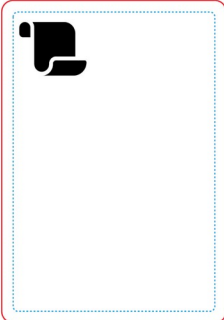# The Viscount's Curse

A cooperative deck-building game for two players

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...
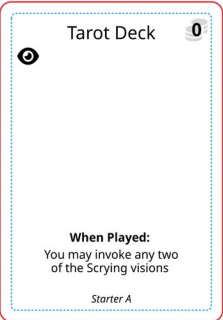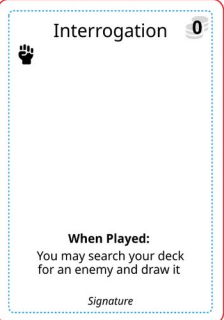
Components

Relic/Enemy Card Back

20 Market Relics

Ornate Mirror 1

👁
🪙

When Played:
You may 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:
You may invoke any two of the Scrying visions

Starter A

4 Signature Relics

Interrogation 0

✊

When Played:
You may search your deck for an enemy and draw it

Signature

12 Enemies

💀 **Cultist** 🛡

While in Hand:
Whenever you play a ☆ card, lose 2 additional sanity
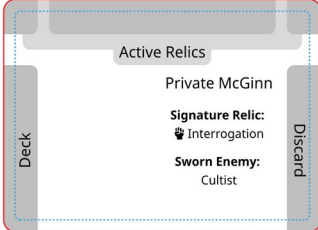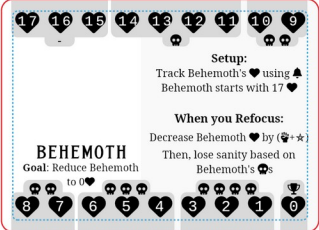
2 Character Cards (Double sided)

Active Relics

Private McGinn

Signature Relic:
✊ Interrogation

Sworn Enemy:
Cultist

Deck | Discard
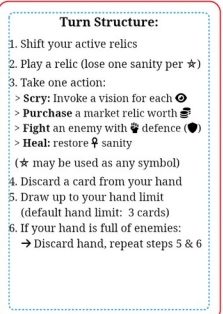
2 Curse Cards (Double Sided)

17 16 15 14 13 12 11 10 9

Setup:
Track Behemoth's ❤ using 🔺
Behemoth starts with 17 ❤

When you Refocus:
Decrease Behemoth ❤ by (✊+☆)
Then, lose sanity based on Behemoth's 💀s

BEHEMOTH
Goal: Reduce Behemoth ❤ to 0❤

8 7 6 5 4 3 2 1 0

1 Player Aid

Turn Structure:

1. Shift your active relics
2. Play a relic (lose one sanity per ☆)
3. Take one action:
   > **Scry:** Invoke a vision for each 👁
   > **Purchase** a market relic worth 🪙
   > **Fight** an enemy with 🛡 defence (🛡)
   > **Heal:** restore ⚚ sanity
   (☆ may be used as any symbol)
4. Discard a card from your hand
5. Draw up to your hand limit (default hand limit: 3 cards)
6. If your hand is full of enemies:
   → Discard hand, repeat steps 5 & 6

2 Sanity Trackers

4
3 1
2

1 Bell/Fog Card

🔔
🔻

When shifting this card, every symbol you cover must be present on your active relics

