

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel the slowly growing sensation that you are being watched and talked about, even when you are alone. Over the next few hours you may become paranoid.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a slowly growing fear of whatever caused this effect. Over the next four hours, you slowly become aware that the danger from it is immediate and life-threatening. You may use Hero Points as normal to combat this effect, but you may only use Heroic Skills when combating the threat as you perceive it.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

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Tear here

You find it hard to concentrate. You cannot concentrate for the length of a conversation, and casting magic is particularly difficult. This effect grows worse over the next four hours, whereupon it stabilises.

If you have any rituals mastered, you lose your mastery benefit until this effect is removed.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

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Tear here

You feel a sense of loss and longing which grows slowly over the next four hours – as if you left something behind when you left the Labyrinth. You see it in the shadows, and for the moment it takes you to blink. You feel it just behind you.

You cannot use any priest skills until this effect is removed. Your Dedication is otherwise unaffected.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a sense of enthusiasm about your own death which grows over the next four hours, feeling that a great and memorable death achieving your goals is the whole point of mortal existence. You may only use Hero Points in the pursuit of this.

If you have an Anointing of strength 5 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a fascination with the changes caused by death, and the opportunities that causing death presents, which grows over the next four hours. You may only use Hero Points in the pursuit of this.

If you have an Anointing of strength 5 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS101P

The subject's soul seems to be tense and coiled in on itself, like a snake waiting to strike.

To repair the harm will require an Exorcism of rank 3 to shock the soul and prompt it to resettle back in its place. Any character can assist with this with at least five minutes of appropriate roleplaying to reassure the subject, reducing the rank of Exorcism needed by 1.

DS102P

The subject's soul seems to be tense and coiled in on itself, like a snake waiting to strike.

To repair the harm will require an Exorcism of rank 4 to shock the soul and prompt it to resettle back in its place. Any character can assist with this with at least five minutes of appropriate roleplaying to reassure the subject, reducing the rank of Exorcism needed by 1.

DS103P

The subject's soul sits restlessly in their body, as if straining against its confines.

To repair the harm will require an Exorcism of rank 7 to shock the soul and prompt it to resettle back in its place. Any character can assist this with at least five minutes of appropriate roleplaying forcing the subject to focus on a single task, reducing the rank of Exorcism needed by 1.

DS104P

The subject's soul seems to be thin and tense, as if it were being stretched.

To repair the harm will require an Exorcism of rank 7 to shock the soul and prompt it to resettle back in its place. Any character can assist with this by spending at least five minutes of appropriate roleplaying helping the subject to re-affirm the concerns of their present life during or before the Exorcism, reducing the rank of Exorcism needed by 1.

DS105P

DS106P

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel terribly weak, and the places where you were recently wounded tingle unpleasantly. You may not run or use Heroic Skills while this problem remains.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel as if something is wrong with the passage of time. Over the next four hours you become unable to estimate times, and the order and distance of past (and future!) events becomes muddled.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You do not notice anything different at first. However, as soon as you touch another person, you feel a stinging sensation like a nettle-sting, which persists for a few seconds after contact ends.

Insight can be used to diagnose this problem. If this is the only information the Insight-user wishes to obtain, no Ref is needed to open this lammy.

Spiritual Wound

Tear here
Insight-user

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Tear here

The events of your Past-Life Vision seem more real than the events of your present, and you feel like you *should* remember it but *can't*. You may wish to try to recreate events from your past life to try to remember it better.

If untreated by the end of the day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a brief, painful scraping sensation all over your body, which leaves behind a persistent tingling. Touching items Bonded to you makes the tingling unbearable. You cannot benefit from Bonds to special items while this effect remains.

If untreated by the end of the day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

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Tear here

You feel a nagging, tugging sensation in your back, as if something were gently pulling you backwards. After four hours, you begin to experience nausea, dizziness and loss of appetite. After eight hours, you begin to suffer a severe migraine in addition to the above.

If you use any skill requiring liao, begin your death count.

If untreated by the end of the day, see a Ref before you next Time In.

DS107M

The subject's soul is blurry and dim in the subject's injured parts.

To repair the harm will require an Exorcism of rank 3 to shock the soul and prompt it to resettle back in its place. The rank of the Exorcism can be reduced by 1 by any character helping the subject to meditate during the Exorcism.

DS108M

The subject's soul seems to be twisted uncomfortably within their body, resulting in their confused state.

