

Ogre Complications:

Kill Lights:

(1) Utter darkness, affecting the sin while relying on sight is IMPOSSIBLE until a 5 segment Talisman is filled. (2-3) Complete darkness, affecting the sin while relying on sight is Hard until a 3 segment Talisman is filled (4-6) Flickering lights, affecting the sin while relying on sight is Hard for the next turn or a one segment Talisman.

Summon Mist/Miasma:

(1) Separate each exorcist, they cannot see each other but can hear each other, for every exorcist create a 2 Segment "Lost" clock, at the end of every round every Lost Exorcist slashes 1 Stress. (2-3) Separate each exorcist, they cannot see each other but can hear each other, for every exorcist create a 1 Segment "Lost" clock, at the end of every round every Lost Exorcist slashes 1 Non Lethal Stress.

Bury or Pin an Exorcist:

(2-3) Stuck, the Admin picks one: Arms, Legs or Ears, actions requiring use of those are now IMPOSSIBLE for this exorcist until they take a turn. (4-6) Stuck, the Admin picks one: Arms, Legs or Ears, actions requiring use of those are now HARD for this exorcist until they take a turn.

Smash Environment:

(1) Collapsing, Immediately, Exorcists must call a single coin flip, every Exorcist who called it wrong takes 2 Stress. (2-3) Collapsing, Immediately, Exorcists must call a single coin flip, every Exorcist who called it wrong takes 1 Stress.

Vanish:

(4-6) Prepare an ambush, next Ogre Reaction roll is an Attack, subtract 1 from the reaction Roll's final result (to a minimum of 1).

Crowd Work (1/Hunt):

(1) CAT+1 Number of humans suddenly show up, likely panicked, any action that would make them panic more rolls Risk twice and keeps the lowest result, this lasts until an 8 Segment Talisman is filled.

Ogre Threats

Grab An Exorcist And Squeeze The Life Out Of Them:

The Ogre grabs an exorcist and starts to crush them with their gargantuan hands.

(1) One Exorcist takes 6 Stress, if this would cause them an Injury they can't leave their spot on their own legs as they try to catch their breath. (2-3) One Exorcist takes 5 Stress. (4+) One Exorcist takes 4 Stress.

Hurl An Exorcist Through A Wall:

The Ogre lifts up an Exorcist, ready to throw them

(1) The Exorcist is launched at CAT+1 range passing through any mundane obstacles including walls, they must fill a 5 Slash Talisman to return. (2-3) The Exorcist is launched at CAT range passing through any mundane obstacles including walls, they must fill a 3 Slash Talisman to return. (4+) The Exorcist is launched at CAT-1 (minimum 1) range passing through any mundane obstacles including walls, they must fill a 2 Slash Talisman to return.

Create Stumblers:

The Ogre starts to Mold it's myasma into disgusting shapes.

(1) Create a Massive Group of Stumblers. (2-3) Create a Group of Stumblers. (4+) Create a Single Stumbler.

Collapse Architecture:

The Ogre thrashes so much parts of the structure start to come down.

(1) Everything within the building takes 4 Stress, the Ogre and Stumblers only take 1. (2-3) Everything within the building takes 4 Stress, the Ogre and Stumblers only take 1. (4+) Everything within the building takes 4 Stress, the Ogre and Stumblers only take 1.

Infect With Dark Pulsing Veins:

The Ogre attempts to savagely bite an exorcist with rotting teeth.

(1) 2 Stress and 2 Ogre afflictions. (2-3) 2 Stress and an Ogre affliction. (4+) 1 Stress and 1 Ogre afflictions.

Cause A Flash Flood:

The Ogre chooses Flood or Freeze, than starsts to charge up.

Flood: (1) Torrents spew from the Oger, Exorcist within Short range are pushed outside of it, take 3 Stress, creatures pushed back this way find it hard to approach the Ogre for their next action roll.

(2-3) Torrents spew from the Oger, Exorcist within Short range are pushed outside of it, take 2 Stress, creatures pushed back this way find it hard to approach the Ogre for their next action roll. (4+)

Torrents spew from the Oger, Exorcist within Short range are pushed outside of it, take 1 Stress, creatures pushed back this way find it hard to approach the Ogre for their next action roll.