? can be satisfied by any symbol
☆ may be used to provide any symbol

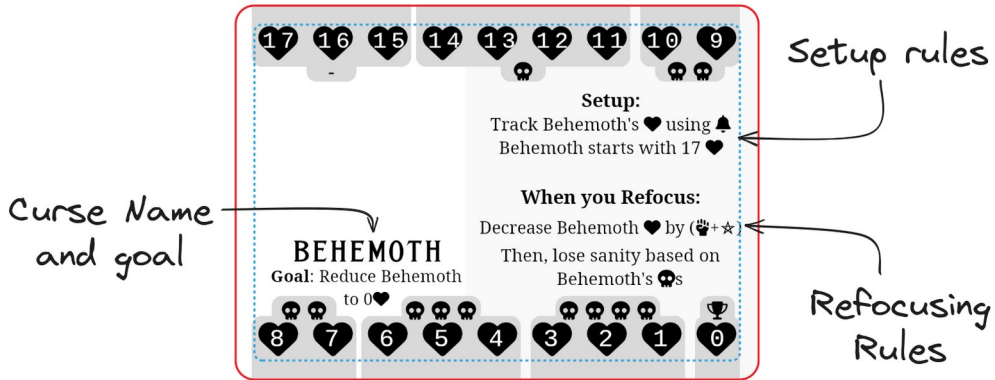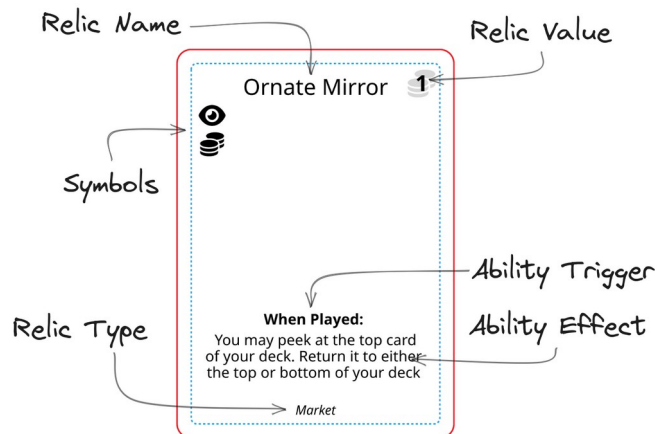|				
👁	✊	⚚	🪙	?
🪙	⚚	👁	?	✊
✊	👁	?	👁	⚚
⚚	?	🪙	✊	👁
☁	🪙	⚚	✊	🪙

Main Card Types

Curses

Each game, you will select one of the four curses as the scenario for that game. Each curse has a specific goal and extra rules to mix things up and encourage different styles of play! For the most part, you will only directly interact with the curse whenever you run out of cards in your deck and need to **Refocus**.

Setup rules

Curse Name and goal

BEHEMOTH
Goal: Reduce Behemoth to 0❤

Setup:
Track Behemoth's ❤ using ♠
Behemoth starts with 17 ❤

When you Refocus:
Decrease Behemoth ❤ by (👊+☆)
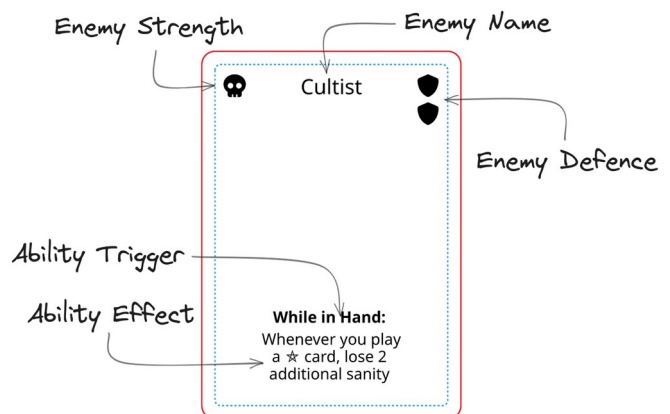Then, lose sanity based on Behemoth's 💀s

Refocusing Rules

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 starter 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

Relic Type

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

Ability Trigger

Ability Effect

Market

Enemies

Throughout the game you will be hunted by enemies: a new enemy is shuffled into your deck each time you **Refocus**. Enemies deal damage when discarded, and also have unique abilities that make your life harder. Discarded enemies go into your discard pile, meaning that when you **Refocus** they'll cycle back into your deck to hunt you down again! They can be defeated using the 👊**Fight** action to remove them from your deck entirely. **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 2 additional sanity

Setup

## Per-Player Setup

1) Select a character card and place it in front of you

2) Set your character's signature relic in the first (ie: leftmost) slot of your active relics area. Remove any unused signature relics from the game.

