| **Curse / Wound** | **Number** | **Needed by** | **Writer** |
| --- | --- | --- | --- |
| Day creature effects | 1 of each page | Fri PM | Jon |
| Stomach Growth TW | 6 | Sat AM | Jon |
| Many possessions | 6 pages, 2 of each | Sat PM | Jon (why did you do this to yourself?) |
| Erin’s Dream curse card | 1 | Sat PM | Jon/Erin |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

One of each, Fri PM

| **CURSE: Cold Light**  39323 | **You feel driven to make art about only what you know to be true. Anything fictional, even an exaggerated version of real events, may cause you discomfort or anger.**  **This effect will last until sunrise on Saturday morning.** |
| --- | --- |
| **CURSE: Cold Light**  39323 | **You feel driven to make art about only what you know to be true. Anything fictional, even an exaggerated version of real events, may cause you discomfort or anger.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Light**  39323 | **You feel driven to make art about only what you know to be true. Anything fictional, even an exaggerated version of real events, may cause you discomfort or anger.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Light**  39323 | **You feel driven to make art about only what you know to be true. Anything fictional, even an exaggerated version of real events, may cause you discomfort or anger.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Light**  39323 | **You feel driven to make art about only what you know to be true. Anything fictional, even an exaggerated version of real events, may cause you discomfort or anger.**  **This effect will last until sunrise on Saturday morning.** |

One of each, Fri PM

| **CURSE: Cold Perfection**  39324 | **You feel driven to seek total perfection in art. A single note, word or mark out of place might cause you discomfort or anger. This will last until sunrise on Saturday morning.**  **This effect will last until sunrise on Saturday morning.** |
| --- | --- |
| **CURSE: Cold Perfection**  39324 | **You feel driven to seek total perfection in art. A single note, word or mark out of place might cause you discomfort or anger. This will last until sunrise on Saturday morning.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Perfection**  39324 | **You feel driven to seek total perfection in art. A single note, word or mark out of place might cause you discomfort or anger. This will last until sunrise on Saturday morning.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Perfection**  39324 | **You feel driven to seek total perfection in art. A single note, word or mark out of place might cause you discomfort or anger. This will last until sunrise on Saturday morning.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Perfection**  39324 | **You feel driven to seek total perfection in art. A single note, word or mark out of place might cause you discomfort or anger. This will last until sunrise on Saturday morning.**  **This effect will last until sunrise on Saturday morning.** |

One of each, Fri PM

| **CURSE: Cold Shine**  39325 | **Any time you make, perform or witness a piece of art, you are struck by a piercingly bright light. You feel an urge to stop or conceal the art that caused this, or instinctively move away.**  **This effect will last until sunrise on Saturday morning.** |
| --- | --- |
| **CURSE: Cold Shine**  39325 | **Any time you make, perform or witness a piece of art, you are struck by a piercingly bright light. You feel an urge to stop or conceal the art that caused this, or instinctively move away.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Shine**  39325 | **Any time you make, perform or witness a piece of art, you are struck by a piercingly bright light. You feel an urge to stop or conceal the art that caused this, or instinctively move away.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Shine**  39325 | **Any time you make, perform or witness a piece of art, you are struck by a piercingly bright light. You feel an urge to stop or conceal the art that caused this, or instinctively move away.**  **This effect will last until sunrise on Saturday morning.** |
| **CURSE: Cold Shine**  39325 | **Any time you make, perform or witness a piece of art, you are struck by a piercingly bright light. You feel an urge to stop or conceal the art that caused this, or instinctively move away.**  **This effect will last until sunrise on Saturday morning.** |

Simples - 2 of each, Saturday afternoon

| **CURSE: Possession**  39197 | **You have been possessed by a Freeborn ghost with a deep drive to sample fine food and drink. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| --- | --- |
| **CURSE: Possession**  39197 | **You have been possessed by a Dawnish ghost with a deep drive to see a site or relic of virtue. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a Highborn ghost with a deep drive to have an argument with a Marcher It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a Dawnish ghost with a deep drive to fight in the Glory Square. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by an Imperial Orc ghost with a deep drive to witness the casting of a powerful ritual. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |

