

**THE
TAROT
OF
FATE**

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WHAT IS THE TAROT OF FATE?

This is the summary book for all Tarot of Fate cards and their effects. The deck is made up of Major and Minor Arcana.

The Major Arcana are cards associated with prominent Gods of the Warhammer World and their effects are both roleplay and mechanical. These cards represent a more impactful mark on the player's soul as the Gods have directly intervened in their fate.

The Minor Arcana are cards associated with the four Chaos Gods and their effects are mainly roleplay oriented. Players should treat them as a shift in personality or outlook.

Players will draw from the deck and reveal it to the marshals. Once done, the marshal will refer to this handbook to read the card's effect to them. Minor Arcana cards can be drawn either UPRIGHT or REVERSED to the direction of the player, while Major Arcana cards only have one effect regardless of which way they are drawn.

UPRIGHT means the card's imagery is oriented correctly.

REVERSED is when the card is upside down.

ROLEPLAYING THE EFFECTS

Effects from these cards generally last the day they are drawn or until a task has been completed. What happens if a player needs to take multiple tests and the results contradict? Great! Play them as a very open internal conflict.

Use them as a way to grow their character, to challenge it, and most importantly – have fun with it!

If you draw a card you are uncomfortable roleplaying with then ignore it and then you may draw another card.

MAJOR ARCANA SUIT - THE GODS

<u>GOD</u>	<u>VISION</u>	<u>EFFECT</u>
RANALD	<p><i>You step into a grove, shrouded in an eerie mist, and see a spectral figure, cloaked in a hooded robe, sitting at a makeshift table, his face obscured by shadows.</i></p> <p><i>The being speaks - his voice both melodic and unsettling, resonating through the haze around you, echoing off walls that don't seem to exist. They speak in weaving riddles that defy logic and reason.</i></p> <p><i>With an outstretched hand, the figure offers you a wager, the glint of a coin. If Heads, he promises a boon from the God of Tricks. However, if Tails, he offers a foreboding curse of perversity.</i></p>	<p>Ranald has offered you a chance to tempt Fate. Flip a coin.</p> <p>If HEADS - Ranald smiles upon your good fortune. You may leave with his luck bestowed upon you.</p> <p>If TAILS - Ranald smiles upon your misfortune. Your vision ends with the laugh of Ranald in your head occasionally throughout the day. Until sunset you can no longer cast or benefit from the effects of blessings/enchantments.</p> <p>If you are a follower of Ranald then you may flip the coin again but accept the second result.</p>
MANANN	<p><i>The role of oceans fills your senses - the smell of salt, the audible crash of waves, and the sting of undrinkable waters within your eyes as the thunderous might of the ocean destroys the schooner you saw yourself upon.</i></p> <p><i>With the shattering sound of the vessels boards beneath your feet tearing apart, you feel the thunderous waves smash you beneath sea level, and you begin to sink further beneath the brine.</i></p> <p><i>Closing your eyes as the sun fades as you sink deeper, you expect the darkness of the sea to be the last thing you witness, before a golden glitter dances across your eyes.</i></p> <p><i>You open your eyes only to witness a glorious trident before your eyes, golden and glimmering as the salt water overwhelms your senses, barely able to register as the trident dives beneath you, guided by a weathered hand, and tosses your body high above the waves, where you soar as an Albatross back to land.</i></p>	<p>You will be welcomed into his seas or dragged to its depth. The God of the Oceans beckons you...</p> <p>Until sunset you may ignore the first Veratus spell cast on you as it is washed away. Also, if you are a caster, then until sunset you cannot draw stones using your left hand.</p> <p>If you are a follower of Manann then you also gain one 1 Ward against any SPELLS cast against you however you must cry out and thank Manann for this blessing.</p> <p>If you are a Cleric of Mannan then you must remove all but ONE of your success stones from your pouch.</p>

<p>ISHA</p>	<p><i>The radiant figure of Isha, the Goddess of Healing and Motherhood, stands bathed in ethereal light. Her presence exudes a profound serenity and compassion as she extends a hand towards you, her touch imbued with a gentle, nurturing warmth.</i></p> <p><i>In this sacred encounter, you feel the weight of the world's suffering lift from your shoulders, replaced by a profound sense of well-being and inner peace.</i></p> <p><i>I</i></p> <p><i>Isha's blessing envelops you, infusing your being with renewed vitality and a deep connection to the healing powers of the natural world, and you understand that you have been chosen to carry forth her benevolent grace in the face of adversity.</i></p>	<p>Isha casts her spell and all current Minor Arcana ailments are removed.</p> <p>If you are an elf then Isha smiles upon you and you are blessed with full vitality. You are returned to full health and are immune to poisons effect until sundown. If you are also a caster then all of your success stones are reset.</p>
<p>THE LADY OF THE LAKE</p>	<p><i>A vision invades your mind. In the midst of a mystical forest, shrouded in a haunting mist, an ethereal beauty comes into view.</i></p> <p><i>The Lady of the Lake, cloaked in shimmering robes, appears and speaks, her voice a soothing melody 'Fear not,' she whispered, 'I offer you this gift.'</i></p> <p><i>She raises her open hand, palm facing towards you and a shimmering light overwhelms your senses.</i></p>	<p>All current Minor Arcana ailments are removed from your character.</p> <p>If you are a follower of the Lady you gain her protection from "Dishonour" - Ignore the next 5 normal ranged weapon hits that you take. You must call out to thank her for her protection to use this effect. This does not apply to siege weapons.</p> <p>In addition, if you are a Cleric of The Lady of the Lake, you also regain all lost success stones.</p>
<p>SIGMAR</p>	<p><i>A blinding light enveloped you and in its radiant glow a vision of Sigmar, the Emperor of Mankind, stands atop a mountain of dead orcs.</i></p> <p><i>His presence is awe-inspiring, clad in gleaming armour, Ghal Maraz in hand, and his eyes ablaze with righteous fury.</i></p> <p><i>You are filled with both purpose and determination, igniting your will to stand firm against any foe you face.</i></p>	<p>You stand tall and rejuvenated with the power of Sigmar coursing through your veins. You may ignore ONLY ONE strike provided you call out and thank Sigmar's blessing as you do.</p> <p>If you are a follower of Sigmar you also gain the power to once more stand in battle when defeated. When you have bled out you may IMMEDIATELY stand again on full Wound Points. YOU MAY ONLY USE THIS EFFECT ONCE PER EVENT.</p> <p>Once used you collapse from your injuries and die. You must go to death ASAP.</p> <p>In addition, if you are a Cleric of Sigmar you must add all unused fate stones to your pouch.</p>