Idol Complications:**Enthrall Someone:**

(1+) The Idol chooses a single Exorcist, Drifter or another Sin (the Sin's CAT has to be lower than the Idol's, if it's equal roll 1d6 for success, if it's higher the roll is Hard, if it's much higher it always fails), whenever that entity decides on a course of action the Idol may add or remove a word from it's description (it still has to make sense) the entity can choose how to interpret this new course of action or can try to defy it and keep it's original course of action, if it chooses to defy it gains 1 Sin (or slash on Execution Talisman) and the Idol erases 1 slash on it's execution talisman, this effect lasts untill a 3 segment Talisman is filled. (4+) The Idol chooses up to a CAT number of humans to convert to their cult, they are replaced by Cultists with an execution talisman equal to the CAT ammount of humans converted+1 by the end of the round unless a 2 segment Talisman is filled.

Overwhelm With Emotion:

(1+) The Idol writes down in secret an emotion, at the end of the round then asks the Exorcists how they are feeling, they must answer honestly, every Exorcist who's emotion matches the Idol's is overwhelmed by it, taking 2 Stress and 2 Sin and it's next action roll should be acting on their emotion, becoming then immune to this effect, for every 2 Exorcists affected by this, the Idol's next reacion subtracts 1 from it's roll to a minimum of 1, this effect can be avoided by filling a 2 segment talisman.

Force Out A Secret:

(4+)The Idol becomes surrounded in a psychic barrier which can take 5 Slashes before collapsing, upon the Idol using this Complication the Exorcists might for free proclaim loudly for everyone to hear something they are embarrassed or ashamed of to inflict a Slash on the shield, everyone in the scene hears it loud and can never forget it.

Disarm Someone:

(2-3) The Idol uses it's perfect combat techniques to disarm an Exorcist, making it Hard for them to attack the Idol until the weapon is retrieved through filling a 4 Segment Talisman or finding a new weapon.

Spew Out Hallucinations:

(2-3) The Idol chooses a course of action and craft an illusion that makes it Hard and Risky, each player must fill a 1 Segment Talisman to ignore this effect.

Crowd Work (1/Hunt):

(1) CAT+1 Number of humans suddenly show up, likely panicked, any action that would make them panic more rolls Risk twice and keeps the lowest result, this lasts until an 8 Segment Talisman is filled.

Idol Threats**Call Cultists:**

The Idol psychically calls out to it's nearby Cultists.

(1) Create a Massive Group of Cultists. (2-3) Create a Group of Cultists. (4+) Create a Single Cultist.

Cause Crippling Pain:

The Idol invades an Exorcist's mind, triggering all their pain receptors.

(1) One Exorcist takes 6 Stress, if this would cause them an Injury they find their next action Hard as they recover from the pain. (2-3) One Exorcist takes 5 Stress. (4+) One Exorcist takes 4 Stress.

Force The Exorcists To Sacrifice Something:

(1) . (2-3) . (4+) .

Expose A Weakness:

(1) . (2-3) . (4+) .

Enthrall An Exorcist:

The idol grabs an exorcist and looks them in the eyes.

(1) The Idol decides the Exorcist's next turn, it can't spend more than one Psyburst in such a round and can only spend sin in place of a Psyburst if the Exorcist doesn't have Psyburst.

Take Hostages:

The Idol binds the life force of a number of creatures equal to it's CAT to that of some of it's cultists, then attempts to kill them

(1) Every creature who's essence got bound takes 4 Stress. (2-3) Every creature who's essence got bound takes 3 Stress. (4+) Every creature who's essence got bound takes 2 Stress.

Hound Complications:

Move Faster Than The Eye Can See:

(1) Exorcists who can't keep up take +1 Stress, roll -1 dice to affect the Hound and find doing so Hard until a 4 segment talisman is filled. (2-3) Exorcists who can't keep up roll -1 dice to affect the Hound and find doing so Hard until a 2 segment talisman is filled. (4+) Exorcists who can't keep up roll -1 dice to affect the Hound until a 1 segment talisman is filled or the round passes

Set Everything On Fire:

(2-3) Moving around is Hard, Exorcists who attempt to move have to do so carefully or take 1 Stress until a 3 segment Talisman is filled or 3 rounds have elapsed. (4+) Exorcists who attempt to move have to do so carefully or take 1 Stress 3 segment until a 2 segment Talisman is filled or 2 rounds have elapsed.

