

# Transient Curse

Icon20\_r3\_c7.png Transient Curses are a consumable item in Dark Souls that temporarily allow players to engage with ghostly enemies, particularly in the New Londo Ruins.

“ *Limb of the victim of a curse. Temporary curse allows engagement with ghosts.*

*The only way to fight back against ghosts, who are cursed beings, is to become cursed oneself.*

*The safest method, however dreadful, is to cut off an arm of the dead.*

## Usage

When activated, the Transient Curse enables players to attack and block **Ghosts** and **Banshees** for a duration of five minutes. This effect is crucial for navigating areas like the **New Londo Ruins**, where these spectral enemies are prevalent. It's important to note that the Transient Curse is considered a self-buff; therefore, it cannot be used simultaneously with other self-buffs such as **Power Within** or **Green Blossoms**.

## Acquisition

### Merchants

- The **Female Undead Merchant** sells Transient Curses for 4,000 souls each.
- **Ingward** offers Transient Curses for 1,000 souls each.

### World Locations

- **New Londo Ruins:** Multiple corpses throughout the area hold Transient Curses:
  - Two can be found on a corpse within a vase right before the wooden bridge leading to the first Ghost encounter.
  - Two more can be found on a corpse within a vase behind a wall near the Fire Keeper Soul.
  - Another two are located deeper in the upper levels of the area.

### Enemy Drops

- **Ghosts** and **Banshees:** 5% chance to drop Transient Curses.

## Notes

- The Transient Curse is essential for dealing with Ghosts and Banshees, as these enemies cannot be harmed or blocked without being cursed.
- The effect lasts for five minutes; players should monitor the duration to avoid being caught off guard when the effect expires.

## Trivia

- The necessity of using a Transient Curse to combat ghosts underscores the game's emphasis on preparation and adaptability in overcoming challenges.
  - The Transient Curse's design reflects the game's intricate mechanics, where understanding item interactions is key to progression.
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