To repair the harm will require an Exorcism of rank 3 to shock the soul and prompt it to resettle back in its place. A Physick can assist with this by manipulating the subject's neck and back during the Exorcism, reducing the rank of Exorcism needed by 1.

DS109M

The subject's soul seems to be discoloured, as if tarnished, and is making the subject sensitive to the contact of living beings. The subject can be helped to overcome this problem by five minutes of appropriate roleplaying spent soothing the subject without touching them – by music or guided meditation, for example – which includes the use of a source of spiritual strength (Anointing, Consecration etc.)

DS110M

The subject's soul seems to be misshapen, its features strangely out of place, and does not move quite in concert with the subject's body.

To repair the harm requires excommunication, but this will affect the subject's soul in other ways. The excommunication mark can be removed safely afterwards with exorcism.

If the subject is rendered unconscious during the excommunication, the cost is reduced by 1.

DS111M

The subject's soul is quivering beneath their skin, and flinches back from the touch, as if sore. Any Bonds to items are marked by raw wounds on the subject's soul.

To repair the harm requires excommunication, but this will affect the subject's soul in other ways. The excommunication mark can be removed safely afterwards with exorcism.

If the subject's Bonds are broken before or during the excommunication, the cost is reduced by 1.

DS112M

The subject's soul seems to be under strain, as if it were being pulled away from their body.

Life-affirming things.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel increasingly aware of the problems that face you before you can achieve your goals, which seem to be insurmountable. Struggling against them is hopeless.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a crippling sense of self-doubt which leaves you completely unable to make any decisions. Even absurdly small choices fill you with worry.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel your soul withdraw inward, away from the people around you. You feel that you can't trust them, since one day either they'll betray you, or you'll be forced to betray them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a heightened awareness of all your past mistakes, as well as those of others around you. You should be ashamed of yourself, and so should they.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel the need to keep a close watch on your material possessions, since you never know who wants to steal them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a sense of nervous anticipation all the time, as if something bad is just about to happen. You must keep a watch on everything and everyone around you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS113FVFA

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS114FVFC

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS115FVFL

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS116FVFP1

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS117FVFP2

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS118FVfV

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a crippling uncertainty about things you know, leaving you unsure whether you're ever right. You must obtain more knowledge to understand your problems – at any cost.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a burning despite for those people who stand between you and your goals. Immediate violence seems like a good way of removing them from your life.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a powerful anger towards those people who try to stop you doing whatever you want. Immediate violence seems like a good way of removing them from your life.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a burning resentment of those close to you for all the sacrifices you have made for them. Immediate violence seems like a good way of removing them from your life.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel utter contempt for the customs and practices of other peoples, and those who exemplify them inspire feelings of immediate violence in you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a powerful loathing for those who show off their wealth and success, even in minor ways. Immediate violence seems like a good way of removing them from your life.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS119FVFW

The subject's soul is covered with a corrosive miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS120FVHaA

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS121FVHaC

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS122FVHaL

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS123FVHaP1

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS124FVHaP2

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a blazing hate toward anyone who threatens you in any way – physical, political, economic, etc. Immediate violence seems like a good way of removing them from your life.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a searing anger toward anyone who disagrees with you, even on small matters. Immediate violence seems like a good way of removing them from your life.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a brief sense of relief overcome you, which settles over a few hours into emotionless emptiness. You have achieved everything you ever wanted; there's nothing left to strive for.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great quelling of your emotions, and an urge to stifle the emotions of those around you. Once everyone is quiet and emotionless, everything will be fine.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a hollow in your heart which is only satisfied in the presence of those you are close to, and the simple need to be around them, all of you being quiet and still together, forever.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel your emotions drain, leaving you in a state of numb contentment. You are the product of all events leading up to now; neither good nor bad, you are perfect, and must never change.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS125FVHaV

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS126FVHaW

The subject's soul is covered with a burning miasma, fearful even to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS127FVPA

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS128FVPC

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS129FVPL

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS130FVPP1

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a soft sense of relief, which leaves you numb when it fades. You are so content with who you are in this moment that you need no possessions. They are only a burden to you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a gentle quietness settle over all your fears and concerns, especially for the future. In perfect, emotionless calm, you want only to experience the present.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a brief burst of profound understanding, which quickly fades to numb contentment. You understand that the point of life is to experience; knowledge and achievement are only secondary.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a cold, merciless anger towards those who have stood in the way of your goals. Making them pay seems crucial to you – and no price is too high.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a compelling dislike for those who have ever forced you into a course of action against your will. Only visiting the same kind of humiliation on them will sate you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel bitterly angry with those close to you who have ever wronged you. They should have been better, and you'll teach them what it means to cross you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS131FVPP2

