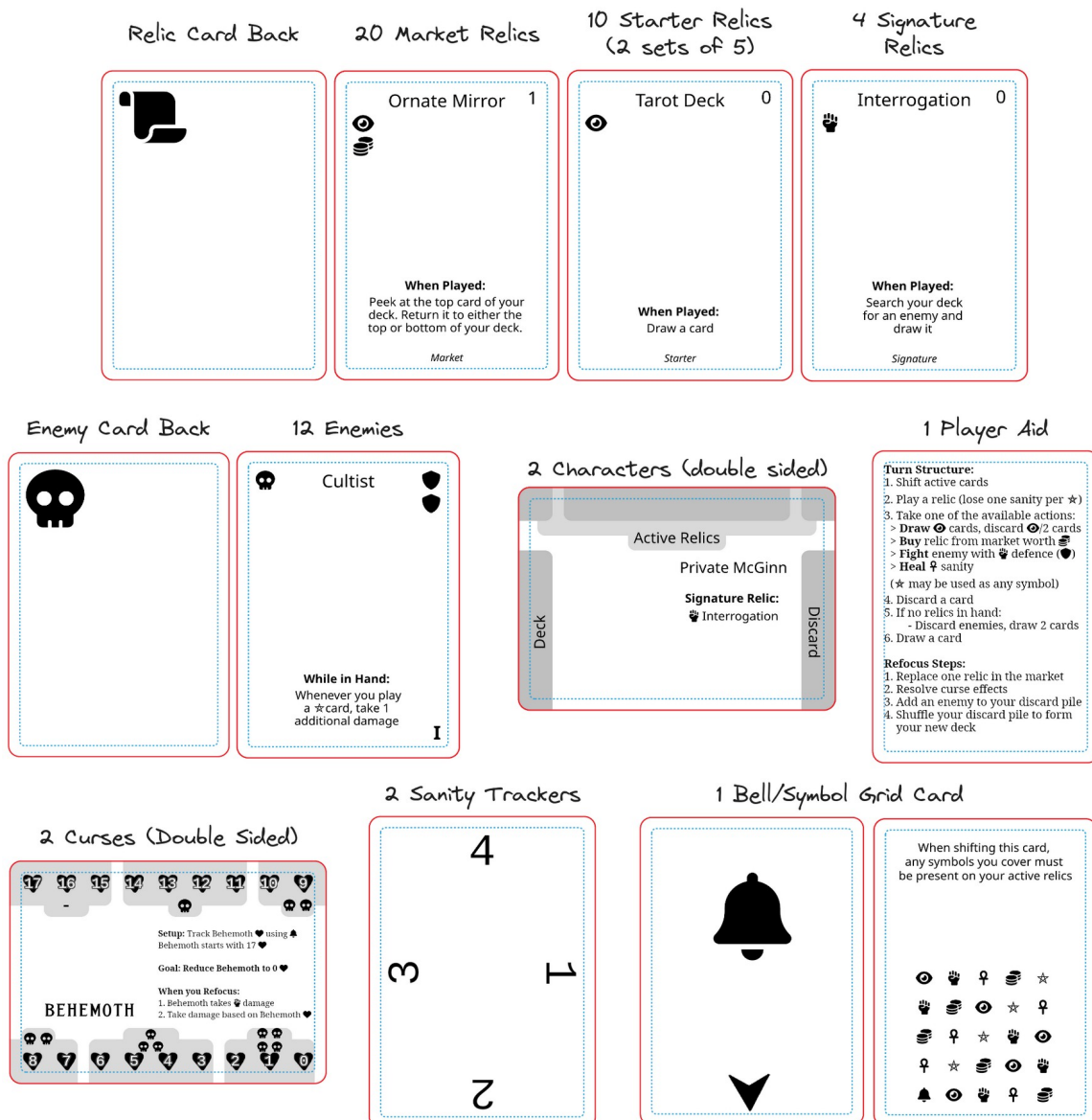# The Viscount's Curse

Introduction

Strange happenings have started occurring in Grimmsport: inexplicable disappearances, alien illnesses, and in your peripheral vision you catch glimpses of otherworldly beings among the crowded streets. It all started a few months ago, when a recluse known only as The Viscount took up residence in the derelict manor on the outskirts of town. Since then you have felt the tendrils of corruption spreading and taking root. The time for action is now! But as you break down the door to confront the villain, you realise you are too late. A shiver passes through you as you observe the grim remains of some unholy ritual: a terrible curse has been conjured, and you'll need your wits about you to exorcise the town and restore peace...
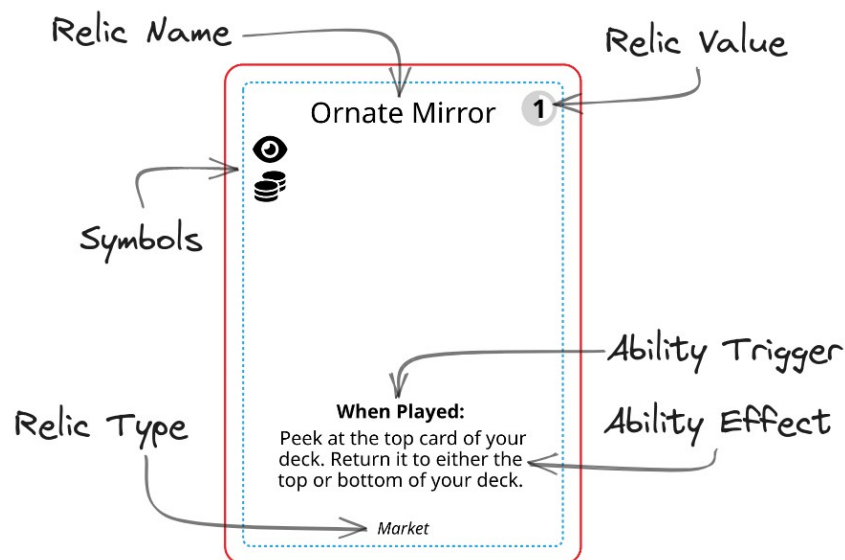
Components

Relic Card Back

20 Market Relics

Ornate Mirror 1

When Played:
Peek at the top card of your deck. Return it to either the top or bottom of your deck.

Market

10 Starter Relics (2 sets of 5)

Tarot Deck 0

When Played:
Draw a card

Starter

4 Signature Relics

Interrogation 0

When Played:
Search your deck for an enemy and draw it

Signature

Enemy Card Back

12 Enemies

Cultist

