

An Exorcists Guide to Ruin and it's Cures

What is Ruin?

Ruin represents the immediate and personal toll of exposure to the energies of Chaos - whether through contact with Warp phenomena, witnessing the unspeakable, or committing actions that draw the gaze of the Dark Gods. Unlike long-term Corruption or esoteric maladies, Ruin is the urgent consequence of spiritual, moral, or physical decay - a fracture in the mind, body, or soul that must be confronted before it worsens, the symptom of exposure to the esoteric 'radiation' of the warp.

How Ruin is Resolved

Unless explicitly stated otherwise, **most Ruin effects are designed to be self-reffed**, meaning it is the responsibility of the player(s) to roleplay the consequences and resolution. Exorcists and those suffering Ruin collaborate to create an intense and thematic narrative without needing to call on Refs.

If at any point you are unsure how a Ruin effect should be resolved, or if the narrative impact is ambiguous, please speak to the Game Team

Diagnosing Ruin

Any Exorcist can diagnose **Ruin** cards, this takes **1 Minute** of roleplay and then the afflicted individual may show them the ruin card they are afflicted by, all cards (should) be numbered and that number matches to the list of cures beneath.

Alternatively they may attempt to resolve a **Ruin** based on the cures beneath if they believe they have seen it before and know the cure in which case they may perform the cure beneath and then look at the card after doing so - if the card is **wrong** however the attempt fails and afflicted suffers all the consequences of the wrong cure attempted on them and any results of a failed cure of the actual ruin they are suffering from.

Working Together

There are several other approaches offered in this rules that blend Exorcism with other disciplines:

- **Techsorcism:** Performed either by a Tech Priest with Exorcism (or Sorcery) or by collaboration between an Exorcist and a Tech Priest.
- **Psychic Surgery:** Mental and soul-oriented healing performed through psychic rituals by Psykers

- **Chirurgical Procedures:** Medicae-based intervention - ranging from crude battlefield amputations to careful neural calibration.
- **Neural Surgery / Neural Bionics:** A blend of medicae and mechanicus interventions - ranging from small neural implants to more horrific things.

These methods (and others we may add later) are not only powerful tools but also opportunities **Exorcists should be teaching others how they can assist**, sharing ritual lore and crafting bonds through shared responsibility. Likewise, Medicae and Tech-Priests can learn to identify when a situation is spiritual in nature and seek assistance accordingly. The intent is to promote cooperation and give moments of character interaction, mentorship, and unity against the darkness of the Warp.

Interpreting these Rules IC

It is generally imagined that there are thousands of restricted tomes proscribing weird and esoteric cures for various spiritual maladies like Ruin, so beyond the framework of the cures presented in the following sections you are free to interpret your own 'book of cures' however you want - you might want to condense the cures beneath into their bare mechanic requirements and write your own rights, you might just want to adlib it from a printout glued inside a grimoire-looking tome.

The point is that whatever your characters way of interpreting these rules into IC, it should be considered correct for your character just as others may follow different spiritual beliefs. The Forces of Chaos have been rebuked in many ways and while invoking the God Emperor is still essential for most PCs due to the source of their faith, Imperial faith is WIDE and VARIED and Exorcisms are a great way to show how your character differs in their beliefs from others.

Some cures present examples of how they could differ but these should not be seen as limitations, just examples.

Each entry in this section represents a cure to one of the 66 Ruin cards currently in the deck, where “the afflicted” is used, it refers to the player being affected by the Ruin card, whereas other terms (the Exorcist, the Medicae...ect) refer to the people trying to treat them.

Necklace of Cars

Minor

Khorne

Card 1

Exorcism

Exorcising this costs 1 Willpower - however as part of this ritual the Exorcist must wound (or remove if the affected player is keen for it) the body part most associated with the choice of tokens that the victim of this Ruin effect has been collecting,

Psychic Surgery

A psychic ritual requiring 1 Willpower can remove this effect - *however* as part of this ritual the Psyker must do a power draw, if it is failed the afflicted loses a memory of their choice.