<p>ULRIC</p>	<p><i>The God of winter and beasts, glares at you, his eyes as piercing as a blizzard's fury. With a voice that rumbles like thunder, Ulric challenges you, demanding a test of your strength.</i></p> <p><i>Snowflakes swirl around him, and the howls of spectral wolves echo through the icy wilderness. In this moment, you feel the weight of the challenge, a primal call to prove your mettle.</i></p>	<p>Ulric has chosen to test your strength. You suffer -1 WP (to a minimum of 1WP) for the day until you defeat a combatant/creature and send them to death. Upon completing this task you regain your lost WP.</p> <p>If you are a follower of Ulric you may ignore ANY strike of your choice provided you call out and thank Ulric's blessing as you do. (This acts as a Ward)</p> <p>If you are a Cleric of Ulric then you may remove a fate stone from your pouch.</p>
<p>GORK AND MORK</p>	<p><i>Two colossal figures, Gork and Mork, the twin gods of the Orcs and Goblins, clash in a titanic battle for dominance.</i></p> <p><i>Gork's mighty fists slam into Mork's massive club, sending shockwaves through the very fabric of reality. Thunderous roars and guttural chants fill the air as their frenzied followers cheer on, their green skin and savage determination painting the scene with an aura of primal power.</i></p> <p><i>In this moment, you sense the raw, unbridled energy of these warring deities, their eternal struggle echoing the relentless conflict that defines the greenskin race, and you realise that the world is truly doomed.</i></p>	<p>If you are not an Orc then this card has no effect.</p> <p>If you are an Orc however, you begin to feel the call to WAAAGGH!. Firstly, keep the orientation of this card known. If the card is UPRIGHT then you have drawn GORK. If the card is REVERSED then you have drawn MORK. The effects last until sunset:</p> <p>If Gork is drawn then you will gain an additional 2WP for the day however if you are a Cleric then you will lose 2 success stones (to a minimum of one)</p> <p>If Mork is drawn then the maximum WP you can gain from armour is reduced by 2WP for the day. If you are a Cleric then your entire stone pouch is reset at any point during the day of your choosing</p>
<p>MYRMIDIA</p>	<p><i>Myrmidia, the Goddess of War, stands at the forefront of a titanic battle, her presence commanding and fierce. Clad in radiant armour, she wielded a shimmering spear with deadly precision, slaughtering the foes you see before you.</i></p> <p><i>She calls out to attack and those surrounding you charge. Witnessing this divine display of skill and command, you feel a surge of inspiration and courage.</i></p> <p><i>With newfound strength and deep determination you strive to to emulate her martial excellence and rise as a fearless champion of war.</i></p>	<p>The Warrior Goddess' power fills your soul. You feel a strength you never experienced before flooding your muscles, a power you could only ever dream of.</p> <p>During planned Battles, you may ignore ANY strike of your choice provided you call out and thank Myrmidia's blessing as you do. (This acts as a Ward)</p> <p>In addition, if you are a Cleric your Fate Stones are reset.</p>

<p>URSUN</p>	<p><i>Lost in the heart of a blizzard, you stumble through the swirling snow, the biting cold and relentless storm disorienting you. You try to find shelter but collide with what you believe to be a massive rock buried beneath the snow.</i></p> <p><i>But the 'rock' stirs. The ground around you trembles and snow cascades from this form as it begins to rise in front of you. Before you stands Urson, the Bear God, colossal and magnificent. He towers above you, his primal might overwhelming you, his eyes glowing an intense, otherworldly white that penetrates your very soul.</i></p> <p><i>Without uttering a word, Ursun, in a gesture that transcends language, inclined his massive head slightly, a profound acknowledgment that leaves you awestruck in the presence of this ancient deity of Kislev as the vision begins to fade.</i></p>	<p>By drawing this card you have sparked the curiosity of Urson. He offers you a chance to prove your strength.</p> <p>Until sunset, you do not gain any WP from armour. You must best someone in single combat of your choosing to regain your WP from armour. You will also gain an additional 2WP temporary bonus. Once these bonus WP are used they are lost.</p> <p>If you are a child of Kislev then you feel a strength you never experienced before flooding your body. The 2WP bonus is permanently applied to you for the rest of the day (when you are healed you also gain these WP too.)</p>
<p>THE ANCESTORS</p>	<p><i>Before you, seated upon majestic stone thrones, the venerable ancestor gods of the Dwarfs gaze down upon you with eyes as unyielding as the mountains themselves. Grungni, Valaya and Grimmir all cast their discerning gazes upon you. Their judgement weighs heavy, a testament to the honour and legacy of the Dwarfs.</i></p> <p><i>In this moment, you feel their scrutiny pierce your soul, and then, as one, they nod in silent approval, granting you their ancestral blessings to continue the noble legacy of your kin.</i></p>	<p>The enduring spirit of the Dwarfs surges within you, and with their blessings, you embark on a quest to honour their legacy and uphold the time-honoured traditions of the Dwarfs.</p> <p>But this quest will weigh on your soul. Your armour feels heavier than normal as you feel the burden weigh down on you. You lose 1WP from armour worn until sunset.</p> <p>If you are a dwarf then you may ignore the next instant killing hit when battling an epic creature, but must thank your ancestors loud and proud for their protection. (This is a save against epic creatures)</p>
<p>RHYA</p>	<p><i>A haunting vision unfolds before your eyes. A vast field of once-vibrant crops now lies in ruins, their withered stalks and barren earth painted in hues of sorrow.</i></p> <p><i>Amidst this desolation, the weeping figure of Rhya, the Goddess of Fertility, stands in silent anguish, her tears falling like gentle rain. Her grief resonates through the land, a heartbreaking lament for the ailing world she nurtures.</i></p> <p><i>In this moment, you feel the weight of her sorrow and the urgent need to restore the balance of nature, for the very life of the earth itself depends on your actions.</i></p>	<p>Poor harvests and plagues that have ravaged Sudenburg over the years and left a pain that still remains. The Mother of Earth offers you her blessing though it is weak. If you have lost any Wound Points you regain them.</p> <p>If you are a caster then you must also add 1 failure stone to your pouch.</p> <p>If you are a follower of Rhya and you are required to draw once more from the Tarot of Fate you can choose to ignore that draw.</p>

<p>VERENA</p>	<p><i>The Goddess of Wisdom, Knowledge, and Justice, emerges before you, her presence radiant with intellect and insight. Her penetrating gaze delves deep into the recesses of your soul, sifting through the tapestry of your experiences and choices.</i></p> <p><i>As she assesses your essence, you stand vulnerable yet unafraid, for you know that her judgement is fair and impartial. With a serene nod, Verena bestows upon you her divine enlightenment, a profound clarity of thought and reason that infuses your being.</i></p> <p><i>In this moment, you are granted wisdom to discern truth from falsehood, to seek knowledge in all its forms, and to champion justice and reason in the face of ignorance.</i></p>	<p>Lay the first card you drew on the table in the orientation drawn. Draw two more cards and lay them face up next to this card. Depending on the majority orientation of the cards, the following effects will take place until sunset:</p> <p>Upright: You have been judged pure. Your Wound Points are restored and if you are a caster any fate stones used are removed from your pouch.</p> <p>Reversed: You have been deemed impure. You lose a WP (to a minimum of 1). If you are a caster, you must add 2 failure stones to your pouch.</p> <p>If you are a follower of Verena then you may redraw either of the two cards but must accept the result.</p>
<p>TAAL</p>	<p><i>Taal, the God of the Wild and the Hunt, stands beside a gnarled, ancient tree, his countenance carved by nature's rugged essence. Indifferent, he touches the tree's bark with an outstretched arm, causing it to wither and crumble.</i></p> <p><i>As you seek solace, he retreats into the forest's shadow, leaving you in chilling isolation as the vision fades to an engulfing darkness.</i></p> <p><i>In this disheartening moment, Taal's aloofness leaves you with a haunting sense of abandonment, mirroring the merciless, untamed aspects of the wilds he embodies.</i></p>	<p>Taal's indifference to your plight leaves you wounded. The Father of the Gods caring not for your plight gives you pause to consider the insignificance of your being. You gain no abilities or no negatives, just an empty feeling of apparent abandonment.</p> <p>Followers of Taal realise the otherworldly cruelty of their God and accept it for what it is. You must add 1 failure stone to your pouch.</p>
<p>MORR</p>	<p><i>A desolate graveyard stretches before you, and a solitary crow perches atop a looming tombstone. Its ominous caw beckons you to approach, and as you draw near you see the name on the tombstone - yours.</i></p> <p><i>It is etched in cold stone.</i></p> <p><i>Overwhelmed by the spectre of your own demise, you resist the inexorable embrace of death, crying out for Morr, the God of Death, to alter your grim fate.</i></p>	<p>Your vision is a warning by Morr himself. He has visited you in your dreams. You must seek the Priest of the Morr at the graveyard and there you will learn the meaning of your vision.</p> <p>Be sure to advise the Priests of your actions that led you to draw this card, it is fate that Morr has intervened...</p>

