

CURSE

CURSE

CURSE

CURSE

CURSE

Curses

The first idea of the Curse cards came from my good friend Paul Rohde. He thinks that to be a Toad is a very heavy penalty in the game. So he looks for some weaker disciplines which stay longer but are not so dramatic. So the first Curse cards were born.

The Curse cards were revised by Carsten Both, because even weak Curses can be very dramatic, so he increases the opportunity to get rid of the Curse. Also the design was improved. The translation was done by John Rosen.

There will be two options to integrate to take a Curse cards in the game:

1. An Event, Spell or Stranger says to take one Curse card
2. An Event, Spell or Stranger says to take a Toad-card and you take a Curse card instead.

There are some cards which already use this idea like the:

Dragon-Baptist, Dark Almanac, Antimagic-Elixir, Enchantress, Gauntlet, Ice-Queen, Mages' Duel, Mad Magician (Black Tower)....,

some are also include in the last line of the second page: Gauntlet, Voodoo Doll

Carsten Both, Dezember 2009

CURSE

CURSE

CURSE

CURSE

CURSE

   CURSE Locomotor Mortis <p>Your legs have stuck together, you can only move like a kangaroo. Subtract 1 from your dice roll for movement. I you roll a 1 for movement; you have to miss one turn.</p> <p>The Curse will end if you are visiting the Mystic (Village), Enchantress (City) or the Imperial Magus (Castle). You have to pay 2 Gold or a Magic-Object for their service.</p> <p>Movement -1 Movement Roll 1 = Miss one turn</p>	   CURSE Rictusempra <p>If you touch an Object your fingertips begin to tickle and you will be overwhelmed by hysterical laughter. The Curse will not start if you are using Cursed-Objects or Animal-Objects. You cannot use Objects, but you don't have to drop them.</p> <p>This Curse will end if you visit the Tavern or the 6-Fates-Inn. The Curse also ends if you drink a Magic Brew.</p> <p>No use of Objects</p>	   CURSE flagrate <p>Crosshairs appear on your forehead, any assassin or bandit wants to kill you. If you roll a 1 for movement while staying in the Village, City, Tavern or Castle, you will be attacked by a bandit. Roll two dice to determine his Strength.</p> <p>This Curse will end if you are visiting the Trader (Village) or the Anarchist-Guild (City). They will take a fee of 2 Gold or one Magic-Object to convince the underground society of your innocence.</p> <p>Movement Roll 1 in Village, City, Tavern or Castle Bandit Strength 2d6 attacks</p>	   CURSE Sectum Semptra <p>Every minute many new painful wounds appear on your skin. You can only heal up to the quota of 3 lives. If you have more than 3 lives at the start of the Curse, you will lose 1 life.</p> <p>The Curse will end if you are visiting the Healer (Village), Doctor (City) or the Imperial Doctor (Castle). You have to spend 1 round in his medical care and donate 1 Gold as surgery fees.</p> <p>Healing only up to 3 Lives</p>
   CURSE furnunculus <p>Boils and furuncles grow on your skin, become darken and open with an ugly smell. No Strangers or shops in City or Village will let you in.</p> <p>The Curse will end if you are visiting the Wharf (City), Fisher's Wharf (Village), the Queen's Pier (Place) or the River-Ferry (Place). There you can wash out your furuncles. You can also take a bath in the blood of a slain dragon. The Event "Flood" will cure the Curse instantly.</p> <p>No service of Strangers and Shops (City & Village)</p>	   CURSE Expelliarmus <p>You drop any weapon or magic wand (even Cursed ones). You don't want to touch them again. Place these Objects on your space.</p> <p>The Curse will end if you enlist in the Royal Army at the Royal Castle (City), the Castle or the Army Camp (Place). You have to miss one turn in learning the trade of war. The Events "War" or "Spring to arms" will end this Curse instantly.</p> <p>Drop all weapons or magic wands</p>	   CURSE Olivate <p>You will be scatterbrained and cannot learn anything new. During the Curse you cannot get any experience from killing enemies.