Give Off A Massive Steam Of Heat:

(2-3) Any Exorcist who ends their action within CAT-2 (minimm 1) range of the Hound roll takes 1 nonlethal stress and Exorcists who willingly touches the Hound takes 1 stress, both these effects last until a 2 segment Talisman has been filled. (4-6) Any Exorcist who ends their action within CAT-2 (minimm 1) range of the Hound roll takes 1 nonlethal stress this effects last until a 2 segment Talisman has been filled.

Become Enraged:

(1) The Hound's reactions deal +1 Stress to Exorcists. Exorcists don't go on the brink of death from the Hound's attacks but are shredded to pieces and suffer Instant death, nothing can avoid this, if the hound kills an Exorcist, Drifter, Sin or CAT number of humans in one round it rolls twice and keeps the lower roll on it's next reaction, all these effect last until a 3 segment talisman has been filled or the Hound has failed to inflict stress, injury or death for 2 reactions.. (2-3)The Hound's reactions deal +1 Stress to Exorcists who have at least 1 Injury and Exorcists don't go on the brink of death from the Hound's attacks but are shredded to pieces and suffer Instant death until a 3 segment talisman has been filled or the Hound has failed to inflict stress, injury or death for 2 reactions. (4-6) Exorcists don't go on the brink of death from the Hound's attacks but are shredded to pieces and suffer Instant death until a 2 segment talisman has been filled or the Hound has failed to inflict stress, injury or death for 2 reactions.

Expand With Additional Blades:

(1) Hound's threats deal 1 Stress after they are resolved if not dealt with, Anything that requires an exorcist to get closer than CAT 1 range to work becomes Hard and at the end of each round a blade shoots out towards an exorcist who takes 2 Stress, all these effects last until a 3 segment talisman has been filled. (2-3) Anything that requires an exorcist to get closer than CAT 1 range to work becomes Hard and at the end of each round a blade shoots out towards an exorcist who takes 2 Stress if they can't dodge out of the way or find cover, both these effects last until a 2 segment talisman has been filled. (4+) At the end of each round a blade shoots out towards an exorcist who takes 1 Stress if they can't dodge out of the way or find cover, this effect lasts until a 1 segment talisman has been filled.

Crowd Work (1/Hunt):

(1) CAT+1 Number of humans suddenly show up, likely panicked, any action that would make them panic more rolls Risk twice and keeps the lowest result, this lasts until an 8 Segment Talisman is filled.

Hound Threats**Attempt To Rip Someone In Half:**

The Hound Picks up an Exorcist and starts trying to cut them in half.

(1) Deal 1 Injury to the Exorcist, this only clears half of their (previous) maximum stress, this can't put the Exorcist on death's door, it instead always kills them and nothing can prevent this. (2-3) The Exorcist takes 5 Stress, if this would deal an Injury the damage doesn't spill over they only clear half of their (previous) maximum stress. (4+) The Exorcist takes 4 Stress.

Cause Massive Collateral Damage:

The Hound chooses a building, including the one that they are currently in, and starts breaking it's structure.

(1) The building falls, all humans inside die, all supernatural entities inside except the Hound take 3 Stress, the rubble hits anyone in a Short range of the building for 1 Stress which is instantly fatal to Humans, Exorcists who are dealt an Injury by this get buried in the rubble making their next action Hard. (2-3) The building falls, all humans inside die, all supernatural entities inside except the Hound take 2 Stress, the rubble hits anyone in a CAT 1 range of the building for 1 Stress, Exorcists who are dealt an Injury by this get buried in the rubble making their next action Hard. The building falls, all humans inside die, all supernatural entities inside except the Hound take 1 Stress.

Spit Torrents Of Burning Blood:

The Hound picks an Exorcist and starts charging up blood.

(1) The Torrent hits an area equal to CAT 1/2 (minimum 1) around the exorcist, all that are in the area take 2 Stress and an Hound affliction. (2-3) The Torrent hits an area equal to CAT 1, around the exorcist, all that are in the area take 1 Stress and an Hound affliction. (4+) The Torrent hits the exorcist, dealing them 1 Stress and inflicting them with a Hound Affliction

Isolate An Exorcist:

(1) The Hound grabs an Exorcist and runs away with them, set up a 2 Slash Talisman for each other Exorcist to reach them. (2-3) The Hound grabs an Exorcist and runs away with them, set up a 1 Slash Talisman for each other Exorcist to reach them.