<p>HANDRICH</p>	<p><i>Seagulls call overhead, and the salty tang of the sea fills the air. Weathered sailors haul crates and barrels, and fishing boats gently bob in the harbour.</i></p> <p><i>You take in this lively maritime scene and watch as a figure gradually materialises beside you. They radiate an aura of jovial charisma and shrewdness. The name of this man comes naturally to you, Handrich, as he offers his hand out for a trade that promises boundless riches...</i></p>	<p>Handrich has offered you a great deal! Make as many trades with others today before sunset.</p> <p>If you successfully trade an item for coin or buy an item off someone for lower than their asking price then Handrich's reward is bestowed upon you.</p> <p>Each time you successfully complete a trade you will be granted a temporary bonus WP (to a maximum of an extra 5WP). Once these WP are used they are lost</p> <p>You can only benefit from this effect once per day and if you are killed and visit the graveyard this effect is lost.</p>
<p>KHAINE</p>	<p><i>You are surrounded by darkness. Suddenly, the heavens above rip open as the colossal, bloody hand of Khaine materialises from above. Its grotesque, searing flesh engulfs you in an agonising embrace as it reaches down and grabs you, hoisting you skyward.</i></p> <p><i>As you ascend, the cloud-shrouded visage of Khaine himself pierces the heavens, his countenance contorted with an unfathomable wrath that morphs into an ear-splitting bellow. Your screams stop as you are paralysed with fear witnessing his terrifying power.</i></p> <p><i>In that heart-stopping moment, you are both the witness and the vessel of Khaine's unbridled fury, forever marked by the searing imprint of his divine rage.</i></p>	<p>The bloody hand of Khaine marks your soul. It cries for vengeance against those who have attacked you and those who irritate you. Until sunset, you lose a 1WP (to a minimum of 1WP) until you have bested another in combat. In doing so your vitality returns.</p> <p>If you are an Elf then The Lord of Murder's rage fills your soul. When you have bled out you may IMMEDIATELY stand again on full Wound Points. Cry out to Khaine and carve bloody vengeance in his name.</p> <p>YOU MAY ONLY USE THIS EFFECT ONCE PER EVENT!</p>
<p>MALAL</p>	<p><i>The form before you is incomprehensible, you are caught in the throes of this nightmarish encounter, struggling to decipher the incoherent words spoken by the entity, their confusion growing.</i></p> <p><i>It seems to revel in the possession of another soul. Abruptly, the thing seizes you and draws you closer, the vision ending in a horrifying moment as the god's gaping maw descends to consume you whole, shattering the vision into darkness</i></p> <p><i>All you see is blackness around you. You hear a voice whisper "And now, you are mine..."</i></p>	<p>Until sunset the renegade God has you in his sights. Declare one of the four Chaos Gods (Tzeentch, Slaanesh, Khorne or Nurgle) and draw another card.</p> <ul style="list-style-type: none"> ● If this card is of the minor arcana and is the god you named then you are saved from your fate. ● If this card is of the minor arcana and not the god you named OR of the major arcana then your soul is claimed by the Renegade God. You are killed instantly and must go to death. <p>Also, if you a caster then you must add 2 failure stones to your pouch (to a maximum of 3)</p>

<p>ASURIAN</p>	<p><i>Asuryan, the God of the High Elves, emerges from the darkness as a radiant figure astride a magnificent phoenix ablaze in its resplendent glory.</i></p> <p><i>Together, they soar through the heavens, their presence a beacon of hope and divine intervention. The fiery phoenix charges into the heart of the tumultuous conflict, a symbol of unwavering courage and the unyielding spirit of the High Elves.</i></p> <p><i>It is in this moment, you are filled with a profound sense of purpose and determination, as the divine and the mortal unite against the relentless tide of chaos.</i></p>	<p>If you are not a caster then this card has no effect.</p> <p>If you are a caster then you may regain 1 lost Success Stone or 1 used Fate Stone.</p> <p>If you are an elf then you may remove up to 3 Success Stones from your pouch and draw that many cards.</p>
<p>USIRIAN</p>	<p><i>A spectral figure, draped in shadows emerges from the ground below. With a chilling inevitability, he extends his grasp toward another soul, claiming it for his dark dominion. The agonised transition of the departed soul into the realm of undeath unfolds before your eyes. The haunting power of USIRIAN over the spirits that traverse between life and death scars your soul..</i></p>	<p>The God of the Afterlife has a grip on your soul. The next time you fall in combat you bleed out instantly.</p> <p>If you are a follower of Usirian or hail from Araby or Nehekharra, then until sunset your bleed out time is doubled.</p>
<p>SHALLYA</p>	<p><i>You are dying! Your wound grave. You find yourself not in pain but in a serene and ethereal space, bathed in soothing light. The compassionate presence of Shallya, the Goddess of Healing and Mercy, materialising before you.</i></p> <p><i>With a gentle and reassuring touch, she offers solace and tender care, mending your wound with divine grace.</i></p>	<p>You are returned to full wound points and any ailments that reduce your wound points are removed. Any effects of poisons are removed and your soul is cleansed of any impurities.</p> <p>If you are a follower of Shallya and a caster then your runestone pouch resets - you regain all lost success stones, return to 1 failure stone (if you had more) and any used fate stones are removed from your pouch.</p>

<p>SOLKAN</p>	<p><i>A brilliant, blinding light envelopes you. When you open your eyes you find yourself transported to a majestic palace of golden radiance.</i></p> <p><i>At the centre, seated on a throne of light, is Solkan himself, a towering figure bathed in warm, golden hues. His mask shimmering in the unrelenting sun, reflecting its fiery intensity, you feel his presence weigh down your very soul.</i></p> <p><i>With each heartbeat, you can feel your past actions being weighed against the brilliance of his divine judgement, reminding you that even beneath the sun's benevolent warmth, there lay the unyielding scrutiny of a God who held the power to illuminate both truth and consequence.</i></p>	<p>Your actions have drawn the ire of the god of Vengeance and you have been judged. While his light shines above you today, you feel his gaze burning down upon you.</p> <p>Until sundown, your maximum Wound Points are reduced by 1 to a minimum of 1. If you are also a Caster you must add 1 additional failure stone to your pouch.</p> <p>If you are a follower of Solkan then you receive "The Wrath of Solkan" - You may ignore the next strike that would reduce you to 0 wound points, but must call out that you are doing the Work of Solkan and immediately charge/engage whatever would have struck you down, giving your attacker a great battle in your death.</p>
<p>THE OLD ONES</p>	<p><i>There are only those that remember us and those that do not. Your vision is incomprehensible as the Old Ones battle the Chaos Gods, your mind bending and breaking as reality around you is torn asunder.</i></p>	<p>The Old Gods shaped the Known World and their work was never finished. So too are your goals.</p> <p>You walk the path of the Great Plan. Come to the story team for further instructions.</p>

