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## **The Story, Always a Story**

*A history going back thousands of years, one steeped in blood, in conquest, in unspeakable acts of evil and depravity. The Thargian overlords of this cursed history, those of the Saurian race, had enslaved all other races during those dark times. However, like empires before and empires that will follow, the tides changed, the oppressors became weakened by self-interest, by infighting, treachery and subterfuge, being overthrown by the excesses of their own making, finally by what became known within the realm as the Great Cataclysm, thereafter banished to the deepest deserts of their once great empire. The New Empire is crumbling and trying to fortify itself against attacks from its chaotic neighbour, Karnarcos, whilst Noble Houses, Guilds and Factions from all the ruling clans and families form fragile alliances to help them stave off the encroaching chaos but there still remains hope, hope for better times and a return to peace. The Old Gods are dead, sundered from their believers by the Cataclysm. Elemental Temples rule the life of most in the realm, granting power and favour to their followers.*

## **Magic, Dark Magic**

*The Thargians were masters of both magic and genetic manipulation. They have left behind them a sundered realm of warring peoples and frightening monsters, unspeakable creations of evil. Into this vacuum of civilisation, those in their wake are trying to forge their own kingdoms, struggling to build upon the best of the old ways. Magic is powerful but with a high cost: it is difficult to master and exhausting to use. The old Magic Schools are trying to re-establish themselves as the watchers and keepers of mystic knowledge, but with so much magic loose in the realm, that is a battle that may never be won.*

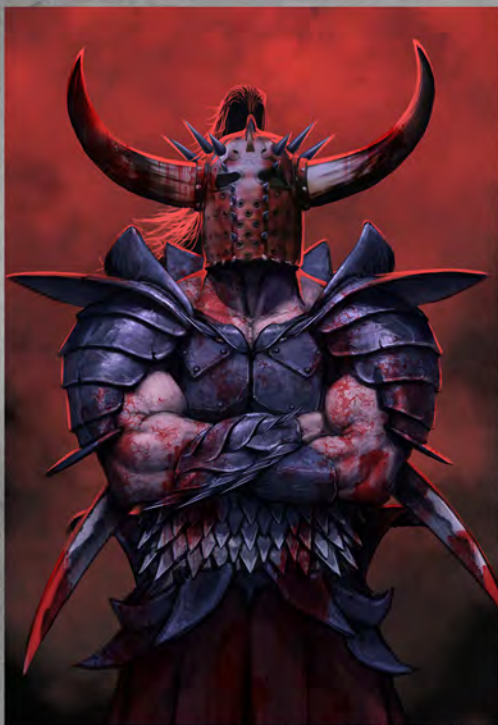
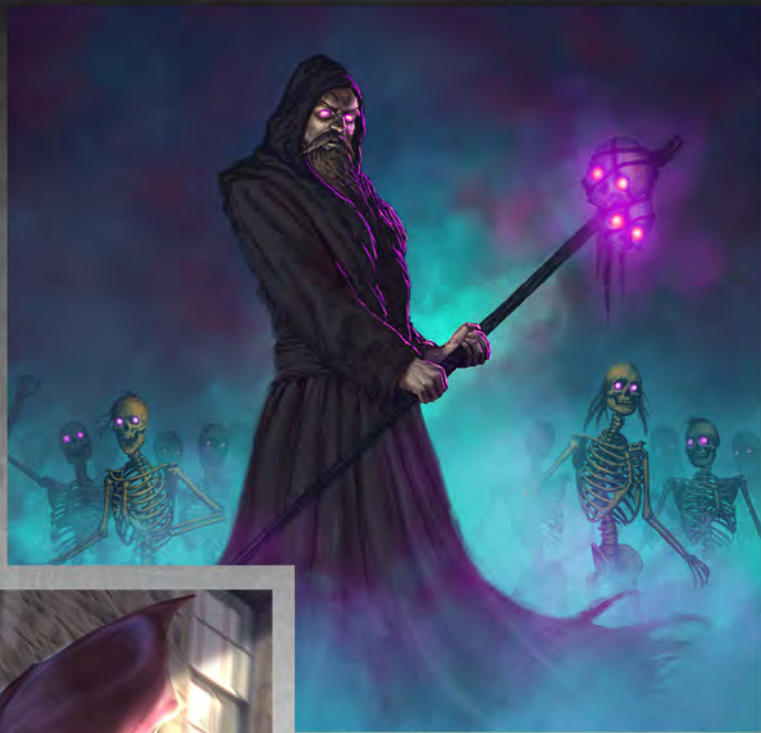
## **Legends of Renown, of Glory**