Cut Everything To Ribbons:

The Hound starts growing and growing and growing blades, ready to use them.

(1) Deal 5 Stress to everything within CAT Area of itself. (2-3) Deal 4 Stress to everything withing CAT 1/2 (minimum 1) Area of itself. (4+) Deal 2 Stress to everything within CAT 1 Area.

Spill Myrmidons:

The Hound spills blood on the ground that begins to form into a nightmarish form.

(1) Summon a massive group of Myrmidons. (2-3) Summon a group of Myrmidons. (4+) Summon a Myrmidon.

Centipede Complications:

Burrow Into The Ground Or Walls:

(4+) The Centipede burrows exposing only it's toughest shell, the Centipede Takes -1 Slash on it's execution Talisman until a 3 Segment Talisman is filled.

Spit Poisonous Webbing:

(2-3) Set out a Talisman with 2 Slashes for each player who find it Hard to make actions that would require moving from their positions and can't fly to the aid of any allies against Severe Attacks until their Talisman is dealt with, if the player completes 2 action rolls before removing their Talisman, they gain the Centipede Bite Hook. (4+) Set out a Talisman with 2 Slashes for each player who find it Hard to make actions that would require moving from their positions until their Talisman is dealt with, if the player completes 2 action rolls before removing their Talisman, they gain the Centipede Bite Hook.

Release A Swarm Of Flies:

(1) A venomous swarm of Insects, bugs and arachnids fills the area, Exorcists who don't move from their spot during their turn take 3 stress and 1 sin, Exorcists who do only take 1, taking an Injury from this Stress inflicts the Centipede Bite Hook, this effect lasts until a 2 Section Talisman has been filled.

Spray Pools Of Poison:

(4+) Corrosive pools of poison fill most of the battlefield, Exorcists who move on the ground have to attempt to do so safely or take 1 stress, if this stress would deal an injury the exorcist takes 1 sin, this effect lasts until a 4 Section Talisman has been filled.

Reveal Hidden Burrows:

(2-3) The Centipede reveals an entrance for the Horde to join the battle, at the end of each round add non special Infested with an Execution Talisman of 2 or increase the Talisman of existing Infested by 2 until the players deal with a 3 Section Talisman.

Crowd Work (1/Hunt):

(1) CAT+1 Number of humans suddenly show up, likely panicked, any action that would make them panic more rolls Risk twice and keeps the lowest result, this lasts until an 8 Segment Talisman is filled.

Centipede Threats

Rip Into An Exorcist:

The Centipede coils around an exorcist ready to butcher them.

(1) The Exorcist takes 2 Stress, than takes 2 Stress, than takes 2 Stress, powers and abilities that would reduce or increase all incoming damage apply to each individually, but abilities that only reduce damage once only apply to one. (2-3) The Exorcist takes 2 Stress, than takes 2 Stress, powers and abilities that would reduce or increase all incoming damage apply to each individually, but abilities that only reduce damage once only apply to one. (4+) The Exorcist takes 2 Stress, than takes 1 Stress, powers and abilities that would reduce or increase all incoming damage apply to each individually, but abilities that only reduce damage once only apply to one.

Explode A Caustic Bulb:

The Centipede starts building up corrosive liquid within a bulb.

(1) Everything within a CAT area around the Centipede takes 4 Stress, the Centipede is immune and it's Infested within the area erase 1 slash on their Execution Talismans instead. (2-3) Everything within a CAT area around the Centipede takes 3 Stress, the Centipede is immune and it's Infested within the area erase 1 slash on their Execution Talismans instead. (4+) Everything within a CAT area around the Centipede takes 2 Stress, the Centipede and it's Infested are immune.

Dissolve Something With Acid:

Toxic material is Spewed towards an Exorcist.

(1) The Exorcist takes +1 Stress from all sources for the next 3 reactions that damage them, they lose 2d3 KP, all KP that can't be removed is equal to one random item on their person that is destroyed.

(2-3) The Exorcist takes +1 Stress from all sources for the next 2 reactions that damage them, they lose 1d3 KP, all KP that can't be removed is equal to one random item on their person that is destroyed.

(4+) The Exorcist takes +1 Stress from all for the next reaction that damage them, they lose 1 KP, all KP that can't be removed is equal to one random item on their person that is destroyed.