THE SUIT OF COINS - NURGLE

<u>CARD</u>	<u>REVEALED</u>	<u>EFFECT</u>	<u>LENGTH OF THE EFFECT</u>
Ace of Coins	UPRIGHT	You have been blessed! Your sense of pain is dulled considerably... Due to Nurgle's Plague taking root in your system.	Until you have been cured by a healer you begin to feel ill yet think yourself stronger than you have ever been.
	REVERSED	Your stomach feels... Empty. As you eat the food rots away in your gut, failing to sustain you. Due to this you need to eat more, and more, and <i>more</i> throughout the day – your hunger unending, causing you to bloat.	Lasts until you have been cured by a healer you feel constantly hungry and a horrible feeling of 'bloat'.
Two of Coins	UPRIGHT	Rust spreads like an infection over your steel – your weapons and armour dulling, bronzing as it works its way across the metal. You need to find an armourer or blacksmith to work them, to clean, and repair them. Until you do so, you don't dare use your equipment, lest it break beyond repair.	Lasts until you roleplay with a blacksmith/armourer character repairing your equipment, or the end of day.
	REVERSED	Paranoia hits you, your stomach flesh – it doesn't seem strong enough to hold your internals! In desperation you wrap your belly section tight in cloth, leather, whatever you can get your hands on for added support!	Until your mind is cured of the paranoia, should the wrapping come undone you enter a panic, desperately using your hands to try and hold your insides back from spilling free.
Three of Coins	UPRIGHT	Your interests shift and you find yourself drawn to centres of healing. You take a keen, even suspicious degree of interest in plagues and maladies of magical origin.	Spend time speaking with at least one 'expert' (healer) on the subject. Remember to be... Persistent.
	REVERSED	Flies, locusts, and various other carrion insects assault you throughout the day. The longer you spend outside, the greater their numbers until the buzzing is deafening.	For the rest of the day, where possible, you move from building to building – taking respite inside for a minute before moving on.
Four of Coins	UPRIGHT	A wave of destructive intent possesses you. You find yourself actively seeking out things to break, destroy, and generally leave in a state of disrepair.	Roleplay destroying equipment, tearing up flyers, etc, where you can. Make sure you get OOC permission first before touching another's property!
	REVERSED	You're overwhelmed by the sensation of hopelessness. Everything you attempt you expect to fail. If confronted in conversation or combat, you flee rather than face assured failure. You can barely stand to support others, but as soon as an ally falls you are the first to run.	Until you have rested you feel this effect weigh down on your psyche.

Five of Coins	UPRIGHT	Blisters burst and bubble over the soles of your feet. Nothing seems to salve the pain, so you are forced to walk slowly, tentatively, limping. Running is impossible – trying to do so will send you to the ground in agony.	Thankfully, this is a passing malaise that will wear off come sundown. Once the sun sets you will find yourself cured.
	REVERSED	Your extremities swell, particularly your fingers, growing fat as sausages. Your gloves can't fit over them and you find it incredibly difficult to use fine motor skills. Quills, rapiers, cutlery... Anything that uses finger dexterity you find near-impossible until the swelling goes down at the end of the day.	You feel this effect until you have consulted the healers in town or have rested for the day
Six of Coins	UPRIGHT	Rats. Rats everywhere! Your mind sees them crawling through the streets in a giant swarm, feasting on the rot, decay, and refuse left behind by the inhabitants. You dance on tip toes whenever you're in town, careful with your footing so as to not slip and fall into the ravenous swarm.	Until your mind is cured of the paranoia, or have rested for the day, you see the town is crawling with thousands of rats littering the streets.
	REVERSED	There's a vile smell in the air, seeming to follow you. Surely it's these unwashed masses around you, sullyng the air you breathe. When you speak with people you hold your nose, retching if you don't. Only at the end of the day do you realise, the smell had been coming from you all along!	This effect lasts until you have roleplayed washing yourself and clothing or have rested for the day.
Seven of Coins	UPRIGHT	Flavours warp against your tongue. Food and drink which you traditionally favour now taste like swamp water – in all its bile, bubblin' goodness. Conversely those you usually hate taste like sugary sweetness – and you find yourself oddly attracted to rotten and stale food stuff.	Don't actually eat rotten food! Until the end of the day this effect affects your senses.
	REVERSED	Your internal philosophy shifts, an idea taking root in your mind – 'pain and pestilence tests us, makes us stronger'. You spend the remainder of the day actively trying to prevent healing, curing, treatment, of all kinds when you see it.	Until sundown, this paranoia fills your mind. Once you have visited death again, does this affliction end.
Eight of Coins	UPRIGHT	Your scalp itches as a small and singular horn begins to push through the flesh. It's oddly pain-free but considering its very noticeable position, you feel it best to wear a hat all day – even in doors.	Thankfully it withers and simply falls off come sunset, leaving nought but a small red lump behind.
	REVERSED	Your flesh hardens and your sense of pain is all but gone. You notice this quickly and find yourself growing drunk on the idea of testing it. You actively try to avoid defending yourself in combat, instead enduring the pain to test your new limits.	When the sun sets it sloughs off you like a discarded shell! Back to your regular self!

Nine of Coins	UPRIGHT	Your face... Itches? Touching it, you feel lesions and growths sprouting over your features. Looking in a mirror, you find a horror staring back. To protect your image, and others' sanity, you feel a need to hide your face – whether through a low hood, mask, helmet, or bandages.	Thankfully, this is a passing malaise that will wear off come sundown. Once the sun sets you will find yourself cured.
	REVERSED	A fever has you within its grip, squeezing your body of energy and sweat both. All but the lightest of clothing risks dangerously overheating your body – you're unable to wear heavy armour (more than leather) and even eschew tight fitting or heavy clothes.	You feel this effect until you have consulted the healers in town or have rested for the day. If it is raining or particularly cold, ignore this card and draw another.
Ten of Coins	UPRIGHT	Your mind wanders and becomes lost. Fatigued and delirious you find it difficult to maintain coherent thought and conversation is at best a herculean struggle. At the same time you grin stupidly, contentment and ease settling over you with your worries draining away.	You feel this effect until you have consulted the healers in town or have rested for the day
	REVERSED	Bits of you are left behind, falling away throughout the day. At first you forget a simple task, then your weapon, finally even forgetting those close to you as your mind clouds and decays.	You feel this effect until you have consulted the healers in town.
Page of Coins	UPRIGHT	You feel emboldened – two giant arms hugging you close, keeping you safe and content. Throughout the day nothing can scare you – a sense of safety and even immortality takes over you. This of course may lead you to make rash decisions, as the consequences cannot affect you, right?	Until sundown, this affliction fills your mind. Once you have visited death again, does this affliction end.
	REVERSED	Each movement you make comes at great cost. You find yourself fatiguing easily today, as the energy is drained from your body, a fever taking hold. Unable to exert yourself, you can manage only to use a single hand at a time – two handed weapons, dual wielding, and shields (unless sans weapon) are almost impossible for you today, lest you collapse in a tired heap from the strain.	You feel this effect until you have consulted the healers in town or have rested for the day

