkification curse, Cat Scratch Fever is always initiated by the curse's avatar, a large white house cat with glowing eyes will attack the victim with its claws and run away. The cat always appears near sites where cats have been cruelly treated. Trouble is that the cats themselves seem to be the judge of this and the white Cat is most often spotted outside veterinarian offices. Thanks to contagious nature of this curse, all those working in the veterinary industry are required to be trained to spot the early warning signs of Cat Scratch Fever and keep a warding charm handy.

Stage 1: The scratch inflicted becomes inflamed and itchy. This is accompanied with light fever and fatigue. Behavioral changes begin after 24 hours and most commonly napping in sunbeams, a strong preference for meat, hypersensitivity to motion as well other cat like behaviors that are usually only identifiable in retrospect. The victim never notices these symptoms and will typically respond with fierce denial if confronted. Usually only those who

have been aware of Cat Scratch Fever before their infection will consent to treatment. Stage 1 transitions to stage 2 after 3-5 days.

Stage 2: The victim becomes highly contagious. This stage is marked by the initial scratch disappearing, typically while the victim sleeps. Behavioral changes increase noticeably, day by day. In all cases the victim becomes amorous with friends and acquaintances. While the media generally depicts victims as sex craved bimbos or frat boys, its usually far more subtle. The curse does not require a scratch to spread, prolonged skin to skin contact can be enough. The curse is most often be spread through a prolonged couch cuddle as it is sexual contact. Once an individual is infected they will not register the feline behaviors of more advance victims as anything unusual. Victim will produce cat like vocalizations, first only when stressed and then it will creep into everyday speech as the stage progresses. A certain feline sort of dysphoria hits after a day or two and the victim will start to dress in a way to accentuate their feline identity. This can range from t-shirts and sweaters that depict cats to wearing hats or head bands with cat ears. Mittens to simulate paws. Within five days of stage 2 an outside observer can usually tell the victim's affliction with a glance if the victim allows themselves to be seen.

Final Stage: The fever breaks. Victims often describe a moment of clarity as they realize what they've been doing for the last few weeks. They usually have an average of five minutes horrified self reflection before physical changes start, usually with the growth of a white cat's tail. The change will be extremely painful causing victims to emit a keening feline wail of pain. If the victim has been quarantined the transformation will often stop with a three foot feline tail. Otherwise all others in stage 2 will come running. All attending will be overwhelmed by the sheer beauty of the transformation and will seek to comfort the transforming victim in various ways, licking, touching, initiating sexual contact. This further spreads the transformation and usually make it immensely pleasurable. The extent of the transformation correlates with the amount of stage 2 victims present. 2 to 3 will produce minor catification, ears, tail and a few additional feline features. 4 to 8 will produce a bipedal hybrid, 8 to 30 produces a human sized sphinx like creature. More than that and the victim disappears, experts assuming they are assimilated into the curse itself. Once the first victim's change completes all others in the room will enter their own stage three. Their own feline colorations will be more diverse than the patient zero and the extent of their changes being based on how long they've been at stage 2.

After stage three completes all physical changes are generally permanent, behavioral changes can be managed with therapy and time if desired. Most importantly the curse can no longer be spread. More than fifty percent of victims view their bodies as improved by the curse initially. Cat Scratch Fever can radically alter entire communities if left unchecked and it is important that all outbreaks be tracked.

*Submitted by Mr. Nibz

I look forward to seeing what you all will create. :3

-Kari