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Supply - however as part of this procedure the Medicae/Tech Priest (as appropriate) must do a power test - if this is failed the afflicted experiences full body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic, the brain uses bioelectricity after all) or, *if already vulnerable to Haywire*, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

War Paint

Minor

Khorne

Card 2

Exorcism

Exorcising this costs 1 Willpower - however as part of this ritual the Exorcist or the Infected must ritually wash the flesh they have been marking with blood (make it clear that this is the choice of both players) with holy water.

Psychic Surgery

A psychic ritual requiring 1 Willpower to remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the afflicted loses a memory of their choice.

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

Short Temper

Minor

Khorne

Card 3

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this if the afflicted must swear sacred Oaths to follow the orders of someone they challenged without question for the remainder of the event.

Psychic Surgery

A psychic ritual requiring 1 Willpower to remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the afflicted becomes strangely emotionally passive for the next half hour.

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

Flogging a Dead Horse

Minor

Khorne

Card 4

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this ritual the afflicted must swear an oath to avoid violence for the next half hour.

Psychic Surgery

A psychic ritual requiring 1 Willpower to remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the afflicted becomes strangely emotionally passive for the next half hour.

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

The Crimson Code

Minor

Khorne

Card 5

Exorcism

Exorcising this costs 1 Esoterica to remove - but requires the bionics to be removed

(requiring appropriate traits) and ritually bathed in a basin of holy water as they are the things that have been tainted, not the afflicted - the afflicted has to roleplay not having the bionic for the duration.

Techsorcism

Techsorcising this costs 1 Willpower to remove - followed by 2 minutes of rebooting and resetting the systems, but this can be performed without removing the bionic first.

The Hunger

Minor

Khorne

Card 6

Self-Resolving

The Hunters in the Angles

Minor

Khorne

Card 7

Self-Resolving

Hateful Eye

Minor

Khorne

Card 8

Self-Resolving

Brazen Veil

Major

Khorne

Card 9

This Curse cuts psykers and sorcerors off from the power of the Warp

Exorcism (Non-Psyker Afflicted)

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this ruin - if the **Exorcist** is a Psyker however, this has a 75% chance of failure - Khorne loathes Psykers.

Exorcism (Psyker Afflicted)

Exorcising this requires not only the lifting of the curse by the Exorcist for the cost and risks above, but the afflicted **Psyker** must also do a **power test** (normal chances) as the energies of the warp flood back into their mind on a success they are fine, on a failure both Psyker and Exorcist suffer **The Red Mist** ruin card or a **Ref effect** if one is available.

Unleash the Bestial Form

Major

Khorne

Card 10

Mutation, inform the afflicted's player they are undergoing severe mutations, if they want to make it a character choice to be changed by this physically by the next event that is their choice.

Exorcism

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and you fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted.

*Removing the mutations can be possible (if the afflicted's player wishes it to be not too late) this is a **Chirurgical** procedure taking five minutes removing the immediate mutations (removing augmented teeth, cauterising mutated nerve endings and so on) - the Chirurgeon must make a power test before the completion of this surgery*

- **If they succeed**- they manage to excise the worst of it with minimal harm, the character will likely need further surgery in downtime but they will no longer suffer the mutations side effects or be at further risk
- **If they fail** - the procedure succeeded but the depth and extent of mutations mean that their body has suffered extreme surgical trauma, the afflicted character loses 2 endurance from their maximum for the remainder of the event

A character with Chirurgeon-General can repeat this test if they fail, once.

Insatiable

Major

Khorne

Card 11

Mutation, inform the afflicted's player they are undergoing severe mutations, if they want to make it a character choice to be changed by this physically by the next event that is their choice.

Exorcism

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted, you find that the energies of the warp have focused around

the stomach and gut.