Knight of Coins	UPRIGHT	You can see it, crawling over all their faces and bodies. Tiny germs, little plaguelings cover all you approach. You take measures against infection more seriously – wrapping yourself amongst bundles of cloth, keeping yourself ‘pure’ through heavy scents, and never getting within a few feet of others.	Thankfully, this is a passing malaise that will wear off come sundown. Once the sun sets you will find yourself cured.
	REVERSED	Your eyes dance, finding it difficult to focus. It feels as if they’ve become multi-faceted – similar to that of a fly’s. On the one hand, this increases your perception greatly, but on the other, you find it hard to focus on things and continually shift and move your head for a better look.	Until sundown, this paranoia fills your mind. Once you have visited death again, does this affliction end.
Queen of Coins	UPRIGHT	Empathy swells within your chest, provoking you to seek out the sick, the infirm, and the wounded. Whether a healer or not you feel compelled to assist <i>everyone</i> in need before all other interests, regardless of the chance for success.	You feel this effect until you have consulted the healers in town or have rested for the day
	REVERSED	Your throat burns, cracking, and dry. Potions run through your mind and you’re desperate to taste as many as you can – regardless of effect. If you’ve the opportunity to gain a potion, you take it and immediately use it – regardless of effect or condition.	Until sundown, this paranoia fills your mind. Once you have visited death again, does this affliction end.
King of Coins	UPRIGHT	Your body sweats, hair growing oily, and skin dying and shedding. You find it necessary to bathe, lest you drown in a whirlwind of your own filth. If you would usually bathe once in a day, bathe twice today instead. If you weren’t going to bathe... It’s imperative that you do!	This effect lasts until you have roleplayed washing yourself and clothing over and over again or have rested for the day.
	REVERSED	Nurgle’s Plague ravages you, suddenly mutating and exploding through your core. You need help, NOW! Go seek healing immediately. If the healer doesn’t protect themselves first (through roleplay), their attempt to contain the effects will fail and give them the plague as they are likewise infected!	This can only be cured through finding a healer who can cure you of the Plague. If you do not wish to participate just draw again from the tarot deck.

THE SUIT OF SWORDS - KHORNE

<u>CARD</u>	<u>REVEALED</u>	<u>EFFECT</u>	<u>LENGTH OF THE EFFECT</u>
Ace of Swords	UPRIGHT	You are unstoppable, your victories unceasing. As you fight, as you <i>win</i> you press on, regardless of the danger. For the rest of the day whether in combat, argument, or discussion, you cannot retreat – you chase your foes until they fall, argue and bicker until they're a mewling mess kneeling before you and when they do? You keep pressing on anyway.	Until you are slain and have seen death, show no restraint in your dealings, and always go at least one step further than you usually would. Where you might normally take prisoners, for example, you instead take none!
	REVERSED	You aren't sure why, but it just <i>irritates</i> you. Anything that involves thought, sets you on edge. What plans you have you scrap and throw in a heap. Decisions, today, make you angry and irrational. Everything irritates you today, good news and bad.	Until you are defeated in a battle you are dismissive and angry, you lash out at those around you as your blood can't seem to settle – boiling in your veins.
Two of Swords	UPRIGHT	Everything is a battle. Even your own thoughts and decisions. And battles are <i>loud</i> . For the rest of the day, whenever you find yourself having to make a decision, you argue with yourself out loud.	Lasts until you roleplay with a Cleric of your faith who is able to help you see reason or when you rest for the day.
	REVERSED	Some battles are too hard a fight, and in these instances? Just plough ahead. Whenever you make a decision, you <i>don't</i> and instead always take the first, or most direct option without fail.	Until you are defeated in battle today you take the most direct route in all things today. Even if your character might be sly and sharp, today it is as blunt and subtle as a sledgehammer.
Three of Swords	UPRIGHT	You are at the tipping point. Should you meet an old friend-become-enemy, or a lost lover you wail, letting the emotions run wild and spill out, publicly, without thought or care to personal image. Broken hearts are heavy things and the weight should be shared with all those around after all!	Until the sunsets your emotions run rampant today. Where you might giggle, you instead burst into raucous laughter. Where you might sigh, you instead shed tears and cry.
	REVERSED	Your failures run long behind you, drifting into the depths of your past. It's best that others know what they're getting into, so when you introduce yourself to someone you share with them a failure that marks you.	Whenever you meet someone today, after introducing yourself you tell them of your greatest, or one of your, failures.

Four of Swords	UPRIGHT	You're rather active at being inactive. Where others plan and attempt quests, you find yourself trying to sway them otherwise. The worries of the world can wait – we might be miles deep in Chaos infested woods, but that log there looks like a great place to take a breather.	Throughout the day you actively look for ways to lay about, and encourage others to follow suit!
	REVERSED	It's finally happened – your years of adventuring and living in these lands has caught up to you. Your muscles ache, your lungs are spent, and your brow heavy. Lethargic and unmotivated, today you simply want rest – turning down anything that requires lifting more than a finger.	Until you have rested, combat is particularly exhausting, and you find yourself unable to wear or wield anything but lighter equipment – leather and single handed weapons.
Five of Swords	UPRIGHT	Something in your blood stirs. You might be the quietest of scholars, but today you desire bloodshed and action. Whether venturing out to challenge the evils of the world, or picking a fight with Johan for 'borrowing' your quill again – your knuckles crack and blood pumps, demanding you seek out battle and victory.	Aggression bubbles below the surface and it <i>demands</i> to be sated. You need to pick a fight with someone, even over the most inane topic, and this fight needs to lead to actual combat!
	REVERSED	It might have happened yesterday, the day before, or not in recent memory. Your grudge would put a dwarf to shame. You recall all past slights, and will openly challenge those who committed such should you come across them throughout the day.	Find someone who has slighted you in the past, even if it's been settled. Take your revenge either through a duel, a back-alley stabbing, or in a more subtle way!
Six of Swords	UPRIGHT	Time you let it go and grew. Yet you need to do it right – air it, out in public, so it can't come back to you. All your recent failures, all your misgivings, you list them out. Loud. In the middle of town.	Once done you feel a sense of relief, and a strange sensation of over-share.
	REVERSED	Girding yourself, you set out. A recent failure, a challenge, a missed opportunity or quest, it eats away at your soul.	Choose one mentioned and spend the day focussed on overcoming or correcting it using whatever means necessary.
Seven of Swords	UPRIGHT	That which you covet, should be yours. You have the strength, so simply take it! You don't hide this fact – on the contrary you are as brazen and direct as you can be.	Today, take an object (that is lootable!) you've wanted or discovered what you want during the day.
	REVERSED	No one can know how meek you are, of your failures. You take the name of a prominent member of Sudenburg and pretend to be them in all things. A gilded mask more fitting than the coward's face beneath it.	Until sundown, this paranoia fills your mind. Should someone point this out, you simply deny it!

Eight of Swords	UPRIGHT	You are far too superior, far too skilled. It isn't fair on the unworthy creatures around you, so in all your grace you will lower yourself, to allow them but a chance.	Give yourself a disadvantage in all you do today – don't use a shield, only attack from the front, be brutally honest in subterfuge – you want to challenge yourself by making everything harder.
	REVERSED	You wonder if it would be enough, better to just go that little bit further to make sure. No matter how easy the task, you go over the top in your approach and preparations. You would use a bucket of water to put out a small candle.	Lasts until you roleplay with a Cleric of your faith who is able to help you see reason or when you rest for the day.
Nine of Swords	UPRIGHT	They're out there. Every shadow hides your worst nightmares. It could be broad daylight, yet still you wield a lantern or torch – forcing even the smallest and weakest shadows to flee from you. Even in combat – you will struggle to use a shield or any weapon that requires two hands. Should the light go out? You fall catatonic, screaming and wailing until someone banishes them again with a light source.	Once night falls and the shadows stretch unbidden, the sensation passes.
	REVERSED	Your failures gnaw away at you, and everywhere you look you see more evidence of such. The weight bends your back and cripples you. Should you fail in whatever you're doing during the day, all your past missteps will bubble to the surface and overpower you, causing you to rant and rave incoherently about your 'inner demons'.	This effect lasts for the day as failing in anything causes you to loudly rant and rave about it, before going off on a tangent about past mistakes and the world being 'out to get you'.
Ten of Swords	UPRIGHT	It hurts, but that just proves how hard you've fought! You're vehemently opposed to any sort of healing, beyond that which lets you stand and deliver. Any time someone tries to heal you beyond resurrection, you refuse, even in the midst of conflict. Should they persist? You become violently opposed – to the point of killing them for trying!	Until sundown, this paranoia fills your mind. Once you have visited death again, does this affliction end.
	REVERSED	Your muscles tense and twitch. The most delicate tasks are nigh impossible for you – you cannot help but use your full power. Were you to try and pick a delicate flower, you'd find yourself unable to do less than crush it in your fist. Anything that requires fine motor skills you're unable to do and need another to do it for you. Attempting to do it yourself will cause the item to either break or for you to fail.	This affliction lasts until you rest for the day or have roleplayed with a Cleric of your faith who is able to help you to calm your mind and heal your body.