While in Hand:
Whenever you play a ☆ card, take 1 additional damage

I

2 Characters (double sided)

Active Relics

Private McGinn

Signature Relic:
✊ Interrogation

Deck

Discard

1 Player Aid

Turn Structure:
1. Shift active cards
2. Play a relic (lose one sanity per ☆)
3. Take one of the available actions:
   > **Draw** ◉ cards, discard ◉/2 cards
   > **Buy** relic from market worth 🪙
   > **Fight** enemy with ✊ defence (●)
   > **Heal** ♀ sanity
   (☆ may be used as any symbol)
4. Discard a card
5. If no relics in hand:
      - Discard enemies, draw 2 cards
6. Draw a card

Refocus Steps:
1. Replace one relic in the market
2. Resolve curse effects
3. Add an enemy to your discard pile
4. Shuffle your discard pile to form your new deck

2 Curses (Double Sided)

17 16 15 14 13 12 11 10 9

Setup: Track Behemoth ♥ using ♠ Behemoth starts with 17 ♥

Goal: Reduce Behemoth to 0 ♥

When you Refocus:
1. Behemoth takes ✊ damage
2. Take damage based on Behemoth ♥

BEHEMOTH

8 7 6 5 4 3 2 1 0

2 Sanity Trackers

4

3

1

2

1 Bell/Symbol Grid Card

When shifting this card, any symbols you cover must be present on your active relics

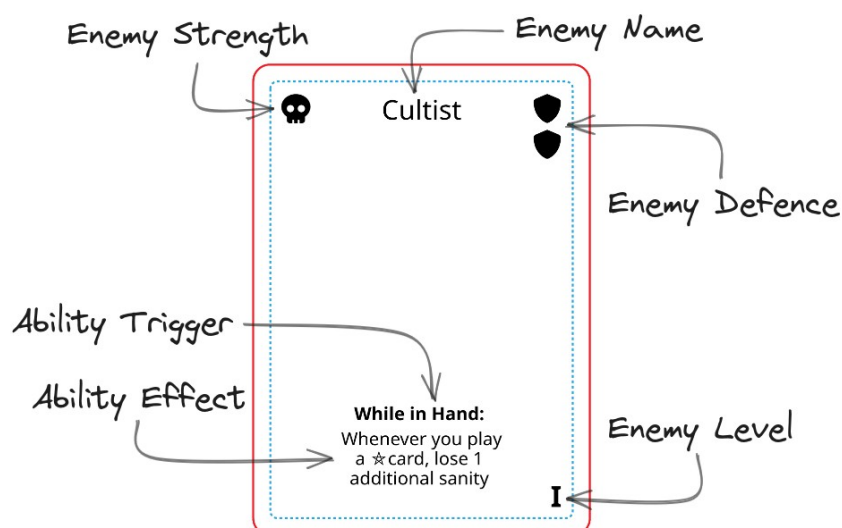| ◉ | ✊ | ♀ | 🪙 | ☆ |
✊	🪙	◉	☆	♀
🪙	♀	☆	✊	◉
♀	☆	🪙	◉	✊
🔔	◉	✊	♀	🪙