</p> <p>The Curse will end if you will read a book in the Library (Dungeon), at the Street Sage (City), Library (City) or Laboratory (Black Tower). The Curse will also end if you read a magic book, but you have to discard the Magic-Object. You can also study for 2 Gold or one Magic-Object at the Mystic Academy (Village).</p> <p>No experience by killing Strength enemies</p>	   CURSE Amnesia <p>You have lost your memories of your life. Turn around all your gained craft counters. You cannot use them during the amnesia. OR You cannot use any gained Craft while you have amnesia.</p> <p>The Curse will end if you reach your starting space. You can also study for 2 Gold or one Magic-Object at the Noble Squire (Village) in his registration office.</p> <p>Turn around gained Craft counters</p>
   CURSE Diffindo <p>All bags in your possession will break and burst. You have to discard all container-cards like horse and cart, porter, bag of carrying, mule, purse or similar cards.</p> <p>The Curse will end if you reach the Mystic (Village), the Magic Emporium (City) or the Imperial Magus (Castle). You have to pay 2 Gold or a Magic-Object for their service.</p> <p>Drop all your container cards</p>	   CURSE Imperius <p>Somebody controls your behaviour. The player to your left hand side will determine your movement direction before your roll. If he forgets to decide the direction, you will be free to choose.</p> <p>The Curse will end if you draw a Law-Event or if you can reach Village, City, Castle or Sentinel Outpost.</p> <p>Player to your left hand side will decide the movement-direction</p>	   CURSE Morsmorde <p>You will be marked by the evil eye. The touch of death and decay surrounds you. All Followers (even the Cursed ones) will desert you. No new Follower will join your party.</p> <p>The Curse will end if you pray at a holy ground or Place and donate 1 Gold. It will also end if you have to take a blessing card.</p> <p>No Follower will join you</p>	   CURSE Oppungo <p>All animals will fear your presence. Animal-Objects and -Followers will run away clockwise 1-6 spaces and have to stay there until they find a new possessor. Animal-Enemies will attack you with blood thirst; add +2 to their combat roll. During the Curse you cannot get any new animal-cards as Objects or Followers.</p> <p>The Curse will end if you pray at a holy ground or Place and donate 1 Gold. It will also end if you have to take a blessing card.</p> <p>No animal will join you Animal Enemies +2 Combat</p>
   CURSE Langlock <p>Your tongue glues to the roof of your mouth every time you want to cast a spell. You are unable to cast spells.</p> <p>The Curse will end if you will reach the Mystic (Village), the Magic Emporium (City) or the Imperial Magus (Castle). You have to pay 2 Gold or a Magic-Object for their service.</p> <p>You cannot cast a Spell</p>	   CURSE Densaugeo <p>Fangs are growing in your mouth; your face looks more like a minotaur or an orc than a human. If you enter the Village, City or Tavern you have to take a Warrant.</p> <p>The Curse will end if you reach the Castle or the Noble Squire and pay him 2 Gold or a Magic-Object for your innocence. The Curse also ends if you are arrested.</p> <p>Take a Warrant if you enter Village, City or Tavern</p>	   CURSE Mobilisarbuis <p>Plants around you become more and more active. If you have to fight a Plant-Enemy his Strength will be doubled. Any Plant-Follower has to be dropped. Plant-Places or Plant-Strangers must be ignored. If you enter Woodland or Wood you have to miss one turn.</p> <p>The Curse will end if you reach the Mystic (Village), the Enchantress (City) or the Imperial Magus (Castle). You have to pay 2 Gold or a Magic-Object for their service.</p> <p>Plant-Enemies 2x Strength Plant-Followers, -Strangers and -Places must be ignored Miss one turn in Woodland or Woods</p>	   CURSE Evaneso <p>The Gold disappears every time you think you will be rich. Any Gold you have in your purse will be teleported to the Tavern. You have to live in poverty.</p> <p>The Curse will end if you pray at a holy ground or Place. It will also end if you have to take a blessing card.</p> <p>Gold disappears instantly and appears in the Tavern</p>

