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Collective Curse

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Collective Curse

Kullervo sends forth a curse that binds enemies.

When a cursed enemy takes damage from him, every other cursed enemy also suffers a portion of that damage.

Introduced in [Update 33.5](#)

(2023-06-21)

Strength:

20 / 30 / 40 / 50 % damage redirection

Duration:

10 / 15 / 20 / 25 s

Range:

20 / 22 / 23 / 25 m wave distance

Misc:

65° cone angle

Stagger and Knockback on hit

100% dmg redirection cap

+1 melee combo per melee attack or dagger hit via spread

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ty wave in a **65** degrees cone / **25** meters. Enemies caught in

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https://warframe.fandom.com/wiki/Collective_Curse

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himself to a cursed enemy is spread to other cursed enemies at **20% / 30% / 40% / 50%** of the initial damage instance.

- Damage redirection is capped at **100%**, achievable with **200% Ability Strength**.
- Damage spread deals **True** Damage or **Shield Drain Damage** depending on whether the initial target's health or shields were damaged.
- Damage spread by Collective Curse ignores armor, but is still affected by units with innate **Damage Reduction**.
- Damage spread by damaging the initial target's shields will only damage shields on linked enemies; Damage spread by damaging the initial target's health will only damage health on linked enemies.
- Damage done to **Overguard** is not spread.
- Special **Finisher** attacks, such as stealth finisher and **Parazon** Mercy fatal damage are spread to other cursed enemies.
- **Status Effects** and other ability effects are **not** spread by Collective Curse.
- A constant chains clanking sound is audible based on proximity to cursed enemies.
- **Ability Synergy:**
 - Each melee attack, **Recompense** dagger hit against enemies, and **Storm of Ukko** hit increase Kullervo's **Melee Combo Counter** by **1** hit per cursed enemy.
 - Damage from **Wrathful Advance**, **Recompense**, and **Storm of Ukko** spread to other cursed enemies when striking an enemy under Collective Curse.
- Can be recast while active to curse a new group of enemies and refresh duration to full on cursed enemies. Only the enemies cursed by the same instance spread damage to each other.
- Casting Collective Curse is an upper-body animation that allows movement and **Maneuvers** while restricting other actions.
- Collective Curse is **not** dispelled by Kullervo entering an ability nullification zone or falling out of bounds. Each individual enemy must enter a null zone to dispel their curse. While standing inside a null zone, Kullervo may still spread damage to cursed enemies by attacking a cursed target.



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10 comments



[A Fandom user](#) • 11/10/2024

This works exclusively for slams for me, literally one (1) time has another melee attack actually spread



Write a reply



[Joshua8691](#) • 7/28/2024

This is honestly better than I expected, but it's really funky. Sometimes it doesn't affect a batch of enemies that are basically right up against each other, then other times enemies that shouldn't be connected all get chained together. Very good with crowd control when it works (which it does most of the time in simple environments. LOS can make it finicky though).



Write a reply



[A Fandom user](#) • 7/16/2023



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Write a reply



IceBen • 7/14/2023

Combo spread also applies to Snipers. Pretty neat.



Tiltskillet • 8/23/2023

Looks like this has been removed. :/



IceBen • 11/3/2023

It is back, not sure when it happened, but currently works.



Tiltskillet • 11/3/2023

Yeah, it's been working again for quite a while. I'm glad you commented though, as I'd forgotten I'd commented about it here.



Write a reply



6079Smith • 6/27/2023

The curse is actually Kullervo saying "Perkele".



A Fandom user • 8/31/2023

This is the best comment.



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So think I found an interesting interaction with eximus. Seems that eximus killed by a mercy kill will transfer that instant ko to linked enemies.



A Fandom user • 6/26/2023

It's for any mercy kill (so heavy unit like bombard, napalm etc that can be mercy killed)



Write a reply



WarpFactor • 6/24/2023

Seems to be an LOS-based cone even if the mist touches enemies behind walls.



Write a reply



IceBen • 6/22/2023

Is damage capped to enemy health? Tried during Duviri and seemed so, but an actual confirmation would be nice.



A Fandom user • 6/25/2023

It's not, with hate incarnon I'm doing tens of millions of damage with the heavy attack redirected damage.



IceBen • 6/25/2023

Thanks for the info!



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So quick question on the wording of the ability. Does only damage inflicted by Kullervo himself get transferred, or do teammate damage also spread.



[SigmaGuardianSoul](#) • 6/26/2023

Did some testing seems like it is only kullervo's damage, stuff like operator damage doesn't seem to transfer.



Write a reply



[A Fandom user](#) • 6/21/2023

Close Contagion for the whole family. Pair with AoE DOT and watch the entire room evaporate.



[A Fandom user](#) • 6/22/2023

Sound like a knock off market for Death over time



[A Fandom user](#) • 6/22/2023

CO Heavy Attacks with Gas/Electric primers, yum.



[A Fandom user](#) • 3/5/2024

Don't you dare compare this ability to Marked For Disappointment



[A Fandom user](#) • 3/27/2024

Incomprehensibly better than Marked for Death because no HP cap, and no 1 hit restriction



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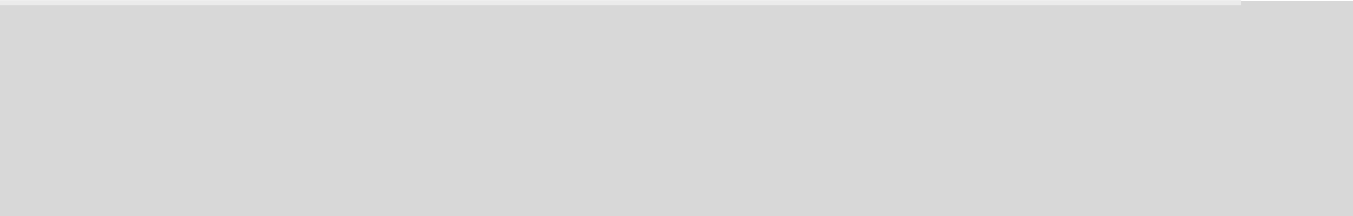



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