*Thargos is built on legend and renown. The deeds of those heroes that have gone before, inspire the fight to bring order to a world on the brink of darkness and anarchy. Players take on the role of characters in this world throughout the game range. They will be seeking to establish their own renown while serving their masters, whoever they may be. Characters may be seeking honour and glory for their Order, Guild, Household, Cult, Faction, or Temple: they may be an emissary in a world desperately in need of values to cling to. The games are about the struggles of mortals abandoned by their Gods, of Priests striving to revive the faith of the faithless. Of Mages seeking the ultimate truths through magic, even though these truths are what brought about the great fall of civilisation in the first place. And of course, of Warriors fighting enemies of all kinds - some more human than others.*

## **Not Just One World, but an entire Ecosystem to Explore**

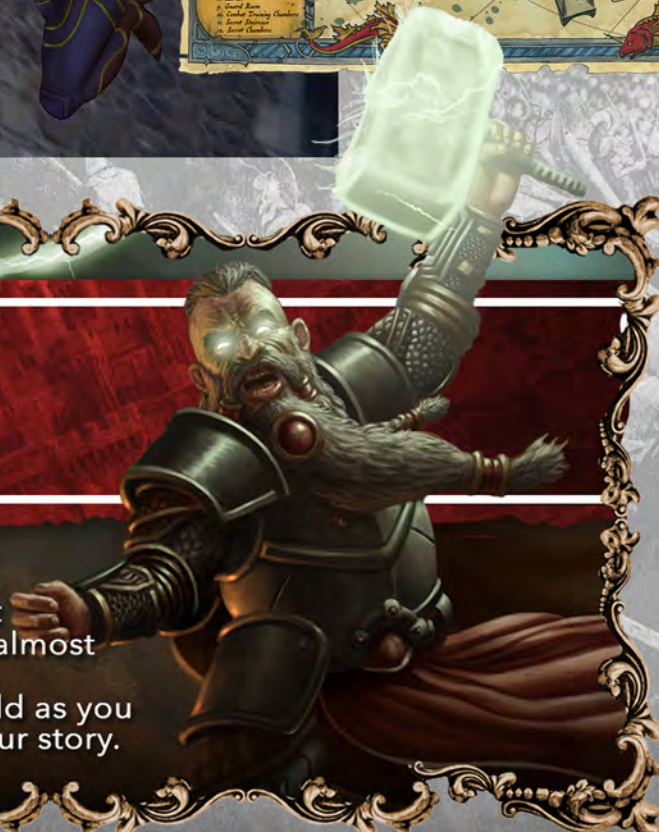
*A gaming world of forging relationships, an environment of exploration and discovery, of epic adventures and of facing one's fears. The Cursed Empire ecosystem of games are set in this world of warring factions, of dark magic and fractured cultures. This rich ecosystem comprises card games, a tabletop RPG range, uniquely detailed miniatures and a series of boardgames to suit different gaming tastes, from fast-paced card games and deep euro-style games through to dungeon-crawl themed games.*





## STUNNING EVOCATIVE ARTWORK

Amazing art transports you to another world, immersing the players in Thargos, a world lost in a harsh history that you can almost touch and feel... Peel back the layers of the world as you explore, fight and carve-out your story.





# Cursed Empire Card Games

## Heroes of Thargos Core Set 1



- \* 210 cards
- \* Black Core linen finish

## Battle Mages



- \* 110 cards
- \* 6 Battle Mage Jumbo Cards
- \* Black Core
- \* Linen finish
- \* including 10 bonus cards for Heroes of Thargos
- \* 6 Life Point tracker tokens



## Undead Expansion for Heroes of Thargos



- \* 36 cards
- \* Black Core
- \* Linen finish

## Starter Deck 1 - COMING SOON!

- \* 50+ cards
- \* Black Core
- \* Linen finish





# Cursed Empire 3rd Edition RPG - Coming 2024!



## 360 page\* Player Corebook

History, Geography, Renown, Character Creation, Skills System, Tension, Sanity Points, Fears & Phobias, Money, Equipment, Religion, Combat & Magic.

## 360 page\* Master of Tales (MT) Corebook

Character Development, Atlas, Bestiary, Magic Items, Mastering the Tale, Scenarios, Renowned Characters, & Lite System.

## 80 page\* 5E Companion Book

Mechanics conversion to 5e from Cursed Empire 3rd Edition. Tips on making Thargos accessible to 5e players.