Summon The Horde:

The Centipede screams, luring in the Infested.

(1) Add a Large Group of Infested to the fight, if pressure is 3+ add a Full Horde instead. (2-3) Add a Group of Infested to the fight, if pressure is 4+ add a Large Group instead. (4+) Add a Lone Infested to the fight, if pressure is 3+ add a Group instead, if pressure is 5+ add a Large Group instead.

Commit A Massacre:

(1) . (2-3) . (4+) .

Unveil Rows Of Hypnotic Eyes:

(1) . (2-3) . (4+) .

Toad Complications:

Leap, Squeeze And Dodge:

(1+) The Toad starts performing a series of acrobatic and evasive maneuvers, the first action that would directly affect it each round automatically fails until a 3 section Talisman has been filled.

Entangle In Traps:

(1+) The next Exorcist who would move is immobilized and loses their action, they are unable to do anything but attempt to free themselves until a 3 Section Talisman is Filled.

Reveal Hidden Explosives:

(2-3) Set out a Talisman with the number of Players +1 Slashes which is filled every time a player does an action roll and a Talisman with the number of Players -1 Slashes, if the first Talisman is filled before the Second the place blows up dealing 1 Slash to the sin and 1d3+1 Stress to all Exorcists.

Trigger Security:

(4+) A Security alarm is triggered and reinforcements start to pour in, as long as the alarm blares, at

the end of each round, add a Toadspawn with an execution talisman of 1d3 or add 1d3 on the execution talisman of already present Toadspawn, the alarm can be deactivated by filling a 2 Section Talisman.

Vomit Slime:

(2-3) The Toad spews slime which is somehow sickly and slippery at the same time, moving on the ground is both Hard and Risky until a 5 Section Talisman has been filled. (4+) The Toad Chooses weather it spews Sticky Slime or Slipery slime, any creature moving on the ground finds doing so either Hard or Risky depending on the choice, this effect lasts until a 4 Section Talisman has been filled.

Crowd Work (1/Hunt):

(1) CAT+1 Number of humans suddenly show up, likely panicked, any action that would make them panic more rolls Risk twice and keeps the lowest result, this lasts until an 8 Segment Talisman is filled.

Toad Threats

Call Bodyguards:

The Toad lunges for a radio, Walkie talkie or alarm switch.

(1) Add a Large Group of Toadspawn to the Scene. (2-3) Add a Group of Toadspawn to the scene. (4+) Add a Single Toadspawn to the scene.

Steal Something From The Exorcists:

(1) . (2-3) . (4+) .

Set Off A Bomb:

The Toad reveals a switch, trigger, fuse or similar before setting a bomb off.

(1) Everything within a CAT area around the bomb takes 4 Stress, the Toad and it's spawn only take 1. (2-3) Everything within a CAT area around the bomb takes 3 Stress, the Toad and it's spawn only take 1. (4+) Everything within a CAT area around the bomb takes 2 Stress, the Toad and it's spawn only take 1.

Kick Someone With Powerful Legs:

The Toad winds up for a devastating Kick.

(1) One Exorcist takes 6 Stress, if this would cause them an Injury they find their next action Hard as they stagger from the impact. (2-3) One Exorcist takes 5 Stress. (4+) One Exorcist takes 4 Stress.

Swallow Something Or Someone Whole:

The Toad sticks an exorcist with it's tongue and starts to reel it in.

(1) The exorcist is swallowed untill the resolution of their next action roll, they take 3 Stress, a Toad affliction and it's next action becomes Hard, can't benefit from set up or Teamwork and Must be aimed at attacking the Toad directly, with movement being impossible, using powers that affect a large area while inside the Toads deal +1 Slash but also 1 Stress to the exorcist if they succeed on using them. (2-3) The exorcist is swallowed untill the resolution of their next action roll, they take 2 Stress, a Toad affliction and it's next action becomes Hard, can't benefit from set up or Teamwork and Must be aimed at attacking the Toad directly, with movement being impossible, using powers

that affect a large area while inside the Toads deal +1 Slash but also 1 Stress to the exorcist if they succeed on using them. (4+) The exorcist is swallowed until the resolution of their next action roll, they take 1 Stress and it's next action becomes Hard, can't benefit from set up or Teamwork and Must be aimed at attacking the Toad directly, with movement being impossible, using powers that affect a large area while inside the Toads deal +1 Slash but also 1 Stress to the exorcist if they succeed on using them.

