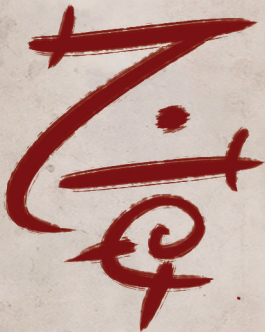


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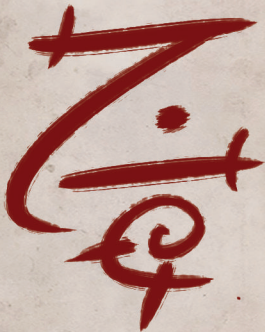
HEX

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute or until it takes damage. While cursed, the target is impaired and you make attack rolls against it with 1 boon.

Attack Roll 20+ The target also becomes dazed for 1 round.

cürse



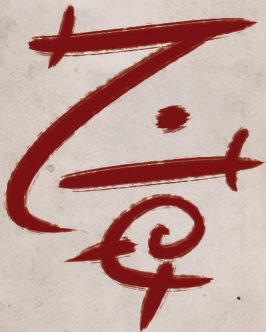
POX

Target One living creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target's body erupts in green, weeping blisters. The target takes 1d3 damage from disease and becomes frightened for 1 round.

Attack Roll 20+ The target becomes frightened for 1 minute.

cürse



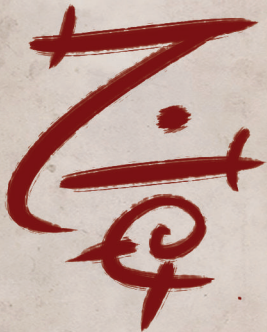
FRIGHTEN

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 minute. While frightened this way, the target can use an action to make a Will challenge roll and removes this affliction on a success.

Attack Roll 20+ While frightened in this way, the target is also impaired.

cürse



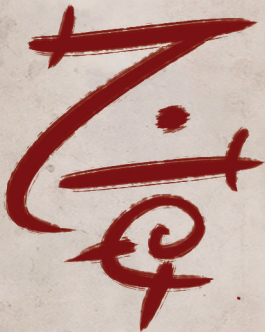
HOBBLE

Target One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also falls prone and cannot stand up while slowed in this way.

cürse



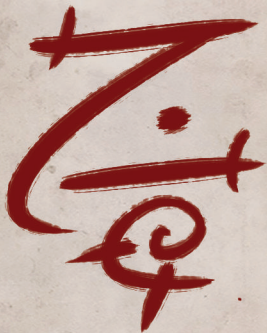
PAIN

Target One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, for 1 minute, whenever the target takes damage, it takes 1d6 extra damage.

Attack Roll 20+ In addition, for 1 minute, whenever the target takes damage, it becomes dazed for 1 round.

cürse



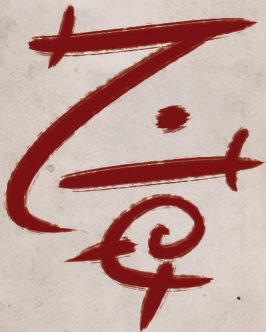
VULNERABILITY

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While the target is cursed, attack rolls against it are made with 1 boon and it makes challenge rolls with 1 bane to resist attacks.

Attack Roll 20+ The curse lasts until you die or until you lift it.

cürse



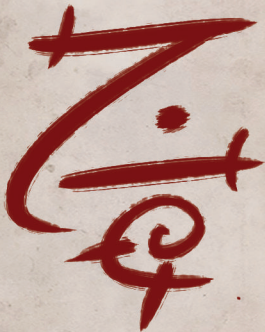
WEAKNESS

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While cursed, the target takes a -10 penalty to Health and makes Strength and Agility attack rolls and challenge rolls with 1 bane.

Attack Roll 20+ The curse lasts until you die or until you lift it.

cürse

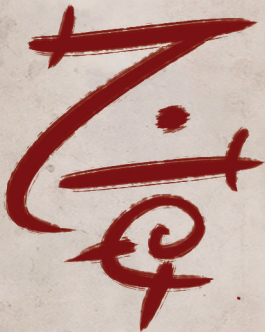


DREAD

Area A cone, 10 yards long, originating from a point you can reach

A wave of terror spreads through the area. Each creature in it must make a Will challenge roll, becoming frightened for 1 minute on a failure. While frightened in this way, the creature must take a fast turn each round, using an action to rush away from you by the safest available route. At the end of each round, if the creature does not have an unobstructed path to you and cannot see you, it can make a Will challenge roll and remove this affliction on a success.

cürse



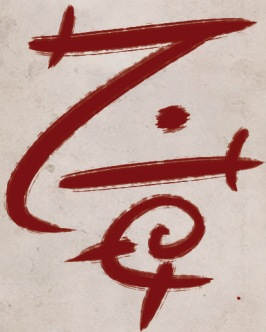
SWINE

Target Up to three living creatures you can see within medium range

Duration 1 minute; see the effect

Each target must make a Strength challenge roll. On a failure, it is transformed into a pig (a **small animal**) for the duration, along with everything it wears and carries. While transformed in this way, it becomes frightened and must take a fast turn each round, using its action to rush away from you by the safest available route. The effect ends immediately when the target takes damage.

cürse



TOAD

Target One living creature you can see within medium range

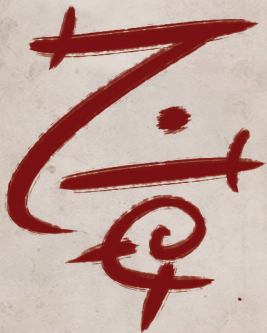
Duration Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Strength, making the roll with 3 boons if the target has Health 40 or less. On a success, the target transforms into a harmless toad (a **tiny animal**) and remains in that form for as long as you concentrate, up to 1 minute.

If your concentration is uninterrupted for the duration, the curse lasts until you die or until you use an action to lift it. The curse also ends if a virgin willingly kisses the target.

Attack Roll 20+ The curse automatically lasts until you die or until you use an action to lift it while the creature is within medium range.

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PETRIFY

Target One creature within medium range that has a physical body

Make an Intellect attack roll against the target's Strength, making the attack roll with 3 boons if the target has Health 50 or less. On a success, the target takes $7d6 + 10$ damage and becomes slowed for 1 minute. If the target becomes incapacitated by this damage, it instantly dies and turns into a stone statue.

Attack Roll 20+ The target takes $3d6$ extra damage.