

<p>May thy legs rot and putrify.</p> <p>Your ♠ is effectively equal to 1.</p>	<p>May thy brain wither and contract.</p> <p>Your ♥ is effectively equal to 1.</p>	<p>May thou find no ☠ on thy defeated enemies.</p>	<p>May the townsfolk shun thee.</p> <p>None of the town's services are available to you. For example, you cannot regain your ♥, nor remove this curse.</p>
<p>May thou find naught but scrolls.</p> <p>Whenever you would find a 📖, 🗡, 🧙, or 🧛, instead you find a 📜.</p>	<p>May thou die swiftly at the hands of thine enemies.</p> <p>When an enemy ATTACKS you, it rolls two dice and chooses the higher result.</p>	<p>May thy heart still.</p> <p>If your ♥ is greater than 15, it becomes 15. Your ♥ cannot increase above 15.</p>	<p>May thine enemies conspire to bring about thy death.</p> <p>Whenever you encounter one or more monsters, draw an additional Monster Card.</p>
<p>May savage dogs devour thee.</p> <p>When an animal ATTACKS you, add 7 to its attack roll.</p>	<p>I commend thee to the devil.</p> <p>At the beginning of your turn, put a counter on your Character Card. When there are eight such counters, you die.</p>	<p>A pox upon thee.</p> <p>You have -2 🗡, -2 🛡, and <i>disease</i>. An effect which removes <i>disease</i> will also remove this curse.</p>	<p>May thy sword be brittle.</p> <p>When you ATTACK an enemy with a weapon, roll d8. If you roll a 1 or 2, the weapon shatters, doing no damage (discard it).</p>
<p>May thy tongue be leaden.</p> <p>You cannot read scrolls or cast spells.</p>	<p>May thou ever lose thy way.</p> <p>Whenever you leave an empty tile discard it from the board.</p>	<p>Thou shalt e'er seek thy proper rest.</p> <p>At the end of your action in battle, roll d8. On a 1 or 2, you fall <i>asleep</i>.</p>	<p>Go thou to hell.</p> <p>At the beginning of your turn, roll d8. On a 1 or 2, you pass through the floor to the square below.</p>
<p>May thou suffer penury and want.</p> <p>At the beginning of your turn, choose and discard a possession, or 50 🧙.</p>	<p>May thy nakedness be discovered.</p> <p>You cannot equip items, unless they are cursed.</p>	<p>May thou pluck out thine own eyes.</p> <p>You are <i>blind</i>. You regain your sight when this curse is lifted, but it cannot be cured by any other means.</p>	<p>Fie, thou craven cur.</p> <p>You begin every battle <i>afraid</i>. If you are in battle now, you become <i>afraid</i>.</p>
<p>May thy weapon betray thee.</p> <p>Whenever you fumble an ATTACK, you must then ATTACK yourself.</p>	<p>May thine enemies wield great power.</p> <p>At the end of your combat action, if any of your enemies has positive ♥, the one with the greatest ♥ casts a spell.</p>	<p>May thou forget thy craft.</p> <p>In the combat phase, you may only ATTACK or FLEE. In the movement phase, you may only use <i>movement actions</i>.</p>	<p>May thou shrivel unto dust.</p> <p>At the beginning of your turn, lose one of 🗡, 🛡, 🧙, or 🧛, chosen at random.</p>
<p>May thy screams echo afar.</p> <p>At the beginning of your turn, lose 5 ♥. Enemies always surprise you.</p>	<p>Thou shalt ne'er see the sun no more.</p> <p>You cannot ascend stairs.</p>	<p>Thine enemies wilt return to haunt thee.</p> <p>The first time you defeat any enemy, return its attributes to their starting values.</p>	<p>Thy life be short.</p> <p>You take double damage from all sources.</p>