Removing the mutations can be possible (if the afflicted's player wishes it to be not too late) this is a **Chirurgical** procedure that requires cutting open the stomach of the infected here the Chirurgeon will find not simply mutated flesh, but mutant tapeworm-like creatures that bite and snap at their fingers (causing them to take a call of **Rend**) before they can subdue them and begin excising the mutant flesh, the Chirurgeon must make a power test before the completion of this surgery

- **If they succeed**- they manage to excise the worst of it with minimal harm, the character will likely need further surgery in downtime but they will no longer suffer the mutations side effects or be at further risk
- **If they fail** - the procedure succeeded but the depth and extent of mutations mean that their body has suffered extreme surgical trauma, the afflicted character loses 2 endurance from their maximum for the remainder of the event

A character with Chirurgeon-General can repeat this test if they fail, once.

The Red Mist

Major

Khorne

Card 12

This Curse transforms individuals into mad berzerkers.

The afflicted must be placed (alone) within a circle of power (this can be phys-resprepped by 'drawing' one invisibly so you don't damage the floor of a site) and must be **conscious** which means either restraining them or leaving them **Bloodied** and bleeding out while performing this Exorcism.

Exorcism

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and you fail to excise this Ruin - if the **Exorcist** is a Psyker however, this has a 75% chance of failure - Khorne loathes Psykers.

Tough As Old Oak

Minor

Nurgle

Card 13

You may need to convince this individual they are not fine.

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this the Exorcist needs to cause the afflicted pain via use of whatever tools necessary - at first the afflicted will feel nothing, but they should roleplay feeling pain slowly returning as you educate them as harshly as you must that they should fear their own mortality.

Taste of the Warp

Minor

Nurgle

Card 14

Exorcism

A simple malady to cure, expend 1 Esoterica worth of Holy Water or other cleaning agent to wash the afflicted's mouth out, followed by them reciting a prayer to the God-Emperor.

Infestation

Minor

Nurgle

Card 15

Chirurgical Procedure/Exorcism

With medicae aid, locate an area of flesh where tiny flies are crawling from a wound, then expend 1 Esoterica to flush it with holy water and have a Medicae or Chirurgeon finish cleaning and closing the wound.

Asymptomatic carrier

Minor

Nurgle

Card 16

An individual inflicted by this ruin will not know they are spreading an infection to others as they are unaffected, the manifestations of this ruin are endurance loss, fever (first 30mins) and collapse with Blood Poisoning after 1hr.

Chirurgical Procedure/Exorcism

Upon locating the afflicted carrier, you must isolate them and after which, at the cost of a **Esoterica** and a **Chem** and 1 minute of flushing their system, the infection can be excised from their body.

However if done outside of a medbay *anyone* participating in this must do a power test, on a failure they should draw the **Asymptomatic carrier** ruin card (an Exorcist knows to be vigilant for the taint returning but obviously wouldn't know who failed, even if it was them).

Sawbone's Snare

Minor

Nurgle

Card 17

*Individuals manifesting sudden outbreaks of large pustules likely have a warp-born contagion called **Sawbone's Snare** this foul infection causes them to erupt when medicae and chirurgeons attempt to treat wounds, making the individual a boobytrap designed to infest medical staff.*

Exorcism/Chirurgical Procedure

To remove the infestation, a Medicae or Chirurgeon should don protective equipment and train the pustules, before expending 1 Esoterica on holy fluids to clean out the abscess.

Grandmother's Growth

Minor

Nurgle

Card 18

Chirurgical Procedure

Though these are unnatural growths, it is simply a matter of burning the growths off of the flesh of a character painfully and a character with access to Medicae supplies, providing the infected with one and sending them off for a good scrub down with some antifungal body-wash.

Feculent Fertiliser

Minor

Nurgle

Card 19

Self Resolving

Blooming Brainlilly

Minor

Nurgle

Card 20

Chirurgical Procedure

A Chirurgeon is needed to perform brain surgery on this individual, if they crack open the brain they will find a twisted flowering plant has somehow managed to seed within the brain cavity and sprout, covering the brain with horrible tumour-like roots wrapping around the brain, this can be surgically removed with time, and then the plant should be burned

The Wurm Buffers

Minor

Nurgle

Card 21

Exorcism

Exorcising this costs 1 Esoterica to remove - but requires the bionics to be removed (requiring appropriate traits) and ritually bathed in a basin of holy water as they are the things that have been tainted, not the afflicted - the afflicted has to roleplay not having the bionic for the duration.