3) Shuffle a set of starting relics to form your deck

4) Draw three cards to form your opening hand

5) Find your character's sworn enemy and shuffle them into your deck

6) Take a sanity tracker and set it to six
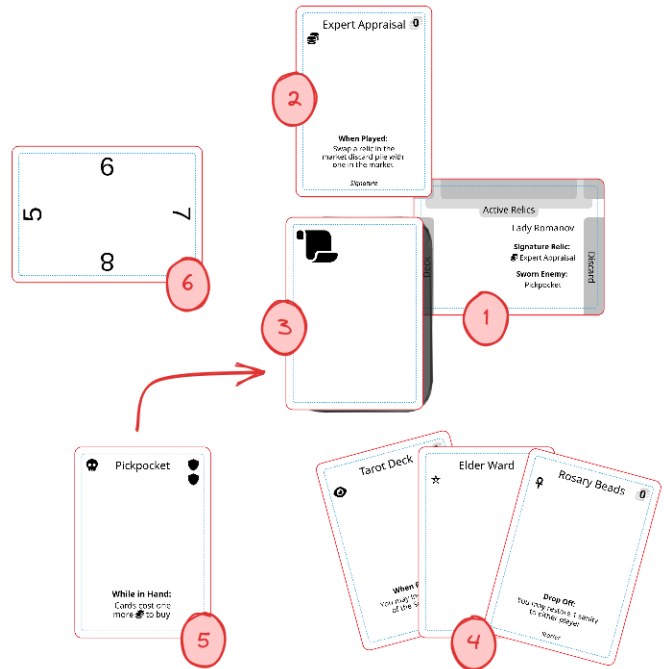
General Setup

A) Shuffle all the market relics to form the market deck

B) Reveal three relics to form the market

C) Shuffle the enemies together to form the enemy deck

D) Deal three enemies face-down in front of the enemy deck: these are the lurking enemies. Flip one of them face up

E) Select a curse. Place the curse card so it is easily visible and perform any curse-specific setup. Remove any unused curse cards from the game
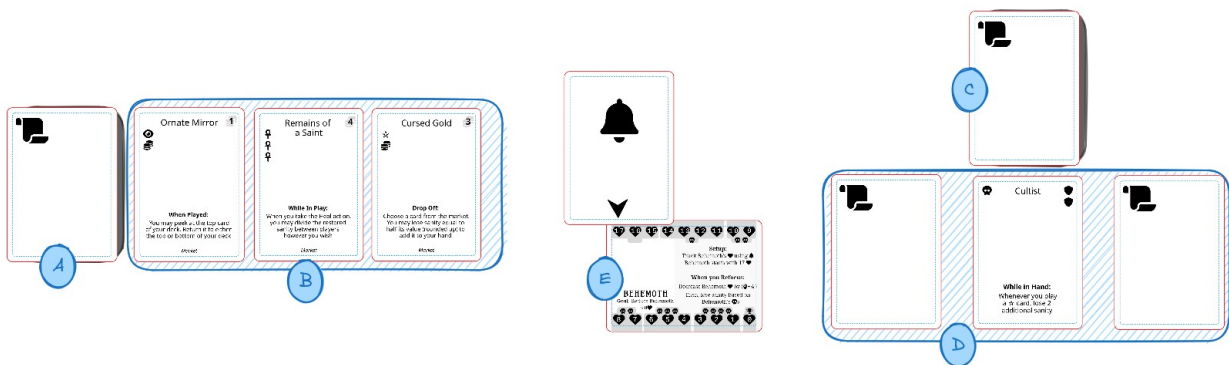
Gameplay