curse curse curse curse

curse curse curse curse

curse curse curse curse

<p>    CURSE Kana Satura </p> <p>You are now a slimy, little Toad. Leave all your Objects, Gold and Followers on the space were you transformed. While you are a Toad you have Strength 1, Craft 1, Move 1 Space per Turn (no die roll), but retain you character's Lives. You may not add the additional Strength and Craft of your character. You may neither cast or gain Spells, though you keep the ones you had.</p> <p>After 3 Turns you return to normal, you character will be as before, minus Objects, Gold and Followers.</p> <p> Strength 1 & Craft 1 Move only 1 Space Drop Objects, Followers & Gold </p>	<p>    CURSE Kana Satura </p> <p>You are now a slimy, little Toad. Leave all your Objects, Gold and Followers on the space were you transformed. While you are a Toad you have Strength 1, Craft 1, Move 1 Space per Turn (no die roll), but retain you character's Lives. You may not add the additional Strength and Craft of your character. You may neither cast or gain Spells, though you keep the ones you had.</p> <p>After 3 Turns you return to normal, you character will be as before, minus Objects, Gold and Followers.</p> <p> Strength 1 & Craft 1 Move only 1 Space Drop Objects, Followers & Gold </p>	<p>    CURSE Kana Satura </p> <p>You are now a slimy, little Toad. Leave all your Objects, Gold and Followers on the space were you transformed. While you are a Toad you have Strength 1, Craft 1, Move 1 Space per Turn (no die roll), but retain you character's Lives. You may not add the additional Strength and Craft of your character. You may neither cast or gain Spells, though you keep the ones you had.</p> <p>After 3 Turns you return to normal, you character will be as before, minus Objects, Gold and Followers.</p> <p> Strength 1 & Craft 1 Move only 1 Space Drop Objects, Followers & Gold </p>	<p>    CURSE Kana Satura </p> <p>You are now a slimy, little Toad. Leave all your Objects, Gold and Followers on the space were you transformed. While you are a Toad you have Strength 1, Craft 1, Move 1 Space per Turn (no die roll), but retain you character's Lives. You may not add the additional Strength and Craft of your character. You may neither cast or gain Spells, though you keep the ones you had.</p> <p>After 3 Turns you return to normal, you character will be as before, minus Objects, Gold and Followers.</p> <p> Strength 1 & Craft 1 Move only 1 Space Drop Objects, Followers & Gold </p>
<p>    CURSE Kes Adversae </p> <p>Your fortune is fickle. During the Curse you have to subtract 1 from your dice roll at Places or Strangers.</p> <p>This Curse will end if you get drunk the Tavern or the 6-Fates-Inn, miss your Turn and discard the Curse. The Curse also ends if you drink a Magic Brew.</p> <p> -1 on dice rolls at Places or Strangers </p>	<p>    CURSE Nauseator </p> <p>You fear open water, rivers and lakes. You will never cross the Storm River or enter the Wharf (City), the Harbour (Village), Sea-Realm, River-Ferry, Ferryman or Queen's Pier (card). If you fight with the Sentinel on the Bridge you have to subtract 2 from your Strength.</p> <p>The Curse will end if you drink a cup of altar wine at the Chapel, High-Temple, Temple or any other Place with an Altar. You have to donate 2 Gold or a Magic-Object for this exorcism. The Curse also ends if you drink a Magic Brew.</p> <p> Do not cross the Storm River Fight the Sentinel with -2 </p>	<p>    CURSE Obscuritas </p> <p>You fear the darkness and see hags waiting in the shadows. You will not enter the Dungeon, Black Tower, Pyramid, Cave or other dark Places. If a card says you have to enter such a place you will lose 1 Life and take the first opportunity to leave this dark place.</p> <p>The Curse will end if you are illuminated at the Chapel, High-Temple, Temple or any other Place with an Altar. You also have to donate 2 Gold or a Magic-Object for this exorcism. It will also end if you have to take a blessing card.