Techsorcism

Techsorcising this costs 1 Willpower to remove - followed by 2 minutes of rebooting and resetting the systems, but this can be performed without removing the bionic first.

Nurglings

Minor

Nurgle

Card 22

Self Resolving

Homicidal Homeopathy

Major

Nurgle

Card 23

Exorcism

Exorcising this costs 2 Esoterica's worth of Holy Water to remove - however as part of this ritual the target of the exorcism the target must be ritually drained of blood and that blood cleansed before being returned to their body with the aid of a Medicae.

Psychic Surgery

A psychic ritual requiring 2 Willpower can remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the infected individual becomes strangely hostile to all plantlife for the next hour

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, becomes strangely hostile to all plantlife for the next hour and greatly unwilling to enter dense foliage.

Breakdown

Major

Nurgle

Card 24

Chirurgical Procedure

The limb you are looking at is a complete loss but you can prevent this mutant infection spreading further by simply severing it above the spread of the infection - this requires a **power test** from a Chirurgeon or Medicae as if they were performing triage, on a failure they draw a **complication** they must resolve. The severed limb may be replaced with a temporary bionic as well (so that the individual who lost it does not have to roleplay a missing limb if they don't wish to) that is jerky and hard to control (roleplay not mechanical effect)

Exorcism

An Exorcist may attempt a ritual costing 2 Willpower and 1 Esoterica (or an Ammo supply from someone with a Flamer) to ritually coat the skin with a flammable holy oil. They do a **power test** on a failure they draw a **Exorcism Risk** and the exorcism fails, on a success the Exorcism succeeds - they should ignite the oil to complete it, this immediately causes the target of the ritual to become **Bloodied** as if by the **Burn** call, any **triage** automatically fails and draws the **Extensive Burns** complication - but the limb is not lost.

Omniissiah Miserere

Major

Nurgle

Card 25

This Mutation has caused the characters sweat to become an anathaema to metals and technology.

Exorcism

This is excised by expending 1 Esoterica of Holy Water for the individual to wash their skin with, followed by the **Exorcist** expending 1 Willpower and doing a **power test** drawing a **Exorcism Complication** and failing to excise this on a failure.

Plaguebearer

Major

Nurgle

Card 26

This Mutation has caused this individuals blood to become a super-carrier for bacterial infections causing them to become very at risk of infection or passing on an infection through their bodily fluids

Exorcism

An Exorcist must first abate the tain by expending 1 Willpower and passing a **power test** on a failure they draw from the **exorcism risks** and fail to excise this Ruin. Should they succeed then the afflicted must be ritually exsanguinated, and their wounds cleaned with either holy liquids (1 Esoterica) or medicae fluids (1 Chem). This immediately leaves the afflicted Bloodied and unable to be affected by **Get it Together** and they automatically suffer the **Severe Blood Loss** complication.

The blood removed is highly contagious and must be disposed of, if anyone comes into contact with the physrep of the vessel you have used for it and are **Marked** or higher by Corruption they gain the **Plaguebearer** ruin effect. If they are not **Marked** by Corruption, or unaffected by Corruption, they immediately collapse to **Bloodied** with the **Blood Poisoning** complication.

My Weapon, My Kit, Myself *Minor*

Slaanesh

Card 27

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this ritual the Exorcist must swear an oath and allow another person (of their choice) to use an item of their personal equipment until the Sun next rises or sets (whichever would be longer)

Psychic Surgery

A psychic ritual requiring 1 Willpower to remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the afflicted loses a memory of their choice.

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

Narcissus' Curse

Minor

Slaanesh

Card 28

Self Resolving

Loud Noises

Minor

Slaanesh

Card 29

Exorcism

A simple malady to cure, expend 1 Esoterica worth of Holy Water or other cleaning agent to wash the afflicted's mouth out, followed by them reciting a prayer to the God-Emperor.

Harder, Faster, Stronger

Minor

Slaanesh

Card 30

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this ritual the afflicted must swear an oath of humility, and must ritually confess all their failings during the ritual.