Page of Swords	UPRIGHT	Clearly, you've reached your peak, and it's time to master something new. You eschew the weapons and tools you're familiar with, and instead take up something completely foreign – something you've never used before.	Choose a weapon you've never used before or are unfamiliar with and only use it for the day. Alternatively, choose a trade you've never done and pursue that instead
	REVERSED	Your voice booms – you are the bravest after all! You recount great deeds of heroism and skill to any who will listen. Yet when asked to prove such you brush them away, after all you have nothing to prove!	Until sundown, boast about yourself whenever you have an opportunity. Make sure the boasts are over the top and incredible.
Knight of Swords	UPRIGHT	You are the champion, not those with gaudy laurels and fancy titles. And they need to know this! You challenge any and all authority that impacts you throughout the day. Violently if necessary.	Until you are defeated, during conflicts you are violently opposed to instruction from any who might represent an 'authority'.
	REVERSED	To sit still is to stagnate and die. Action is life and thus you are always moving, always doing. You act without thought, doing the first thing that comes to mind and following that impulse through. Until the next impulse of course!	Take no rest today (outside of OOC breaks!) and always be doing something, plotting something, or working towards something – imagine you've drunk a gallon of coffee.
Queen of Swords	UPRIGHT	Yes, but your idea is best! No matter what, you make your voice heard – even in conversations and arguments you weren't involved in. They should feel lucky you took the time to correct them!	Whenever you overhear a discussion today until sunset, chip in with your own 'correct' view, regardless of how much you actually know about the subject.
	REVERSED	This cannot stand! Even the smallest irritants drive you into a rage today. When someone does something you don't like? You let them know - bluntly, brutally, and bloodily.	Lasts until you roleplay with a Cleric of your faith who is able to help you see reason or when you rest for the day.
King of Swords	UPRIGHT	Your will, their duty. You brook no doubts from others. They will fall into line and obey. You speak with certainty and command, bossing those around you. Even those who outrank you. Punch above your weight and step on toes. You act as if you're the leader of those around you, even if the actual leader is standing right next to you.	This affliction lasts for the day or until someone decides to challenge you and put you in your place. If you win the challenge then you grow more convinced in your standing!
	REVERSED	The strongest are the quietest. You need no boasts or war cries. Gods – you need no words. You are silent and strong, refusing to speak on most occasions, and sparing no more than four words when you must.	Until sundown, keep your calm demeanour. Prove your strength through your actions, not words!

THE SUIT OF WANDS - TZEENTCH

<u>CARD</u>	<u>REVEALED</u>	<u>EFFECT</u>	<u>LENGTH OF THE EFFECT</u>
Ace of Wands	UPRIGHT	Idle hands are the servants of evil! Whenever otherwise unoccupied, your dominant writing hand seems to have a mind of its own – scratching esoteric runes, and the symbols of dark gods into the dirt, dust, and ink within reach.	Until the sun sets your hand has a mind of its own.
	REVERSED	You are granted the gift of foresight – able to perceive your future... 1 second ahead of time. This amazing ability comes with a cost however – your long term memory escapes you, and even your short term memory only allows you to remember the most basic things like who you are	Lasts until you roleplay with a Wizard who may be able to free your mind from this curse.
Two of Wands	UPRIGHT	The world is backwards – right has become left. When you should take the right path, you take the left instead. If you usually use a weapon, shield, or tool in one hand, you use it in the other instead.	Lasts until you roleplay with a Cleric of your faith who is able to help you see reason or when you rest for the day.
	REVERSED	The future is unknown, and the unknown is scary. You focus on the present and the past only – any decisions you make today give no thought to the consequences. Simply act in the moment.	Until the sun sets or you rest, this mental affliction holds sway over you.
Three of Wands	UPRIGHT	Inspiration strikes you, an image sent from whichever God or Gods you choose to follow. There's treasure out there, wealth just waiting to be plucked by those ready. Gather a small party and set out on a quest into the wilds. Do an entire lap, informing everyone that it's just a 'little bit further' and once you reach the entrance again, announce that the treasure has been found. After all, the real treasure was the friends you made along the way.	You feel compelled to go on this "Quest". Once it has been completed the compulsion ends and the effect no longer has power over you.
	REVERSED	Inspiration strikes you, an image sent from whichever God or Gods you choose to follow. There's treasure in here, wealth just waiting to be plucked by those ready. Gather a small party and set out on a quest into the wilds. Then immediately turn around and head back into town. The treasure's in there somewhere – you just need to find it! Search through public buildings, the tavern, interrogate everyone you meet, etc. Once you've checked at least three structures, you can announce the treasure has been found. After all, the real treasure was the friends you made along the way.	You feel compelled to go on this "Quest". Once it has been completed the compulsion ends and the effect no longer has power over you.

Four of Wands	UPRIGHT	You've caught an unending craving for the magical and strange, seeking out any and all magical items that you can. Particularly cursed items – your driving goal is to collect as many as you can, to hoard and protect them from others, even at your own expense.	Until the end of the day, you find yourself seeking these items and learning their secrets.
	REVERSED	It's but a flash, but it manages to leave its mark on you. For an instant you witness the winds of magic, unbridled and furious as they swarm like currents of locusts through the world. The sight scars you, and any magic whether through spell or item draws the terror back. You flee from any spell or magical item – if you're unlucky enough to be a wizard, you can cast your spell but after doing so, succeed or fail, you flee the immediate area to gather and steel yourself once more.	Lasts until you roleplay with casters to help you see reason and free your mind from this accursed vision.
Five of Wands	UPRIGHT	Your faith rings hollow in your ears. Rather than dwell on the failures of it, you look to new horizons, at least for the day! You seek to learn more about, and even embrace a new religion – whatever that might be – so long as it isn't one you've practised or been overly exposed to before. If you don't have one, then you seek one!	Lasts until you roleplay with a Cleric of your current faith to help stay you from the path of heresy or if you seek a new faith and learn of their teachings.
	REVERSED	Your thoughts echo out loud. You speak your mind (literally) as any thoughts you have today you voice for others to hear.	Until sundown, this mental affliction wracks your mind and compulses your tongue to speak.
Six of Wands	UPRIGHT	You've seen the light, and the light must be shared. Whether a religious or philosophical epiphany, at some point during the day you will find yourself in the middle of town – preaching for all to hear.	Lasts until sunset or if you roleplay with a Cleric of your faith who is able to help you see reason.
	REVERSED	Your secrets are out there, clearly your allies can't be trusted! Those you know well you treat with outright suspicion, cautious and careful of what you share. In contrast you are more open with strangers than you would usually be – sharing information without invitation openly with those you don't know well.	Until sundown, this mental affliction wracks your mind and encourages you to speak your thoughts freely.
Seven of Wands	UPRIGHT	Space warps around you, walls bending inwards and the road seeming to twist beneath your feet. You feel as if you're walking a constant tightrope, and need to stretch your arms out to maintain your balance.	Lasts until you roleplay with a Wizard who may be able to free your mind from this curse.
	REVERSED	Your sight burns, magically reinforced you can perceive things around you clearly. As clearly as you could before. In exchange, you lose your sense of hearing – so focussed on your seeming new found acuity of sight, you forget to use your ears.	Lasts until you roleplay with a Wizard who may be able to free your mind from this curse.