Simples 2 - Sat PM

| **CURSE: Possession**  39197 | **You have been possessed by a League ghost with a deep drive to hear songs of loss and heartbreak. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| --- | --- |
| **CURSE: Possession**  39197 | **You have been possessed by a Freeborn ghost with a deep drive to hear a story of adventure. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a Marcher ghost with a deep drive to be anointed to Vigilance. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a Navarri ghost with a deep drive to be anointed to Loyalty.**  **It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a ghost from Wintermark with a deep drive to visit the Tree of Names. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |

Simples 3 - Sat PM

| **CURSE: Possession**  39197 | **You have been possessed by a Varushkan ghost with a deep drive to handle a 5 throne coin.**  **It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| --- | --- |
| **CURSE: Possession**  39197 | **You have been possessed by a League ghost with a deep drive to win money in a game of chance. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a Urizen ghost with a deep drive to see a ritual at the Imperial Regio. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession**  39197 | **You have been possessed by a Navarri ghost with a deep drive to see people pass through the Sentinel Gate. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
|  |  |

Complex 1 - Sat PM

| **CURSE: Possession.**  39197 | **You have been possessed by a Freeborn ghost with a deep drive to support the imperial war effort. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| --- | --- |
| **CURSE: Possession.**  39197 | **You have been possessed by a Dawnish ghost with a deep drive to have a troubadour tell the tale of their death. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Marcher ghost with a deep drive to be anointed to Vigilance. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Highborn ghost with a deep drive to handle an artefact from history. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Navarr ghost with a deep drive to get a tattoo. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |

Complex 2 - Sat PM

| **CURSE: Possession.**  39197 | **You have been possessed by a Marcher ghost with a deep drive to learn how to make a poppet. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| --- | --- |
| **CURSE: Possession.**  39197 | **You have been possessed by a ghost from The League with a deep drive to get dedicated to Courage. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Marcher ghost with a deep drive to get dedicated to Wisdom. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Wintermark ghost with a deep drive to receive a deed name from a scop. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Dawnish ghost with a deep drive to receive a favour from an Earl. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |

Complex 3 - Sat PM

| **CURSE: Possession.**  39197 | **You have been possessed by an Imperial Orc ghost with a deep drive to drink a potion. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| --- | --- |
| **CURSE: Possession.**  39197 | **You have been possessed by an Urizen ghost with a deep drive to see something from a magical realm. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Navarr ghost with a deep drive to meet someone from a foreign nation. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Varushkan ghost with a deep drive to sit in the Imperial Throne. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |
| **CURSE: Possession.**  39197 | **You have been possessed by a Highborn ghost with a deep drive to get their name in a newspaper. It might take total control of you, be a subtle influence, or something in between.**  **This will pass when the ghost’s drive has been satisfied, or by Time Out on Saturday at the latest. (You may also choose out-of-character to end it before then.)** |

1x Sat PM (might need to be big)

| You have lost all memories of Ser Bedivere Silversmith. However, they are always present in your dreams. It is up to you how your character interprets this constant figure who seems to visit them every night.  They may have only snatches of memory of these dreams, or may recall entire conversations with a strange knight errant.  When someone Insights your character, please respond with the following:  “Juno is an anchor for a ghost. The ghost can be exorcised with a rank 5 exorcism.”  If someone Exorcises your character, you experience the following roleplay effect while the ceremony is performed:  “You feel as if something if being wrenched out of every fibre of your body, screaming as it fails to cling onto you.”  After a successful Exorcism all the effects on this card cease. |
| --- |

A black text on a white background

Description automatically generated with medium confidence

Location Aura - ….. - Strength: …

Within this area…