

THE CURSE-EATER

"You can't always go for the kill. Sometimes a monster is an illness to be cured, not a danger to be destroyed."

◯ **CHARM**

- Manipulate Someone

◯ **COOL**

- Act Under Pressure
- Help Out

◯ **SHARP**

- Investigate a Mystery
- Read a Bad Situation

◯ **TOUGH**

- Kick Some Ass
- Protect Someone

◯ **WEIRD**

- Use Magic

LUCK

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay □□□□□□□□ Doomed

Curse-eater special: Whenever you spend a Luck point, you develop a permanent mark related to one of your consumed magics.

HARM

When you reach 4 or more, mark unstable.

Okay □□□□|□□□□ Dying

Unstable: □

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: □□□□□□

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all the basic moves, and four Curse-eater moves.

You get these two:

■ **Devour Evil:** When you absorb a curse—from a monster, phenomenon, minion, or evil magic—roll one die. If the die shows a 1-3, mark one corruption, on a 4-5, mark two, and on a 6, mark three. For a monster or minion with half or more harm capacity remaining, mark one extra. If you have more corruption than consumed magics, ask the Keeper to provide you a power and downside this curse gives you. If the curse was small or short-lived, it is destroyed. If the curse is strong or long lasting (monsters, phenomenon, minions in particular) *and* you used its weakness, then the curse is lifted. Some curses cannot be lifted this way—these are temporarily but significantly reduced in power instead.

■ **Unleash Corruption:** When you have marked corruption, you may release a power you have consumed. Say how you use the power and clear one corruption, then choose whether to keep control or not. Controlled, the power does what you want. You erase the consumed magic line (including the power and downside). Uncontrolled, the power and downside both activate and the Keeper determines how it goes.

Then pick two of these:

- **Devour Harm:** Touch someone (or some creature) who's hurt and mark one corruption to completely heal them. Mark half the harm they had suffered.
- **Reach:** When you **use magic**, you may choose one of these alternate effects:
 - Use the **devour evil** move at range.
 - Use the **unleash corruption** move at range.
 - Learn whether this magic may be devoured, and what the power and downside will be.

□ **Curse Whispers:** When you **investigate a mystery**, you may also ask:

- What sort of curse is this?
- Where did this curse come from?
- Is there a curse here that I can consume?

If you discover a curse (by any method) matching one you have previously consumed, take +1 forward.

- **Ropes of Fate:** You can mystically hold a cursed being or object restrained (range: close). Roll +Cool.
 - On a 10 or more, they're restrained for at least an hour.
 - On a 7-9, they're restrained but choose one: it's not for long, you suffer 1-harm, or **unleash corruption**.
 - On a 6 or less, it's unrestrained and very angry.

□ **Feel the Burn:** When you **unleash corruption**, you may clear one extra corruption, but you suffer 2-harm that cannot be reduced by any means.

□ **Fortune's Fool:** Mark three corruption to gain the effects of spending one Luck. Don't mark a consumed magic.

□ **Let It Go:** When you have three or more consumed magics marked, you may spend all consumed magics in place of all requirements for **use magic**. For **big magic**, the Keeper will tell you how many consumed magics you can lose in place of each requirement. Keep the corruption.

GEAR

You get some handy gear, two practical weapons, and a vehicle.

Handy gear, pick three:

- ☐ Mystical focus used when eating curses (perhaps a crystal, amulet, or ring)
- ☐ Pocket knife or multitool (1-harm hand useful small)
- ☐ A bag full of occult ingredients and spell reagents
- ☐ Manacles and chains
- ☐ Rope
- ☐ Medallion of the Society of Curse-eaters
- ☐ Improvised protective gear (1-armour)
- ☐ Big net
- ☐ Grimoire of wardings and defenses
- ☐ Dowsing rods and pendulum

Practical weapons, pick two:

- ☐ Singletick or cane (1-harm hand innocuous)
- ☐ Choloroform (0-harm intimate sedating)
- ☐ Small revolver (2-harm hand/close reload)
- ☐ Flintlock pistol (2-harm hand/close reload slow loud inaccurate)

