

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

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