Eight of Wands	UPRIGHT	<p>It's there, creeping just beneath your skin. You can feel it growing, changing you just below the surface. It threatens to burst out at any moment. You are convinced your body is beginning to mutate, and such could occur at any moment. There (probably) isn't, but you're convinced otherwise! Hide all your skin from everyone else for the day and either seek assistance from priests or healers, try to cut it out yourself, or accept your fate (that never comes).</p>	<p>Until sundown, this paranoia fills your mind. Once you have visited death again this affliction ends.</p>
	REVERSED	<p>There is an order to all things, and this order should not be challenged. You resist all efforts to change – set on your path you refuse all advice and suggestion by approaching your day single mindedly. If you make a mistake, you simply press ahead and ignore all proof of said mistake.</p>	<p>Until sundown, this mental compulsion shapes your thoughts and outlook. .</p>
Nine of Wands	UPRIGHT	<p>Something strikes you as odd about your faith. Something twists your perception of it, and it creates an internal schism. If your faith has a heresy, you follow that for the day, slowly becoming more in tune with it. Otherwise, you warp your faith yourself and create your own! For instance, did Sigmar really wield a Warhammer?</p>	<p>Lasts until you roleplay with a Cleric of your current faith to help stay you from the path of heresy.</p>
	REVERSED	<p>Everyone is staring, watching, and eating you away with their eyes. They know all your shameful secrets, and they judge you with their stares. For the day you can never look someone in the eye, and you find yourself subconsciously turning your head, in conversation, and hiding your face.</p>	<p>Until sundown, this paranoia fills your mind. If you can gather the courage, you may seek the help of a caster to assist in freeing your mind from this curse.</p>
Ten of Wands	UPRIGHT	<p>There's an eye in the sky. Literally. It watches you, unblinking, and you feel your skin crawl whenever you're outside. You do your utmost to always stay under cover – whether inside buildings or near the closest tree.</p>	<p>Until the sun sets you feel constantly watched by The Great Eye.</p>
	REVERSED	<p>You're convinced the imaginary friend you had a child is real, and here now in town. They walk with you throughout the day, and you take great pains to introduce them to anyone you meet – explaining they're shy and from elsewhere.</p>	<p>Until sundown, this paranoia fills your mind.</p>

Page of Wands	UPRIGHT	You can feel magical talent swelling up within you. If only it was more than a feeling! For the rest of the day you believe you're a powerful, naturally talented wizard, or if you were already, you believe you're one of a different wind. Choose a wind (other than your own, if applicable), take up a staff and act the part! You've no actual talent or power whatsoever but don't let that stop you!	Until sundown, this mental affliction dominates your mind. You seek assistance from Wizards to learn your new craft only to show no potential whatsoever.
	REVERSED	You've been touched by the divine and can feel the energy running through you. You take up the habit and symbol of whichever God you believe has empowered you, and act as if you're a Cleric for the day. You don't actually have the power to heal or bless, but that won't stop you from trying. For those who are already Cleric, you find yourself reluctant to use your powers – something else... seems to be feeding them, and you worry what it might be taking in exchange. Whenever you attempt to use your powers you hear dark laughs.	Until sundown, this mental affliction dominates your mind. You seek assistance from Clerics to develop your new faith yet struggle in all aspects. Those who are Clerics. begin to feel watched, like a helpless deer being stalked by a lion...
Knight of Wands	UPRIGHT	You can see the thoughts inside the heads of others. You watch as they warp their faces, twisting the flesh like waxen masks into truly horrifying expressions. The longer you talk to someone, the more desperate you are to flee. For the first few minutes you can bear it – simply looking away or only catching glimpses. But any longer than that and you start making excuses to leave	Until sundown, this paranoia fills your mind. If you can gather the courage, you may seek the help of a caster to assist in freeing your mind from this curse
	REVERSED	Shadows swell and shift beneath your feet – demons clawing to make their way into our world. You avoid stepping in shadow as much as possible during the day, lest the creatures grab hold of you to draw themselves out.	Until you warm yourself by a fire or heat source, you fear all shadows around you.
Queen of Wands	UPRIGHT	There's a great web of people out there just waiting to help you with your plans. You find yourself drawn to the town, to meet new people and shake their hands. A campaigning politician in overdrive, you won't be satisfied until you know everyone in the region.	You feel compelled to greet everyone you meet. It lasts until sunset or until you visit death once more...
	REVERSED	You're suffering through an out of body experience. You're a fiction, a character in a book, and you are the reader. You narrate your existence - refer to yourself in the third person for the rest of the day, and describe what you're doing as you do it. "Johan the Invincible shrugs to the irate ork, knowing full well it lacks the intellect to understand the finer details."	Lasts until you roleplay with a caster who may be able to free your mind from this curse.
King of Wands	UPRIGHT	You sit at the centre of an intricate web, pulling the strings of many puppets to see your bidding done. For the remainder of the day you do not act directly, rather you act only through chosen servants and proxies – even for the most simple of tasks or correspondence.	This affliction lasts for the day or until you visit death once more.
	REVERSED	You've been laying plans, but the time to act is now. You don't wait any longer, you simply do. In battle you charge every time, in the day to day you are direct and avoid over – or even regular – thinking everything.	This affliction lasts for the day or until you are defeated in any action you undertake.

THE SUIT OF VESSELS - SLANESH

<u>CARD</u>	<u>REVEALED</u>	<u>EFFECT</u>	<u>LENGTH OF THE EFFECT</u>
Ace of Vessels	UPRIGHT	You have friends... But you could have <i>more</i> friends. The most interesting, odd character you can find will be your next best friend. Especially those who you might traditionally be opposed to	The next 'stranger' you meet today, you treat as if they're a long lost friend – eager to rekindle the friendship and learn more about them.
	REVERSED	You have friends... But you also have you. You find yourself drifting away, becoming more of an individual. You interact with those you don't know more, although don't form friendships. The world revolves around you after all, and you shan't be tethered by others!	You spend the day uneasy around those you know – eager to make excuses to depart. You're only truly comfortable alone or surrounded by strangers, taking time to work on yourself.
Two of Vessels	UPRIGHT	You are the 'me' in 'team'. You can't operate without a group, attaching yourself to the nearest one. You <i>cling</i> to them; desperate for them to like you, even if you must pretend to be something you are not.	This compulsion controls your very being and lasts until sundown or if you once you visit death.
	REVERSED	They're holding you back – you are the most important member, the one who shines brightest, and they need to learn that! Any group/warband you normally run with, you find yourself drawing away from them – refusing to assist or help, until they accept <i>you</i> are the key to their success	This mental belief dominates your thoughts. This belief lasts until sundown or visit death once more.
Three of Vessels	UPRIGHT	Life is a party and a party requires <i>people</i> . Doesn't matter who or what they are, you want to gather the biggest groups together, make the loudest noise, in the most exotic ways you can. Nothing but the <i>party</i> matters	Today, you need to draw a large and noisy crowd. Whether to cheer and enjoy or cast down another – it needs to be loud and involve people.
	REVERSED	Life is a party and a party requires <i>you</i> . When you aren't otherwise busy or engaged, a rapturous song fills your head and you find yourself tapping, even <i>dancing</i> along to it, whether in public or private. At the end of the day raucous laughter fills your ears.	Lasts until you roleplay with a caster who may be able to free your mind from this curse.
Four of Vessels	UPRIGHT	Perfection is derived through consideration and contemplation. And you <i>must</i> be perfect. Your thoughts run inward. You find a spot and you sit, reflecting, considering. The world flows around you, your own thoughts more important than anything else which might occur. When others try to move you, you are heavy as stone.	Today, after every act or quest, you're drawn to sit and ponder. Spend five minutes sitting and thinking on your character and the way it's developed from the recent act.
	REVERSED	You just aren't sure. Should I kill that cultist? Is that the right thing to do? Isn't murder bad? Is it right for me to ask these questions? Your moral compass is the person physically closest to you – even if it's the cultist you're even now contemplating whether to kill or not.	Lasts until you roleplay with a Cleric of your faith who is able to help you see reason or when you rest for the day