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.
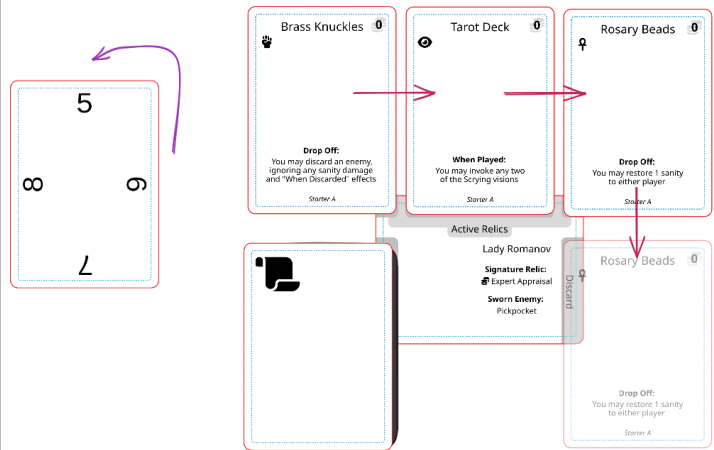
1 - The relics are shifted across and the Rosary Beads relic drops off, allowing the player to restore one sanity
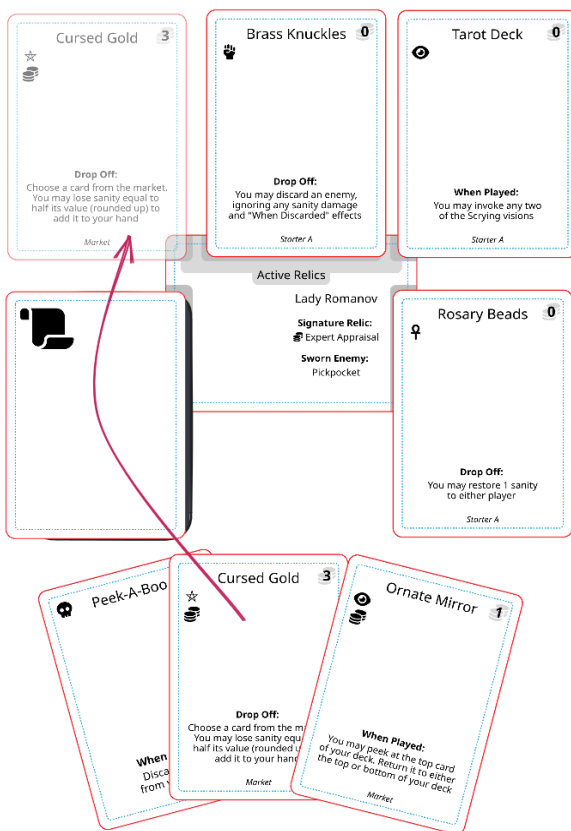
2 - The player plays the Cursed Gold relic, losing one sanity. They could instead have chosen to play the Ornate Mirror to use its When Played ability.

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 on the next page. 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 of your actions.

You may choose yourself or your partner as the target of the action. If you choose your partner as the target, the strength of the action is still based on your active relics, but they gain the benefits.

🪙 Purchase

The **Purchase** action allows you to acquire more powerful relics for future use! When you are the target of the **Purchase** action:

Select a relic in the market with a value lower than or equal to the total 🪙 on the current player's active relics. Add it to **your discard pile**.

✊ 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 are the target of the **Fight** action:

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

◉ Scry

Scrying is a flexible action that lets you set up combos and manipulate the state of the game! When you are the target of the **Scry** action:

Invoke one of the following visions for each ◉ on the current player's active relics:

- Draw a card
- Shuffle a card from your hand back into your deck
- Send a relic in the market to the market discard pile
- Reveal a face-down lurking enemy (flip them face-up)

You may use these in any combination, including invoking the same vision multiple times (if you have enough ◉)

♀ Heal

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

Restore one sanity for each ♀ on the current player's active relics. You may only have a maximum of eight sanity at any time.
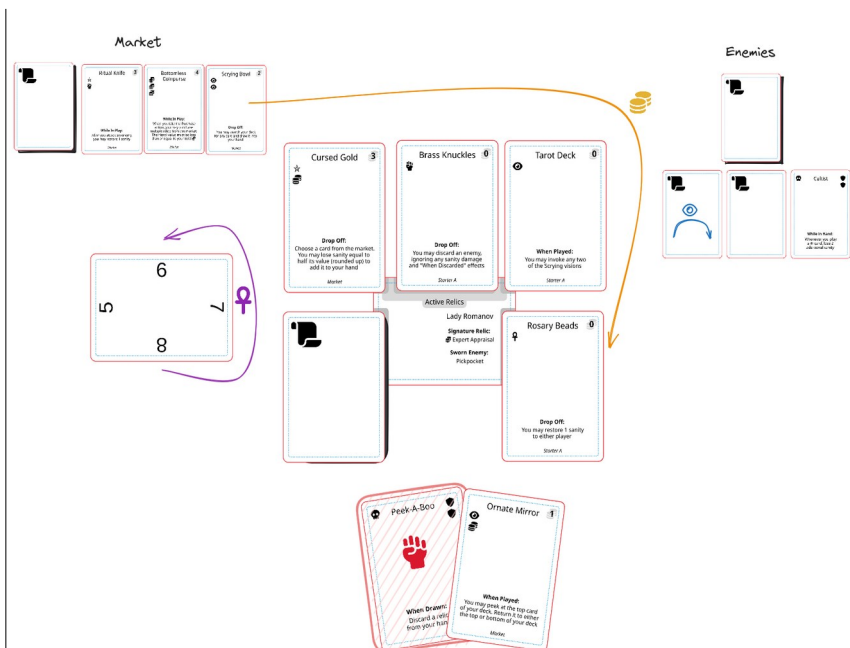
*3 - For the player's action, they **Purchase** the Scrying Bowl. They could instead have chosen to **Fight** the Peek-A-Boo to defeat it, **Scry** to reveal a lurking enemy and let their partner draw a card, or **Heal** to restore two sanity*

4 - Discard a Card

Discard any one card (relic or enemy) in your hand, placing it into 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 have at least three cards in hand.