Do Better

Minor

Slaanesh

Card 31

Exorcism

Exorcising this costs 1 Willpower to remove - but they must swear an oath to only offer their opinion on their Allies actions under the direct guidance of a priest or similar spiritual authority.

Eyes of the Fractal Serpent

Minor

Slaanesh

Card 32

An invasive scrapcode infection is attempting to steal information through the eyes of this individual

Techsorcism

This effect can be countered with a **Command Override** or **Haywire** call before the Scrapcode learns anything.

Curse of Secrets

Minor

Slaanesh

Card 33

Exorcism

A simple malady to cure, expend 1 Esoterica worth of Holy Water or other cleaning agent to wash the afflicted's mouth out, followed by them reciting a prayer to the God-Emperor.

Hypnotic Visions

Minor

Slaanesh

Card 34

Self Resolving

Beauty of the Serpent

Major

Slaanesh

Card 35

Mutation, inform the afflicted's player they are undergoing severe mutations, if they want to make it a character choice to be changed by this physically by the next event that is their choice.

Exorcism

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted

*Removing the mutations can be possible (if the afflicted's player wishes it to be not too late) this is a **Chirurgical** procedure that requires excising the mutant flesh, the Chirurgeon must make a power test before the completion of this surgery*

- **If they succeed**- they manage to excise the worst of it with minimal harm, the character will likely need further surgery in downtime but they will no longer suffer the mutations side effects or be at further risk
- **If they fail** - the procedure succeeded but the depth and extent of mutations mean that their body has suffered extreme surgical trauma, the afflicted character loses 2 endurance from their maximum for the remainder of the event

A character with Chirurgeon-General can repeat this test if they fail, once.

Peak Performance

Major

Slaanesh

Card 36

This Curse forces an individual to obsessively keep going until they ruin their body from pushing it too hard.

The afflicted must be placed (alone) within a circle of power (this can be phys-resprepped by 'drawing' one invisibly so you don't damage the floor of a site) and must be **conscious** which means either restraining them or leaving them **Bloodied** and bleeding out while performing this Exorcism.

Exorcism

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and you fail to excise this Ruin - if the **Exorcist** is a Psyker however, this has a 75% chance of failure - Khorne loathes Psykers.

Lying Tongue

Major

Slaanesh

Card 37

Mutation the flesh of this individual has endured the twisted touch of the dark prince, and they require a dramatic intervention to save their physical form from corruption as their throat babbles in voices.

Exorcism/Chirurgical Procedure

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted

Removing the mutation is a **Chirurgical** procedure that requires dealing with the immediate mutations, sewing the mutant mouth shut in the process and healing the wound it has formed from, the Chirurgeon must make a power test before the completion of this surgery

- **If they succeed**- they manage to excise the worst of it with minimal harm, the character will likely need further surgery in downtime but they will no longer suffer the mutations side effects or be at further risk
- **If they fail** - the procedure succeeded but the depth and extent of mutations mean that their body has suffered extreme surgical trauma, the afflicted character loses 2 endurance from their maximum for the remainder of the event - the characters vocal cords have been damaged by the procedure and

they must roleplay this as appropriate for remainder of the event, this can be repaired after the event.

A character with Chirugeon-General can repeat this test if they fail, once.

All participants other than the afflicted suffer the **Your Sanity is Tested** effect.

Agonising Senses

Major

Slaanesh

Card 38

Exorcism

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted

Chirurgical Procedure

An alternative to Exorcism can be done by a combination of cauterising nerve endings and the use of neural sedatives to completely dull the physical senses of the individual. They suffer the ongoing effects of the **Nerve Damage** complication until they can be properly Exorcised.

Uncomfortable Truths

Minor

Tzeentch

Card 39

Exorcism

A simple malady to cure, expend 1 Esoterica worth of Holy Water or other cleaning agent to wash the afflicted's mouth out, followed by them reciting a prayer to the God-Emperor.

