CURSES ☠

Magiks Dark and Terrible

Curses are a new type of card. They are similar to Spells except they weaken a Character instead of strengthening one and they last forever until somehow broken.

Starting with Curses

There are thirteen (seemed appropriate) different types of Curses and at the start of the game they are are shuffled and placed face down like Spells to create a Curse drawing deck.

New Rules
Players should agree to use, or not, any of these rules before beginning. I think all four of them are good but your mileage may vary...

1. Anything that can get rid of a Curse for a Character can also allow him to discard the Cursed by Hag card or return to normal if he is a Toad. Any effect that hinders an individual Character and lasts for multiple turns can be called a Curse and dealt with like one.
2. A Character that loses a Combat or Psychic Combat in the Cursed Glade gains a Curse.
3. A Character that makes it to the Crown of Command discards all Curses and is now immune to them
4. Any card that grants a *wish* now also allows a Character to ignore its choices and choose to discard a Curse of his own or give one to another Character.

Playing with Curses

Players draw them as directed by other cards in the game and unlike Spells there is no limit to the number a Curses a Character may possess.
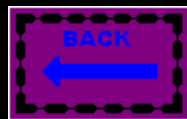
Breaking a Curse
A Character can have a Curse removed by visiting the Mystic, Enchantress, or Warlock but at a price. If paid 2 gold or given (discarding) a Magic Object they will remove a single Curse. An unlucky player can have multiple Curses removed at once as long as he can pay for

each one. There are other cards that can remove Curses as well and when a Curse is broken it is placed in the Curse discard pile. If a player is directed to draw a Curse card and there aren't any left simply reshuffle all the discarded Curses and reuse them of you would for any other deck in the game.

Sample Cards

OBJECT- 5 -OBJECT
Magic   Magic
DEMONBLADE

This deadly weapon gives a +3 bonus to Strength in Combat. It is a cursed weapon though and any Character that takes it draws two Curses. He keeps these Curses even if the Demonblade is lost but they can be cancelled as any other Curse.

TCS 1.6

CURSE   CURSE
MISFORTUNE

You have a -1 penalty to all non-Combat/Psychic Combat related die rolls. The sole exception to this is if a one is rolled and then treat it as normal.

TCS 1.6

CURSE   CURSE
DOUBT

You cannot use your Special Abilities. Special Abilities that are actually disadvantages are not affected.

TCS 1.6

CURSE

STRANGER   4   STRANGER
CLERIC

This wandering cleric can heal one Life or rid a Character of a Curse for an offering of one Gold.

TCS 1.6

CURSE   CURSE
SPELLBINDER

Your maximum number of Spells is reduced by 2. If you currently have more than allowed then you must immediately discard the excess Spells.

TCS 1.6

CURSED HERO

STRENGTH | CRAFT 3 | GOLD | LIVES
OBJECTS | FOLLOWERS

ALIGNMENT: NEUTRAL
START: RUINS
SPECIAL ABILITIES

1. You select two of the following Characters at the start of the game and have the Special Abilities of both: Dragon Slayer, Gladiator, Soldier, Ranger, Rogue, Swashbuckler, Swordsman, and Warrior.
2. You draw three Curses at the start of the game and they are not removed by Magical Vortex.

TCS 1.6

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