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

6 - Surrounded Check

If your hand is full of enemies, you're surrounded! Discard your entire hand (losing sanity and resolving the enemies' **When Discarded** effects!), and then repeat steps 5 & 6.

Refocusing

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

1. Resolve the **"When you Refocus"** effects on the curse card
2. Select one of the lurking enemies and add them to your discard pile.
3. Shuffle your discard pile to form your new deck

> Whenever a lurking enemy is added to your discard pile (or removed for any other reason), deal another enemy from the enemy deck face-down to replace them.
>
> If the enemy deck is empty, shuffle the defeated enemies to form the new enemy deck.
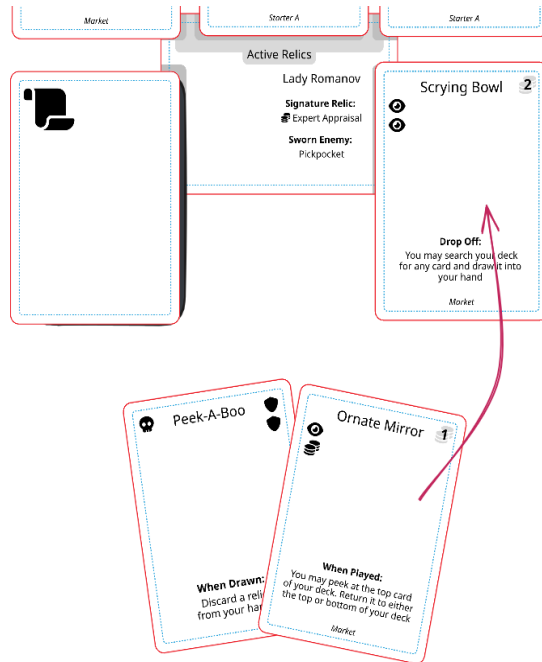
4 - After taking their turn, the player must discard a card from hand. They choose to discard the Ornate Mirror rather than the Peek-A-Boo: a risky move...

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 4 sanity in total, and then refill their hand again...

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.

Quick Tips

- Purchasing relics is very important early in the game - not just because it gives you access to more powerful relics, but also to ensure you have a good ratio of relics to enemies in your deck! It also helps you get more turns in before needing to refocus.

- Scrying is useful to make sure you can make informed decisions about which enemies to put into your deck - take a look through the enemies before your first game to get a sense of what could be lurking in the darkness!

- To make the most powerful turns, you'll need to set up combos over multiple turns - it can be useful to play a specific relic so that its symbols will be available on future turns, even if you don't need them right now!

- Cooperating with your partner can be the key to victory - remember, you can always use your action each turn to help your partner, and there are no communication restrictions. Feel free to discuss what you have in your hand, if you need help dealing with specific enemies, or if you really want a specific relic in the market!

Specific Card Clarifications

Relics

Lucky Coin

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

Ceremonial Rapier, Indulgence

✯ symbols may not be used to provide extra symbols for these relics' effects. You can still use the ✯ as wild symbols to directly strengthen your actions instead!

Enemies

Peek-A-Boo

If Peek-A-Boo is drawn while refilling your hand, continue drawing up to three cards after applying Peek-A-Boo's effect.

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 three cards.

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

Curses

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

Choking Fog

Do not increase your sanity if it is already lower than the value it would be reduced to

Endless Horde

Banished enemies are removed from the game

When you run out of enemies in the enemy deck just leave it empty and stop replacing the lurking enemies (instead of shuffling the defeated enemies to replace it as normal). If because of this there are no lurking enemies when you refocus, you may skip the step of adding a lurking enemy to your discard pile.

Solo Mode

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

- Make any 👤 solo mode adjustments specified in the specific cards clarifications above