Change

Minor

Tzeentch

Card 40

Self Resolving

The Auditor

Minor

Tzeentch

Card 41

Self Resolving

That Which Walks Behind	<i>Minor</i>	Tzeentch	Card 42
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Self Resolving

Crown of Madness	<i>Minor</i>	Tzeentch	Card 43
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Exorcism

Exorcising this costs 2 Willpower to remove - the afflicted must swear an oath to keep themselves blind to truths spoken by other things, and only accept what the Imperium tells them to be true without question until the end of the event.

Bad Luck	<i>Minor</i>	Tzeentch	Card 44
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Self Resolving

Mirror of Fate	<i>Minor</i>	Tzeentch	Card 45
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Self Resolving

Illumination from Beyond	<i>Minor</i>	Tzeentch	Card 46
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Self Resolving

The Twisted Weave	<i>Major</i>	Tzeentch	Card 47
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Requires a Ref

Exorcism

Removing the Scorn of Tzeentch from someone is a dangerous game of chance against

the Fateweaver - the ref chooses a number between 1 or 9 and writes it down - the Exorcist must bid a number of Willpower against the Curse, if the number rolled or chosen is less than or equal to the Exorcists' bid then the Exorcism succeeds and the Exorcist does not need to make any further power draws - if the number rolled or chosen exceeds the willpower bid, then the exorcism fails and the exorcist draws from the **Exorcism mishaps** deck.

Eyesores

Major

Tzeentch

Card 48

This Mutation causes eyes to grow and multiply over the afflicted's body.

Exorcism/Chirurgical Procedure

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted.

*Removing the mutations can be possible (if the afflicted's player wishes it to be not too late) this is a **Chirurgical** procedure involving burning, blinding, sewing shut, and otherwise removing the eyes from the individuals body. This is not sufficient to remove the additional ocular nerves so the individual will experience phantom pains the rest of the event (rp effect) from their missing eyes - these can be fully removed in downtime.*

The Eyes of the Changer

Major

Tzeentch

Card 49

This Curse means the Warp is scrying on this individual and is able to observe them and learn from them.

Warding off evil eyes has a strong historical precedent in human history thanks in part to effects such as this - there are a number of traditional wards that one could work with, the people of Amenophis would traditionally use an apotropaic wand decorated with heiroglyphics as well as bathing an individual to 'clean' off malign influence. Those from more High Gothic origins would normally rely on a Priest blessing holy icons or talismans to protect them from its gaze. On many agri-worlds the weaving of grass icons is common along with the shoes of beasts of burden. Perhaps confusingly other traditions advocate painting eyes onto the flesh or wargear of the afflicted individual.

Exorcism

An Exorcist must expend 3 Willpower and do a **power test** to lift this curse, on a success, the curse is lifted, on a failure, in addition to an **Exorcism risk** you take the call **Your Sanity is Tested!** as you witness the eyes of Tzeentch. Give your name to a Ref and explain why.

Rippling Flesh

Major

Tzeentch

Card 50

Self Resolving

Haunted

Minor

Undivided

Card 51

Exorcism

This individual is being haunted by a soul of the recently departed, you can excise it for 1 willpower normally however stronger spirits may require you to bid higher willpower.

Hexenmark

Minor

Undivided

Card 52

Self Resolving

Rejected by Normality

Minor

Undivided

Card 53

Exorcism

An Exorcist must expend 1 Willpower to lift this ban - performing a ritual inviting the afflicted individual back into society where they must renounce any 'barbarian' traditions they might hold.

Tech-Scorn

Minor

Undivided

Card 54

Self Resolving

Blighted Limb

Minor

Undivided

Card 55

Chirurgical Procedure

A Medicae or Chirurgeon must perform a **power test** to aid you excising the tainted flesh from this individual - if they succeed, then they must resolve the **Warp Lesions** complication, if they fail then they must resolve the **Eyes Where They Shouldn't Be** complication.

Black Tongue

Minor

Undivided

Card 56

Exorcism

A simple malady to cure, expend 1 Esoterica worth of Holy Water or other cleaning agent to wash the afflicted's mouth out, followed by them reciting a prayer to the God-Emperor.