# Cursed Empire Miniatures



some miniatures released under license from Lion Tower Miniatures UK

Images subject to change





# Cursed Empire Miniatures



Images subject to change





## *Ascendia - Seasons of Thargos*

*Number of Players: 1-4*

*Game Time: 60 minutes*

*Ages: 10+*

*"Become the Leader of the hidden valley of Ascendia through renown in your deeds in crafting, resource gathering, exploration and adventure"*

*\*Soft RPG-feel mechanics: develop your character with changing attributes that significantly affect the gameplay options of the player*

*\*Atmosphere - a living world with deep lore to explore with multiple routes to victory that allow for different play styles.*

## *Guilds of Kurnor*

*Number of Players: 2-4*

*Game Time: 90-120 minutes*

*Ages: 14+*

*"Lead your Guild of thieves and assassins to power in the Imperial City of Kurnor. But the bitter civil war that rages in Thargos presents both opportunity and risk, so tread carefully."*

*\*\*Deck-Building and Area Control mechanics. Accumulate gold, hatch subtle plots and recruit stronger agents of the Empire's underbelly whilst extending your Guild's power and influence across the Empire. Can you dominate the criminal underworld of Thargos?"*



## *Metbetoch*

*Number of Players: 1-4*

*Game Time: 90 minutes*

*Ages: 14+*

*"Explore the ruined Imperial City of Metbetoch in search of lost secrets, powerful spells, and artifacts before your opponents can beat you to it!"*

*\*Thematic scenario-based hexploration and area control game with quests and combat, where each player manages their party of adventurers improving skills, getting gear, and discovering secrets while fighting some of the most dangerous denizens that have infested the city's ruins and catacombs.*







## The Hunt - Dungeon Crawler

Number of Players: 1-6

Game Time: 90-120 minutes

Ages: 14+

*"You are in a desperate race against time to hunt down a rogue mage before it's too late for the Empire!"*

*\*10 chapter dungeon-crawler combining:*

*100 x A4 sized dungeon tiles*

*500+ tokens*

*200+ cards*

*150+ standees and options for 32mm miniatures!*



*\*Form your party, power up your heroes and travel over 10 regions of Thargos from deep crypts, onboard a ship, an abandoned manor, cultist lairs to snowcapped mountains, plains and into the very heart of Karnarcos... the evil twisted regions of the south.*

*\*Dungeon-tiles and minis are compatible with the Cursed Empire TTRPG as well as useable with other leading fantasy miniature and roleplaying games*

## War Galleys of Thargos

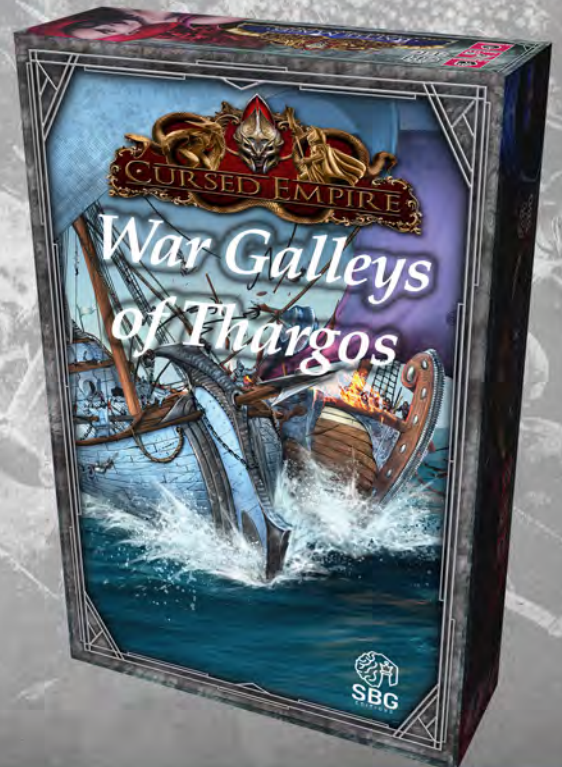
Number of Players: 1-4

Game Time: 45 minutes

Ages: 14+

*"Take command of you war galley and set sail for adventure as you take on pirates, enemy fleets and monsters of the deep!"*

*\*War Galley management combining crew morale, hull integrity, manoeuvrability and weaponry affected by weather conditions and enemy attacks: fight, flee or get sunk! You have to complete a number of voyages successfully to win.*





*Monsters have never been so dangerous, unpredictable and cunning! OLEM, the board game robot with built-in AI, is coming to a game table near you soon in our upcoming Cursed Empire Boss Fighter...*



*The final game may be different*





# CURSED EMPIRE IP GAME DEVELOPMENT % RANGE 2023-2025





What Will Your Story Be?



Retailer