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS132FVPV

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS133FVPW

The subject's soul is covered with a dull grey miasma, numbing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS134FVVA

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS135FVVC

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS136FVVL

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a cold, malicious wrath towards those who have ever belittled, dishonoured or disrespected you. You will teach them how it feels to be disrespected.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a jealous resentment of those who have done better than you in life, and a strong desire to use all the resources at your command to see them brought to ruin.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a cold sense of resentment towards those who have ever endangered you. That they dared put you in the way of danger is a grave insult, and you feel a desire to do it to them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a bitter resentment toward anyone whose mistakes – foolish or innocent – have wronged you, and a strong desire to make them suffer the consequences which befell you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel an exhilarating sense of freedom, and a strong sense that those in positions of power and authority are undeserving and should be brought to ruin.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a liberating sense of freedom, and a strong sense that those arrogant enough to believe themselves always right must be defeated by any means.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS137FVVP1

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS138FVVP2

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS139FVVV

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS140FVVW

The subject's soul is covered with a cold miasma, deeply unpleasant to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS141FVAA

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS142FVAC

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a fearful sense of the total freedom of all people, and a deep desire to be cut free from structures of power and authority, especially those which rely on you or which you rely on.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel an immense sense of personal pride, and the sense that the customs and practices of your people are holding you back from achieving your goals.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a liberating upswelling of emotion, and the powerful desire to cast off the trappings of power which the foolish cling to. You'll be stronger without them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a fearful sense of the total liberty of all people, and the potential for betrayal everywhere. Trust is a weakness; you should betray others before they betray you.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel an exhilarating sense of your own intellectual prowess, and a resentment of those who think themselves cleverer than you. Everyone should understand why they are fools.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. Your hopes and dreams are just around the corner, and they'll come to you unbidden.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS143FVAL

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS144FVAP1

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS145FVAP2

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS146FVAV

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS147FVAW

The subject's soul is covered with a bright miasma, making them appear alien to you.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS148FVHoA

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. Nothing can harm you; even your enemies will see your rightness when you defeat them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. Those close to you will be safe and prosperous, and you should do what they say.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. Your customs and habits will keep you and your people safe and prosperous, and others should follow your example.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. You can use all your resources today; tomorrow you'll be repaid tenfold.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. You're safe and sound just as you are; let the threats come, for you can defeat them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. Whatever you do, you will be successful; there's no need to think things through.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS149FVHoC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS150FVHoL

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS151FVHoP1

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS152FVHoP2

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS153FVHoV

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS154FVHoW

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You emerge from the Labyrinth into a world behind a glass screen, a world which does not feel real. Only the events of your Past-Life Vision feel real to you.

Over the course of the event, your memories of your present life begin to merge with your understanding of your past life, until you become unsure which person you are.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You emerge from the Labyrinth back into what feels like the Labyrinth. You don't know how to work out whether you're in the Labyrinth or the real world, but neither feels real.

You become prone to seeking strong sensations – strong tastes and smells, pleasure and pain, and dangerous situations, as they may help you work out what's real.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You emerge from the Labyrinth back into the real world, the memory of your Past-Life Vision strong in your mind.

You suffer flashbacks to your Vision at any time you are in a situation which reminds you of it, and every night you relive it in your dreams.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You emerge from the Labyrinth with a small voice in the back of your head

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. You're safe and sound just as you are; let the threats come, for you can defeat them.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

Spiritual Wound

Tear here
Insight-user

Insight-user
Tear here

You feel a great sense of bliss overcome you, and the certain knowledge that everything will be fine. Whatever you do, you will be successful; there's no need to think things through.

If you have an Anointing of strength 3 or higher, you may ignore this effect. If untreated by end of day, go to GOD before you next Time In.

DS155PC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS156PC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS157PC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS158PC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS159PC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

DS160PC

The subject's soul is covered with a soft miasma, soothing to look upon.

This can be removed with an exorcism of strength 4 or higher. If performed within a consecrated area, the exorcism required is 3.

At the conclusion of the exorcism, please hand this card to the lead exorcist. They are now infected with the miasma unless they can spend a Hero Point and ten seconds of appropriate roleplay resisting.