</p> <p> Don't enter the Dungeon, Black Tower, Pyramid or Cave </p>	<p>    CURSE Socordia </p> <p>The flesh is willing but the spirit is weak. You have to reduce your score in psychic-combat by 1. If you want to cast a spell you have to roll a dice before. 1-3: the spell has to be discarded without any function, 4-6: the spell functions as normal.</p> <p>The Curse will end if you will reach the Mystic (Village), the Magic Emporium (City) or the Imperial Magus (Castle). You have to pay 2 Gold or a Magic-Object for their service.</p> <p> Psychic combat -1 Spell casting fails on 1-3 </p>
<p>    CURSE Mangonicus </p> <p>You lose the ability to bargain. If you have to pay Gold for buying Spells, Objects or Services, you have to pay +1 Gold.</p> <p>The Curse will end if you spend 1 turn sales-training at the Bank (City), Trader (Village) or any Place / Stranger who sells more than 3 different Objects. Discard the Curse but miss one Turn.</p> <p> Prices increase by 1 Gold for Spells, Objects and Services </p>	<p>    CURSE Percrucior </p> <p>You fear any conflict. Convinced that you will lose any fight, you have to subtract 1 from your die roll in combat against enemies. This Curse affects physical and psychic combats.</p> <p>This Curse will end, if you win one combat against an enemy who has more Strength/ Craft than you (including Followers and Objects). The Curse will also end if you take a bath in Dragon-blood.</p> <p> -1 in any combat </p>	<p>    CURSE Regnum Nobiles </p> <p>You love Royals. Every time you visit the Castle or the Noble Squire (Village), meet a Nobleman or a Stranger who works for the King (like Imperial Doctor, Honorary Consul, Duke of Prattle, Tax Collector, ...) you will donate 1 Gold or an Object as a free gift to him.</p> <p>The Curse will end if you enter the Anarchist's Guild (City), Ruins of the High Temple (Village) or any Dragon Cultist-Stranger or -Place. The Curse will also end by the events "Night of Tiamat", "Anarchy" or "Fall of the King".</p> <p> Donate 1 Gold or Object at the Castle, Noble Squire or any Nobleman or Royalty </p>	<p>    CURSE Infirmitas </p> <p>The spirit is willing but the flesh is weak. You have to reduce your score in physical-combat against Dragon-, Animal-, Person-, Plant- or Monster-Enemies by 1. You can carry weapons, but you cannot use them.</p> <p>The Curse will end if you exercise at the Castle, City Gate (City), the Army Camp (card), Arena (card), Instructor (card) or Gladiator School (card). You have to miss one turn and pay 1 Gold for the training.</p> <p> Physical combat -1 No weapons can be used </p>
<p> Spell Curse </p>  <p>This Spell will curse another character. He has to take a Curse card. This evil act is against the law. If you use this Spell in the City, Tavern or Village, you have to draw a City-card. If you draw a Law-card, they will try to arrest you. You have to discard all other City-cards.</p>	<p> Spell Exorcism </p>  <p>With this Spell you can break one Curse. Discard any Curse-card, cursed Objects or Follower (like Hexenfluch, Vultures, Poltergeist, Appariton, Cursed Dagger, Hexed Blade...). If you cast the Spell on a character with no Curse, he will be blessed instead (take a Blessing-card).</p>	<p> 5 Magic Object Voodoo Doll </p>  <p>Every character can only use the voodoo doll once to curse another player (he has to take a Curse card). This Curse persists until it ends (see the Curse card) or you loose the voodoo doll.</p>	<p> 5 Magic Object Gauntlet </p>  <p>The dark gauntlet was made out of human skin. It radiates brutality and mischief. Only evil Characters can use this Object. If you touch another Character, he will be cursed (draw a Curse card). The gauntlet then crumbles into stinking dust.</p>

ADVENTURE

ADVENTURE

SPELL

SPELL