Transportation, pick one:

- | | | |
|--------------------------------|-----------------------------------|------------------------------------|
| ☐ None | ☐ Carriage | ☐ Riverboat |
| ☐ Horse | with team | ☐ Sloop |
| | and driver | |

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Scarification, Birth mark, Tattoos, Unnatural colouring, _____ mark.
- Friendly eyes, Suspicious eyes, Cold eyes, Emotional eyes, _____ eyes.
- Work clothes, Practical clothes, Street clothes, Occult clothes, _____ clothes.

RATINGS, PICK ONE LINE:

- ☐ Charm +1, Cool +2, Sharp +1, Tough 0, Weird -1
- ☐ Charm 0, Cool +1, Sharp +2, Tough -1, Weird +1
- ☐ Charm -1, Cool +2, Sharp +2, Tough -1, Weird 0
- ☐ Charm -1, Cool +1, Sharp +2, Tough +1, Weird 0
- ☐ Charm +1, Cool +2, Sharp 0, Tough -1, Weird +1

HOW IT WORKS

When you consume/absorb evil magic, how does it work?

- ☐ You lay your hands on it and a visible glowing smoke transports the curse.
- ☐ You ritually eat some part of it.
- ☐ You closely embrace the cursed thing and spend several minutes bonding with it.
- ☐ You have an amulet that you must hold against it.
- ☐ Something else: _____

CORRUPTION

Okay ☐☐☐☐☐☐☐ Lost

When you consume evil magic, you gain corruption as well as the ability to use some of those powers. Record what the magic was, the power it offers you, and the downside it asks of you. The Keeper will provide these, and can also confirm whether you are in the presence of a consumable curse. Repeated **devouring evil** may give the same or different effects. Other moves, starting with **unleash corruption**, depend on these corruptions.

If you *should* take corruption, but the track is full, you become a monster under the Keeper's control.

CONSUMED MAGIC (POWER, DOWNSIDE)

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

IMPROVEMENTS

- ☐ Get +1 Sharp, max +3.
- ☐ Get +1 Weird, max +2.
- ☐ Get +1 Tough, max +2.
- ☐ Get +1 Charm, max +2.
- ☐ Take another Curse-eater move.
- ☐ Take another Curse-eater move.
- ☐ Make a consumed magic into a permanent custom move (with the group's agreement), then clear it.
- ☐ Clear all corruption, without clearing consumed magics. Don't erase the excess magics now, but you can't gain more until you release some of them.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3.
- ☐ Change this hunter to a new type.
- ☐ Create a second hunter to play as well as this one.
- ☐ Mark two of the basic moves as advanced.
- ☐ Mark another two of the basic moves as advanced.
- ☐ Retire this hunter to safety.
- ☐ Erase one used Luck mark from your playbook.
- ☐ Make a consumed magic into a permanent custom move (with the group's agreement), then clear it.
- ☐ Clear all corruption, without clearing consumed magics. Don't erase the excess magics now, but you can't gain more until you release some of them

GETTING STARTED

To make your Curse-eater, pick a name. Then follow the instructions in this playbook to decide your look, ratings, how it works, moves, and gear. Finally, introduce yourself and pick history.

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Curse-eater by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- You're friends and confidants. What do you know about each other's fears and secrets?
- You saved them from a curse many years ago and have trusted each other since. Ask them what it was.
- You're suspicious of their powers and wonder if one day you'll need to consume that curse from them.
- They're suspicious of your powers. Ask them what they fear about you.
- You were both hunting the same monster and had an argument about killing it versus saving it. Decide between you who won that debate.
- You're family. What's the relationship? How does the rest of the family regard you?
- On your first hunt together, you unleashed consumed magic and put them in great danger. Ask what happened and how they feel about it now.
- They told you that you're fated to consume a curse that threatens the world. Ask if they know anything more about what's coming.