

Psychostigmata

This Flame burns the hand
which holds it.

Effect: You spontaneously develop physical injuries appropriate to the exorcism (e.g. mirroring your target's wounds).

Alone Together

What will replace that which you
drove out?

Effect: Your target feels an acute sense of loss and silence; a voice that once whispered to them is gone. They feel compelled to seek out friendly company and conversation or will begin to panic.

This effect lasts a scene.

Warp Lash

This...one..is...ours!

Effect: The Exorcism fails, continue the roleplay a little longer but you are suddenly struck by an invisible telekinetic force, this should throw you backwards as if you had been punched in the face, but does no mechanical damage other than forcing you to begin again.

Breath Thief

The Warp is unkind, tearing the breath
from your lungs...

Effect: Otherworldly force sucks the breath from you – leaving you choking and winded.

You may spend a point of **Willpower** to continue the Exorcism, otherwise it fails.

Warp Swarm

Buzzing little horrors.

Effect: Your hearing is filled with the sound of a swarm of buzzing insects as the invisible warp-contagion stings and bites you.

You may spend a point of **Willpower** to ignore this and continue, if you do not the Exorcism fails, and you retreat from the buzzing swarm.

Blood Rage

Eyes dilated, pulse quickening, rage
forthcoming...

Effect: An unnatural anger grips you, filling you with a rage.

You may spend a point of **Willpower** to fight it and complete the Exorcism, otherwise it fails, and you fly into an angry fury (does not need to be violent).

Misleading Fog

The warp clouds the mind, trying to
misdirect you.

Effect: A sickly fog that smells like honey settles on your mind, confusing and disorientating you.

If you expend a point of **Willpower** the exorcism continues, otherwise it fails, in both circumstances you feel disoriented until the exorcism's completion and for one minute thereafter (or longer if you enjoy the RP).

Miasma of Despair

What is the point of trying to save them?

Effect: You are filled with sudden cloying despair.

You can fight this off by spending a point of **Willpower**, otherwise the exorcism fails, and you collapse under the weight of suffering.

Surge of Faith

Strength, through faith.

Effect: You feel the powerful strength of your faith buoying you, and pushing you onwards, for the duration of the rest of the exorcism and a while thereafter you feel closer to your faith.

Catechism of Hate

Hate the enemies of the Emperor, for they are blighted.

Effect: You feel the powerful strength of your faith, you push onwards, succeeding at the exorcism, but until the end of the next combat scene you are filled but a righteous fury towards the enemies of the Imperium and will attack them with fervour heedless of danger.

The Sickening

The foul miasma of the warp can turn even the strongest stomach.

Effect: A foul rotten taste and scent attacks your senses, you may spend a point of Endurance to endure it and continue the exorcism, otherwise you retreat gagging and retching.

Something follows...

The things of the warp notice when their gifts are thrown back.

Effect: The exorcism succeeds, but something has taken notice of your transgression, for the rest of the day, you have the acute sensation that you are being watched, you hear low whispers, and occasionally feel like something has touched you.

This effect ceases if you suffer a similar 'Haunt' style effect.

You faithless slime!

Such things are a test of faith, and yours has failed you.

Effect: Your strength of faith is knocked out of you, you are left feeling abandoned and the Exorcism fails, you need religious guidance, or some reassurance of faith.

The Dead Speak

That is the danger when you draw close to warp, that you'll hear the dead.

Effect: The exorcism succeeds; however, you are haunted by the voice of someone you knew wailing and howling as their soul is tortured by the cruel creatures of the beyond.

This haunting last if you find enjoyable, or you are affected by another 'haunt' like effect.

Cruel Reflections

Mirrors have power, a reflection of the World-that-is

Effect: The exorcism fails, for the next hour whenever you look in a reflective surface you are confronted by mocking emanations of warp entities that taunt you with your failings.

Voice of the Damned

We're all in here...waiting for you.

Effect: Even though your target might not be speaking to you, the voice of a person you knew in life who is long-dead speaks through them at you, trapped in the hell of the Warp.

You may spend a point of **Willpower** to maintain the exorcism, otherwise it fails.

Curse Spot

The Warp does not care for your actions.

Effect: The exorcism succeeds however an oddly coloured spot appears on a visible part of your body (should be obvious to crew).