Main Card Types

Relics

Relics are the source of your power: you will be playing them throughout the game both for the symbols they provide (which make your actions stronger), and their unique abilities. You start out with a basic set of relics, but can acquire more powerful relics over time using the **Purchase** action. **Relic abilities are always optional**, but you must resolve the entire effect when using the ability.
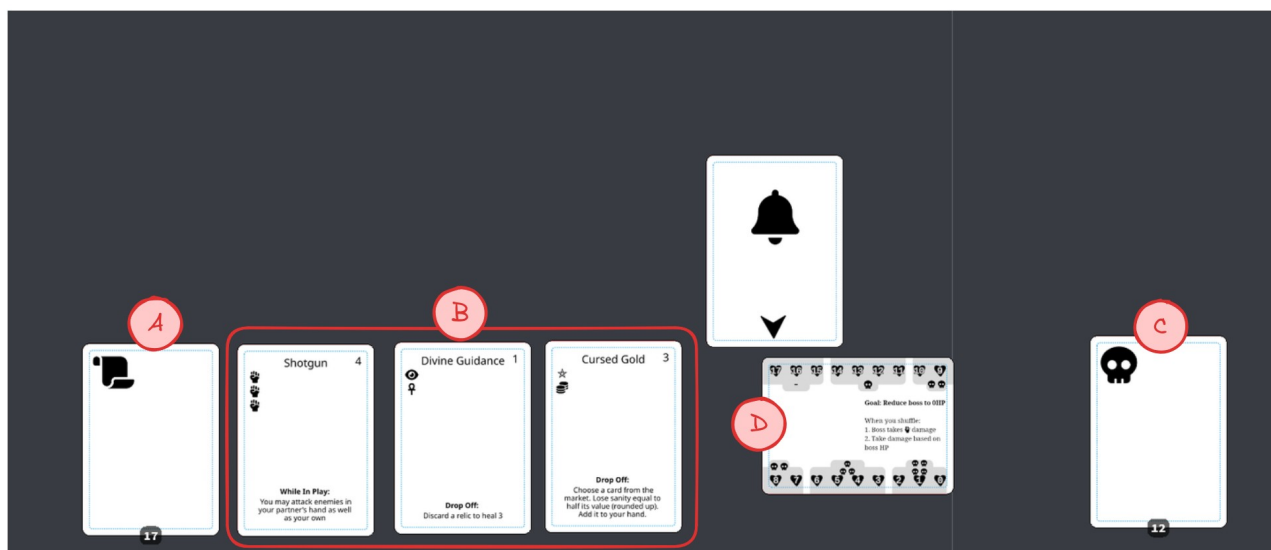
Relic Name

Relic Value

Ornate Mirror 1

Symbols

Ability Trigger

Ability Effect

Relic Type

When Played:
Peek at the top card of your deck. Return it to either the top or bottom of your deck.

Market

Enemies

Throughout the game you will be hunted by enemies - they are shuffled into your deck over time. Enemies deal damage when discarded, and also have unique abilities that make life harder. They can be defeated using the **Fight** action. **Enemy effects are always mandatory.**

Enemy Strength

Enemy Name

Cultist

Enemy Defence

Ability Trigger

Ability Effect

While in Hand:
Whenever you play a ☆ card, lose 1 additional sanity

Enemy Level

I

Setup

General Setup

1. Shuffle all the market relics to form the market deck **A**. Reveal three relics to form the market **B**.

2. Group the enemies by level. Shuffle each group separately, then combine the groups in ascending order (level III enemies at the bottom, level II enemies in the middle, level I enemies on top) to form the enemy deck **C**.