The Holy Name

Major

Undivided

Card 57

Exorcism

This individual is possessed by something that is slowly worming its way into their soul **get a ref** - this is a full blown possession Exorcism and needs to be resolved like that,

The Offer

Major

Undivided

Card 58

Self Resolving

New Fears

Minor

Darkness

Card 59

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this ritual the Exorcist must force the individual to confront what they have developed a fear of, and immerse them in their terror, leaving them Shaken after the Exorcism.

Psychic Surgery

A psychic ritual requiring 1 Willpower to remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the afflicted becomes unafraid of something they really should be (but not to the point of resisting fear effects)

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

Fear of the Dark

Minor

Darkness

Card 60

Exorcism

Exorcising this costs 1 Willpower to remove - however as part of this ritual the Exorcist must force the individual to confront the darkness they have developed a fear of, and immerse them in their terror, leaving them Shaken after the Exorcism.

Psychic Surgery

A psychic ritual requiring 1 Willpower to remove this effect - however as part of this ritual the Psyker must do a power draw, if it is failed the afflicted becomes dangerously uncautious at night and will stride off into the dark as if it could hold no dangers.

Neural Surgery/Neural Bionics

A 5 minute procedure that can be undertaken at the cost of 1 Esoterica - the Medicae/Tech Priest must do a power test - if this is failed the afflicted experiences body spasms for the rest of the event when hit by the Haywire call (even if its non-bionic) or, if already vulnerable to Haywire, become disoriented and confused for the next half-hour and must expend willpower to use of any mental traits.

Memetic Virus

Minor

Darkness

Card 61

Incurable - also you also now gain the Memetic Virus if you didn't already have it.

An End to Suffering

Minor

Darkness

Card 62

Exorcism

Exorcising this costs 1 Willpower to remove - the victim must swear and fulfil an oath to provide aid and succor to those common people of the Imperium (not PCs) who are suffering for as many times as however many victims this curse has caused them to kill.

Ashen Veins

Minor

Darkness

Card 63

This mutation is the result of scraping against the power of the Darkness, it is incurable in uptime but with extensive surgery can be removed in downtime.

Creature of Darkness

Major

Darkness

Card 64

A mutation that causes the individual to become light-sensitive.

Exorcism/Chirurgical Procedure

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted.

A Chirurgeon or Medicae may then prescribe treatments at the cost of 1 Chem to return the eyes function to normal.

That which eats you from Within

Major

Darkness

Card 65

The character is currently hosting a **Eater of the Dead, an Eldritch Warp Parasite** associated with the Darkness, it is not fully matured so extracting it soon is critical.

Exorcism/Chirurgical Procedure

Exorcising this costs 3 Willpower and a **power test** on a failure, **draw from the Exorcism Risks deck** and fail to excise this Ruin - stopping the mutations from getting worse by purging the warp energies from the already physiologically damaged form to prevent it from further being twisted.

A Chirurgeon can then attempt to extract the parasite, it is a six-inch lamprey-like creature that dissolves as soon as light makes contact with it. There is no power test required - the maximum points in whatever pool the afflicted nominated for this ruin card are halved for the remainder of the event.

If they were to die with this active before you can treat them, they are likely to transform into a mature Eater of the Dead.

The Gaze of Shadow

Major

Darkness

Card 66

This Curse means the Darkness is scrying on this individual and is able to observe them and learn from them.

Warding off evil eyes has a strong historical precedent in human history thanks in part to effects such as this - there are a number of traditional wards that one could work with, the people of Amenophis would traditionally use an apotropaic wand decorated with heiroglyphics as well as bathing an individual to 'clean' off malign influence. Those from more High Gothic origins would normally rely on a Priest blessing holy icons or talismans to protect them from its gaze. On many agri-worlds the weaving of grass icons is common along with the shoes of beasts of burden. Perhaps confusingly other traditions advocate painting eyes onto the flesh or wargear of the afflicted individual.

Exorcism

An Exorcist must expend 3 Willpower and do a **power test** to lift this curse, on a success, the curse is lifted, on a failure, in addition to an **Exorcism risk** you take the call **Your Sanity is Tested!** as you witness the black gaze of the Darkness. Give your name to a Ref and explain why.