Spite Curse

May you suffer.

Effect: A curse grips your body, you develop some form of physical discomfort, such as pain or feeling constantly cold, which lasts until the curse is exorcised. You may spend a point of **Willpower** to persist with the exorcism, otherwise it fails.

Golden Voice

BY MY COMMAND YOU SHALL
LIBERATE THIS SOUL

Effect: Your ears are filled with a golden voice that commands you to succeed, your soul is buoyed by the faith this summons forth from you, your Exorcism succeeds but you are deafened for a few moments after.

Exhausted from Exaltation

You are but mortal not intended to carry this burden.

Effect: Your exorcism succeeds, but the weight of it leaves you feeling physically exhausted despite your affirmation of faith.

Sin Eater

Take their curse unto yourself and drive it out with your greater faith.

Effect: Your exorcism succeeds but you take on a minor element of what taints your target, you must spend some time after this exorcism scourging and purging the taint from your flesh.

Dark Urges

Sometimes, when you are not strong enough, they can draw you into sin too.

Effect: You are filled with the urge to indulge in something your character knows to be wrong, you may spend a point of **Willpower** to resist this and succeed, or you fail, and must indulge the urge.

Fog of Pride

Sometimes it is hubris that aids the Warp...

Effect: Your Exorcism fails; however you are completely and utterly convinced it succeeded and will disagree with your target if they assert otherwise until proven without doubt to be wrong.

Mute

Hush now...

Effect: Your ritual fails as your voice is robbed from you, you may not speak until exorcised.

Parting Gift

The voice is gone, but the haunted feeling remains.

Effect: The Exorcism is unusually traumatic and difficult for both parties; roleplay appropriately.

Either the target or the Exorcist (Exorcist's choice) become **Shaken** or, if already Shaken, descend into Madness.

Flagellant's Mercy

Pain and suffering scourge all sins from the flesh.

Effect: This taint cannot be driven out without mortification of the flesh.

The target must be reduced to **Bloodied** during the exorcism or it will be unsuccessful.

The Light Blinds

Divine fire burns and cleanses.

Effect: An aura of divine light fills both target and Exorcist. Immediately on the successful conclusion of the exorcism, call **Mass Shock**.

Target and Exorcist are thrown off their feet becoming **Bloodied** and both are blinded until the end of the next combat scene unable to see further than 1 meter and painfully effected by changes of light.

Hamartiological Backlash

A spasm of the Warp leaving

Effect: The energy of the taint being driven out to the Empyrean lashes out; both you and target feel a sense of foreboding, and each hit by a powerful force shortly (5 to 10 Seconds) after the exorcism successfully concludes reducing you both to **Bloodied**.

Screaming Argument

Axiomatically, Daemons lie.

Effect: The Exorcist is drawn into a debate with an otherworldly force. The Exorcism concludes successfully, but the Exorcist feels compelled to keep arguing with a voice only they can hear they become **Shaken** or, if already Shaken, **Descend into Madness**.

The Warp Resists

No, not this time exorcist...

Effect: The Exorcism fails, as you attempt to complete it something beyond the veil lashes out at you, you are struck with a blast of energy - you begin to bleed from the eyes and mouth and collapse **Bloodied** from the backlash.

Temptation

You could stop us, or we could help you...

Effect: A voice whispers in your ear, bargaining with you to stop your work to save this individual, you can choose to fail this Exorcism, at which point you may ask a small favour (such as a question) of the warp.

Otherwise you succeed.

Transference

The danger of our work, is it carries the risk of becoming infected .

Effect: Whatever effect you are seeking to Exorcise, transfers directly to yourself.

Get a Ref - the nature of what will happen to you will depend on what you were trying to Exorcise.

God's Regent

The Warp has its claws deep in this one; it won't let go without a fight.

Effect: Choose:

The Exorcism fails and must be re-attempted from the start.

Or the Exorcism is very successful, removing all Corruption on the target, alongside any other negative effects affecting them.

However if you choose the second option, you are drained of **Willpower** and may not regain it until the end of the next combat scene.

Mercy of the Divine

The pains you have undergone will fortify you for the trials ahead.

Effect: The target feels fortified and strengthened by Divine inspiration.