3. Select a curse. Place the curse card so it is easily visible and perform any curse-specific setup **D**.

Per-Player Setup

1. Select a character card and place it in front of you **A**.

2. Set your character's signature card in the first slot of your active relics area **B**.

3. Shuffle a set of starting relics to form your deck **C**.

4. Draw three cards to form your opening hand **D**.

5. Take the top enemy from the enemy deck and shuffle it into your deck.

6. Take a sanity tracker and set it to six **E**.
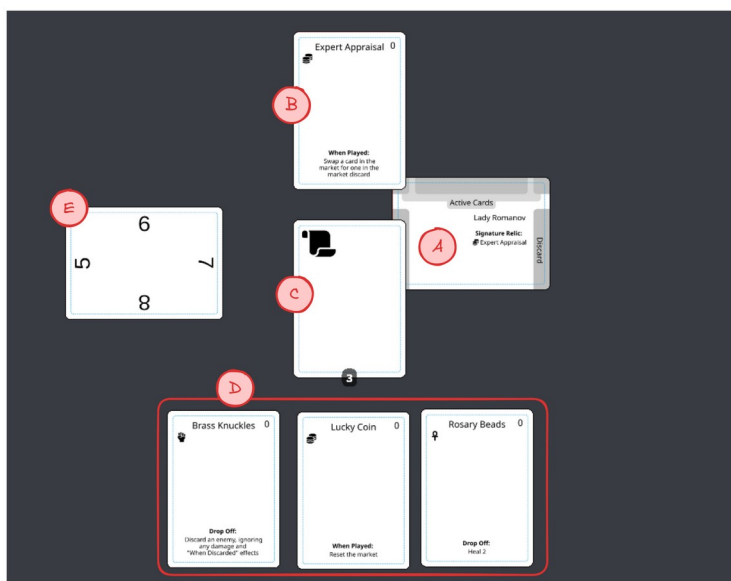
Gameplay

Overview

Your goal in *The Viscount's Curse* will depend on the curse you selected during setup: each curse has a different win condition, as well as special rules to mix things up! Players take alternating turns, following the structure outlined below, until they win the game by completing the curse's goal. If either player's sanity drops to zero before completing the curse's goal, the game is lost.
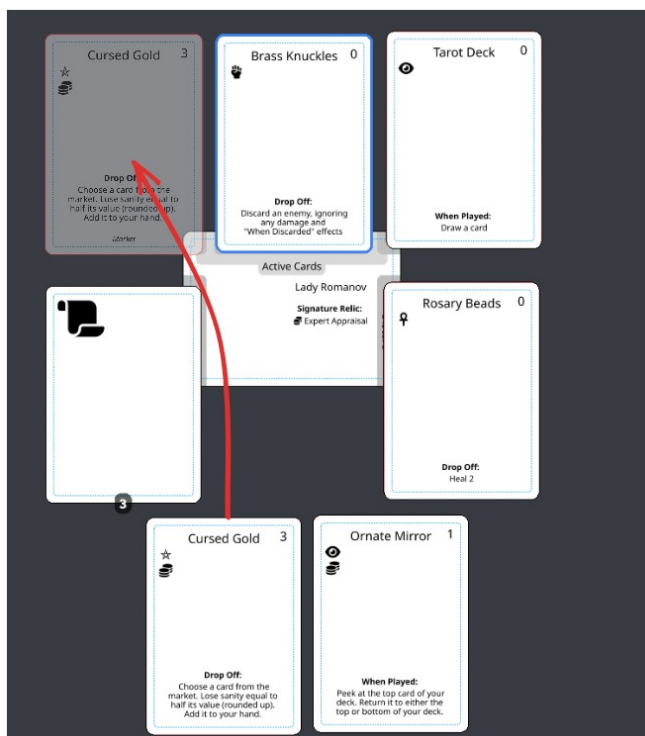
Turn Structure

1 - Shift Active Relics

Shift all relics in your active relics area one space to the right. If you had a relic in your final slot, that relic drops off into your discard pile - if it has an ability with the **Drop Off** trigger, you may resolve that ability now.
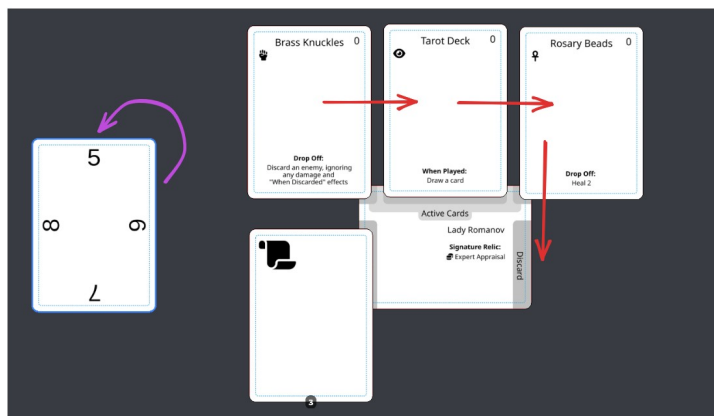
1 - The relics are shifted across and the Rosary Beads relic drops off, allowing the player to restore two sanity

