DUALINK

The Rubric Curse

D&D Mechanic - Unique Curse



Warhammer 40K Edition

The Rubric Curse

You were caught in a catastrophic arcane working that attempted to rewrite the nature of flesh and soul. Your body no longer truly exists. What remains is dust, bound by will, magic, and whatever armor or garments you wore when the Rubric took hold.

The Rubric Curse cannot be removed by *remove curse*, *greater restoration*, *resurrection*, or similar magic. Only *wish*, divine intervention, or a setting-specific ritual can end it.

Nature of the Rubric-Bound

- Your body is arcane dust bound into your worn equipment.
- You register as both humanoid and construct for spells and effects (whichever is worse).
- You do not age, and you cannot suffer disease or natural poison.
- Healing magic treats you as an object unless the caster consciously targets your soul.
- Certain resurrection spells may fail or require special components.
- Many cultures will not recognize you as alive.
- Spells or effects that restore a body may malfunction or twist.

Benefits

Dust-Bound Physiology

- You are immune to disease, poison damage, and the poisoned condition.
- You do not need to eat, drink, breathe, or sleep.
- You cannot suffer exhaustion

from lack of rest or environmental effects.

Arcane Shell

- You have resistance to nonmagical bludgeoning, piercing, and slashing damage.
- You have advantage on Constitution saving throws to maintain concentration.
- You can cast spells even while restrained or grappled, provided you can speak.

Impossible Persistence

- When you are reduced to 0 hit points, you do not fall unconscious.
- You can continue to take actions and reactions.
- You still make death saving throws as normal.

Drawbacks

Hollow Form

- You cannot regain hit points from nonmagical sources.
- Magical healing restores the minimum possible amount, unless the spell is cast using a spell slot of the caster's highest available level.

Shattered Mortality

- You automatically fail one death saving throw while you are at 0 hit points.
- Radiant damage causes you to have disadvantage on death saving throws until the end of your next turn.

Dust and Silence

- If you fail three death saving throws, your body collapses into inert dust.

While in this state:

- You are stable but incapacitated and immobile
- You cannot perceive, speak, or act
- You are not dead

Only powerful magic (*revivify*, *raise dead*, or higher) can rebind your dust into a functional form. If your bound armor or clothing is destroyed while you are inert, resurrection automatically fails.

Antimagic Vulnerability

- When you enter an antimagic field, you are stunned until the end of your next turn.
- If you start your turn in an antimagic field, you are paralyzed until you leave it.

Rubric Control

At the DM's discretion, effects that dispel magic, suppress magic, or damage objects may partially disable you rather than deal damage.