They gain an additional point of **Willpower**: In addition to any abilities they may have to use willpower, they may use this to resist one call of **Warp** in the next scene.

Divine Intervention

Their Gaze is upon this place, inspiring virtue.

Effect: The Exorcism is unusually effective. The target either drops an additional level of Corruption, or if they weren't Corrupted or this would drop them beneath Tempted, choose any positive effect from this deck to grant them.

Compassion of the Divine

You feel Their light suffusing you.

Effect: At the end of the exorcism, target and Exorcist both feel healed, alert and refreshed.

Until the end of the next combat scene, you both gain **+1 Endurance** and feel a sense of euphoria.

Let Their words grant you peace

Catharsis has its own use.

Effect: For the next scene, the you may ignore the effects of any active Madness card.

Rats! Rats! Rats!

Call them vermin if you want, they're not natural...

Effect: You are swarmed by some form of (likely invisible unless you have props) warp vermin, who surge over you ripping your flesh, stinging you and all manner of nasty things.

Your exorcism fails as you are sent flailing in pain or collapse to the floor, becoming **Bloodied** after appropriate roleplay.

Warp's Touch

Even the faithful can bear the mark of corruption.

Effect: Your Exorcism fails

If you are **Tempted** by Corruption, increase this effect to **Touched**.

If you have **Faith and Fire** or are only **Brushed** by corruption then you suffer the **Weaken** call the next time you go to undertake any other action.

The Hounds

The Warp is jealous, and hunts those who would steal that which they claim...

Effect: Your Exorcism succeeds. However, the next time you are alone, or nobody is looking at you, you lose a point of endurance as something bites your leg, you must walk with a limp for ten seconds and cannot run, if you are still alone after ten seconds an invisible Hound leaps on you and savages you and you become **Bloodied**.

Possession

Something slips into your skin.

The Exorcism Fails, and you are **possessed** you can fight this by spending **Willpower** every 10s to allow someone time to trap you in a circle. This Daemon is weak and can be rejected by a **Combat Exorcism**.

If you loose control you become vulnerable to **Sanctic** and will discard ranged weapons you will only attack with melee (adding Warp) and Psychic Powers you attack anyone in your way, targeting PCs and followers of the God-Emperor first.

Possession (Greater)

If I can't have this one, then I'll have THAT one...

Effect: Redraw if you are NOT dealing with a Possession or Banishment.

The Exorcism seems to have succeeded.

Get a Ref - you are possessed but your brief may differ depending on the creature you were banishing. You can fight this by spending **Willpower** every 10s to allow someone time to trap you in a circle and you will become vulnerable to **Sanctic** when you loose.

Denied!

This one..is...MINE!

Effect: You are blasted off of your feet being thrown backwards for 3s away from your target and suffering the **Dread** call. Call "My Circle is Broken!" to indicate to whatever you are exorcising that it is no longer trapped.

Blighted Limb

A black spot is more than a legend...

Pick one of your limbs (preferably an organic one but if you don't have one it will effect bionic limbs) - this limb is disabled as a black mark appears upon it.

This may be treated by a **Chirurgeon** or **Medicae** but they must do a **Power Test**.

If they succeed; you suffer the **Warp Lesions** complication

If they fail; you suffer the **Eyes Where They Shouldn't Be** complication.

Warp Curse

A pox on you, who would deny us our bounty.

Effect: You are overwhelmed as you try to save this soul, driven back by unholy force, your Exorcism fails.

Until Exorcised, this curse causes you to become deathly unwell with black veins and necrotizing flesh, you are under the effects of the **Weaken** call.

Broken Circle

Did you...just slip your foot over...oh bother...

Effect: Howling terrifying noises of the warp emanate from the Exorcism, it fails.

Call **Dread** before collapsing **Bloodied** leaking blood and warp matter, from all orifices.

The Warp Tide Rises...

It's...too...strong...for you....

Effect: Immediately draw two more cards from this deck, both effects happen. If they contradict each other then discard the most positive effect and draw another card.

The Eye turns Upon You

You have been noticed, snatching what is there's from their grasp...

Effect: Your Exorcism succeeds.

Find a ref as soon as you can after drawing this card. You have a deep sense of foreboding.