2 - Play a Relic

Select a relic from hand and play it into the first slot in your active relics area. Lose one sanity for each ✪ symbol on the played relic. If it has an ability with the **When Played** trigger, you may resolve that ability now.

3 - Perform One Action

Perform one of the four actions described below. The action's strength is based on the number of corresponding symbols on your active relics - for example, you can **Purchase** relics with a higher value if you have more 🪙 symbols on your active relics.

✪ symbols are wild - they can be used to strengthen the effect of any action. You may always choose to resolve an action as if you had fewer corresponding symbols in your active area if it is beneficial to you.

*2 - The player plays the Cursed Gold relic, losing one sanity. They could instead have chosen to play the Ornate Mirror to use its **When Played** ability.*

◉ Scry

Scrying allows you to seek out cards from your deck, giving you more options and allowing you to set up combos for more powerful turns. When you take the **Scry** action:

Draw one card for each ◉ on your active relics, then shuffle the same number of cards from your hand back into your deck.

💰 Purchase

The **Purchase** action allows you to acquire more powerful relics for future use. When you take the **Purchase** action:

Select a relic in the market with a value lower than or equal to the total 💰 on your active relics. Add it to your discard pile.

Alternatively, if there are no cards you wish to purchase, you may instead take the **Purchase** action to send any card from the market to the market discard pile.

Whenever a relic is removed from the market, replace it with another from the market deck.

If the market deck is empty, shuffle the market discard pile to form the new market deck.

✊ Fight

Fighting allows you to remove enemies from your hand, preventing them from damaging your sanity and ensuring they don't show up again! When you take the **Fight** action:

Select an enemy in your hand with defence 🛡 lower than or equal to the total ✊ on your active relics. Remove it from your hand and put it in a defeated enemies pile next to the enemy deck.

♀ Heal

Healing allows you to recover your sanity, ensuring you don't fall into madness and lose the game. When you take the **Heal** action:

Choose either player as the target of the heal. Restore one sanity to that player for each ♀ on your active relics. You may only have a maximum of eight sanity at any time.

Track your sanity by rotating and flipping your sanity tracker card
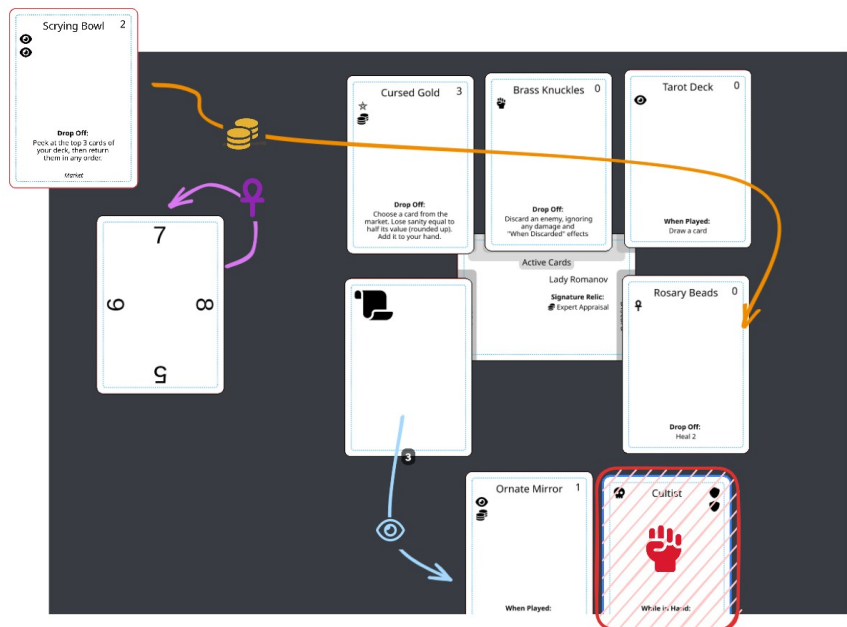
*3 - For the player's action, they could **Scry** to draw cards, **Purchase** the Scrying Bowl, **Fight** the Cultist to defeat it, or **Heal** to restore sanity*