Five of Vessels	UPRIGHT	It's all gone wrong, and it all will go wrong. You fall into a state of pessimistic self-reflection. Every little failure your character has suffered boils to the surface. A wallowing trench of self-doubt and regret, you can't help but share it with those near. Whenever something doesn't go quite to plan, you bemoan this fact, loudly. You find yourself drawn to share your sorrows and failings with complete strangers, intent on their forgiveness.	Lasts until you roleplay with friends to help you through your thoughts.
	REVERSED	It's going to be alright. No matter what happens you can move on and grow. No matter how reprehensible the act, all will be forgiven. Such acts come easier knowing this. You lose a sense of consequence – where you might not commit something for fear of repercussions, you now have no qualms about doing so. Gambling debt? Stab the loan shark!	This mental belief dominates your thoughts. This belief lasts until sundown or visit death once more
Six of Vessels	UPRIGHT	You remember your happiest moments from early life – that childish exuberance that so many lose. You embody it. You become the younger you, the child that you were. Adventurous, excitable, dangerously innocent of the consequences. For the day your inner child has taken control of you.	This effect will last until your new round innocence is lost. Suddenly, your mind snaps back to who you were and the act causes you great mental harm.
	REVERSED	Your past is... Dark. Really dark. It's bleak, and it hints to the future. You see the world in 'greys' – the life, the energy, the excitement, and the possibility all having been sucked out of it. Emotions seem lost to you today. The world is a shade of greys, neither happiness nor sadness finding you. You simply feel... nothing.	This effect will last until you feel emotions intense enough to rouse you from your emotional stupor. The emotions will be overwhelming, as if all lost emotions during that time hit you in unison.
Seven of Vessels	UPRIGHT	Anything is possible – you just need to try. Flight? Flap your arms and find out. Kingship? Plan and fire off a one-person coup. Your wildest dream and ambition? You can do it, you will do it, and you'll do it now.	Choose an over-the-top heist or act that your character might secretly want to do and do it. It becomes your primary focus for the day.
	REVERSED	A constant flurry of self-doubt looping over itself, you question everything you do and ultimately do nothing due to this.	Today you doubt yourself, out loud. For example, when buying something from a merchant, question whether it is wise or if there is a better option
Eight of Vessels	UPRIGHT	No, no, no. It's all wrong. Everything is wrong. You need to escape, to get away. You abandon all groups you would usually associate with – striking out on your own.	For the rest of the day you 'abandon' your friends – refusing to interact with them outside of the most simple things. This may lead you to find others to interact with, or to strike out on your own.
	REVERSED	Sure you could be applying yourself here but you might be a better fit over there. You get involved in a lot of things but never finish, wandering away idly to experience the next bit of intrigue before finishing the one you're involved with.	Your goal is to be involved in as many different plots, quests, acts, or simple shenanigans as you can, without seeing any of them to the end.

Nine of Vessels	UPRIGHT	You've achieved everything you wanted. Everything else, all the troubles and trials just melt away. You've done it, made it, and now feel satisfied. Smug even. Why do more?	You're extremely reluctant to help others – after all it's their turn to suffer and strive. This includes those you might be beholden to and might even see you refusing to fight on their behalf!
	REVERSED	You've worked hard and excelled. You deserve to enjoy yourself, reward yourself, indulge yourself. The world can move on around you – this is now 'you time' and none will distract you from the more pleasurable pursuits.	You take the day off to enjoy yourself. Whether that is relaxing at the tavern, reading a good book, or painting a picture will depend on your character. All other concerns are secondary – only do what your character takes pleasure in.
Ten of Vessels	UPRIGHT	You are in tune with yourself. Your morals, your beliefs, they are superior to all others. You will not be swayed! You become incredibly sure of your beliefs and find an evangelical urge taking you. Even an obsessive urge.	Preach to others, and try to make at least five other people agree with your views – by force if you cannot otherwise.
	REVERSED	You've suffered an internal schism. What you thought were your values, your morals, ring hollow in your ears. You doubt them now, splintering away. Doubt wiggles its way within you. Whatever you might have believed you find yourself setting aside. A staunch Sigmarite would denounce their faith for the day, while a Chaos Worshipper might repent.	At the end of the day this sensation passes, with mocking laughter echoing inside your head.
Page of Vessels	UPRIGHT	You've the books, you've the experience, you've the sound advice of your friends. You also think you should try something new and unproven. For how else will you grow and learn?	Whatever plans you have for the day, whatever schemes, you abruptly change them – instead going with 'Plan B'
	REVERSED	Your self-doubt bubbles to the forefront. You could be the most able of commanders but you find your voice catching in your throat. Where you would normally act, you freeze. Your greatest strengths are now chains, strangling you and holding you down.	Regardless of status or position, you find it incredibly difficult to act without direction from another.

Knight of Vessels	UPRIGHT	The Emperor has nothing on you. You are the Gods' gift to mortal-kind, radiant and the centre of all attention. A beacon of romance, it is your mission, nay your <i>duty</i> to spread such romantic attention to all living things around you. And sometimes you don't even discriminate <i>that</i> much.	Preen yourself, speak through poetry, and flourish as you gesture.
	REVERSED	You're better than them – why can't others see it? They must be blind. It isn't fair, you should be noticed. Clearly it's that one person's fault – that Prima donna doesn't deserve the attention that should be reserved for you!	The next time attention is drawn away from you, you become furious. Even violently so. Do everything you can to draw attention back to yourself and dismiss the other – up to and including murder!
Queen of Vessels	UPRIGHT	You are all encompassing, your light shining on others. You ignore yourself, focussed solely on the wellbeing, on the interest and care of those around you. Even at great cost to yourself. Should you meet an amputee you'd remove your arm as a gift to them – regardless of whether it would work or not!	Until sundown, you cannot refuse requests for assistance, and when you think another could use help – you do, rather than ask!
	REVERSED	Your health is important, more so than any others. You are the priority. Sure a copper might be a fortune to a beggar, but to you? It's a copper and it's yours!	Until sundown, you refuse all requests for help unless they offer more than the 'going rate'. You are also incredibly greedy and selfish in your dealings.
King of Vessels	UPRIGHT	You are a paragon of diplomacy and empathy. So high have you risen, that you've an intuitive understanding of others (or so you think!). You can't help but defend all others, regardless of reason, and will defend them until the end.	Whenever you have an opinion on a subject today, you give it. Loudly. Especially if it is contrary to what the majority thinks!
	REVERSED	It's all you and they need to understand that. Nay, they need to know it. You want others to agree with you on every little thing. No matter if you have to cry, scream, or beg – they must agree with you, your ideas, and your motivations.	Until the end of the day this affliction wracks your mind. Your way is the only way, damn it!