4 - Discard a Card

Discard any one card (relic or enemy) in your hand, placing it in your discard pile. If you have no cards in hand to discard, you can skip this step.
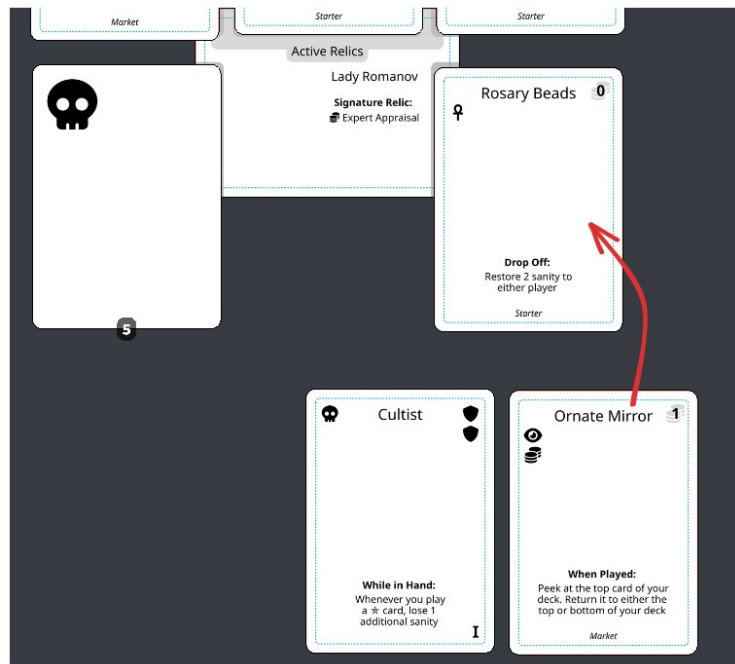
> Whenever you discard an enemy, lose sanity equal to the enemy's strength 💀.
>
> If it has an ability with the **When Discarded** trigger, resolve its effect.

5 - Refill your hand

Draw cards from your deck until you reach your hand limit - by default, your hand limit is three cards.

> Remember to **Refocus** if your deck is empty and you need to draw cards!

4 - After taking their turn, the player must discard a card from hand. They choose to discard the Ornate Mirror rather than the Cultist - a risky move...

5 & 6 - The player refills their hand by drawing up to three cards, only to find themselves surrounded! They must discard each of the enemies, losing 3 sanity in total, and then refill their hand again...

> If you need to draw an enemy from the enemy deck but it's empty, shuffle the defeated enemies to form the new enemy deck.

6 - Surrounded Check

If your hand is full of enemies, you're surrounded! Discard any enemies in hand, and then repeat steps 5 & 6.

Refocusing

Whenever you need to draw a card but your deck is empty, you must **Refocus** by performing the following steps:

1. Send one relic in the market to the market discard pile (and replace it)
2. Resolve the **"When you Refocus"** effects on the curse card
3. Draw an enemy from the enemy deck and add it to your discard pile
4. Shuffle your discard pile to form your new deck

Game End

To win the game, you must complete the goal described on the curse card. For example, to defeat the Behemoth, you must reduce it to zero health. As soon as you meet the requirements of the curse goal, you win the game. If either player drops to zero sanity at any point during the game, the game is lost.

Specific Card Clarifications

Relics

Lucky Coin

You may replace as many or as few of the relics currently in the market as you wish

Enemies

Pickpocket, Cultist, Plaguebearer, Fate Controller

These enemies only affect the player whose hand they are in. For example, if your partner has the Pickpocket in hand, you may purchase relics for the normal price

Fate Controller

You do not have to discard cards if drawing the Fate Controller puts you above your hand limit.

Face Stealer

Each �֍ symbol on your active relics may be used to provide either a 👁 or a ✊ when fighting the Face Stealer

Glutton

Destroyed relics are removed from the game

Solo Mode

To play The Viscount's Curse solo, make the following adjustments:

- Before setup, remove one enemy of each level (I, II, III) from the game
- Make any 👤 solo mode adjustments specified in the specific cards clarifications above

Missions

The Behemoth

You may not choose to do less damage to the Behemoth when resolving the "When you Refocus" effect of this curse

The Collector

Destroyed relics are removed from the game.

👤 If playing solo, ⏳ starts at 3 rather than 5