Throw Something From The Environment At The Exorcists:

The Toad swallows enough random objects in the area up to a total size of CAT and spits them towards an Exorcist.

(1) The Exorcist and anything in a CAT-1 (Minimum 1) area take 3 Stress and are buried in rubble, making their next action Hard. (2-3) The Exorcist and anything in a CAT 1 area take 2 Stress and are buried in rubble, making their next action Hard. (4+) The exorcist takes 1 Stress and is buried in rubble, making their next action Hard.

Lord Complications:

Twist The World And Landscape:

(2-3) The Lord Chooses an exorcist, the next time they act, at the end of their action roll, they and all others in direct physical touch with them are Isolated from the rest of the fight together with the Lord, who creates a maze around them, reaching them requires filling a 4 Section Talisman.

Throw False Accusations:

(4+) The Lord Choses an Exorcist to put under accusation, that Exorcist finds it always Risky to oppose the lord in any way and succeeding at doing so inflicts 1d3 Nonlethal Stress to them until a 3 Segment Talisman is filled.

Bind An Exorcist In Chains:

(4+) The Lord Chooses an Exorcist to Bind with Chains, that Exorcist finds it Hard to do anything that would require them to move their limbs Hard unless they take 2 Stress before doing so until a 3 Segment Talisman is filled.

Emanate Sacred Light:

(2-3) The Lord creates a Halo of holy light that floats above it's head, exorcists who attempt to affect the Lord or the Halo directly have to choose between looking directly at it or turning away, if they look directly at it they take 1 Sin for each 1 rolled on their dice, if they look away the action becomes Hard, this lasts until a 2 Section Talisman is filled.

Raise A Glistening Shield:

(1) The Lord Raises a Shield and blocks all attacks with impossible proficiency, affecting the Lord directly is always Hard, Risky deals -2 Slashes unless it's set up or part of Teamwork until a 6. Segment Talisman is filled, but set up gives such actions no further benefits. (2-3) The Lord Raises a Shield and blocks all attacks with impossible proficiency, affecting the Lord directly is always Hard deals -1 Slashes unless it's set up or part of Teamwork until a 4 Segment Talisman is filled. (4+) The

Lord Raises a Shield and blocks all attacks with impossible proficiency, affecting the Lord directly deals -1 Slashes unless it's set up or part of Teamwork until a 2 Segment Talisman is filled.

Crowd Work (1/Hunt):

(1) CAT+1 Number of humans suddenly show up, likely panicked, any action that would make them panic more rolls Risk twice and keeps the lowest result, this lasts until an 8 Segment Talisman is filled.

Lord Threats

Smite With Fire:

Sacred fire rains down from above.

(1) Everything that isn't the Lord or one of it's Traces within CAT+1 area around the Lord takes 4 Stress. (2-3) Everything that isn't the Lord or one of it's Traces within CAT+1 area around the Lord takes 3 Stress. (4+) Everything that isn't the Lord or one of it's Traces within CAT+1 area around the Lord takes take 2 Stress.

Hurl Into A Prison:

The Lord starts to manifest a cage around the Exorcist, slowly fading in.

(1) The Cage makes it impossible to move and Hard to influence things outside, the cage has a talisman with 4 Segments. (2-3) The Cage makes it impossible to move and Hard to influence things outside, the cage has a talisman with 2 Segments. (4+) The Cage makes it impossible to move, the cage has a talisman with 1 Segment.

Force An Exorcist To Confront Their Crimes:

The Lord points to an Exorcist and golden shackles appear around their neck, redying the accused for trial.

(1) Ask the Exorcist "What sin did you commit that you are the most ashamed of?", they must answer truthfully, then take 3 Sin. (2-3) Ask the Exorcist "What sin did you commit that you are the most ashamed of?", they must answer truthfully, then take 2 Sin. (4+) Ask the Exorcist "What sin did you commit that you are the most ashamed of?", they must answer truthfully, then take 1 Sin.

Grasp With An Armored Fist:

The Lord grabs an Exorcist and Lifts them up, chocking them.

(1) The Exorcist can't break adjacency with the Lord, takes +1 Stress from all sources and all actions are always Risky for them, when the Lord takes 6 Slashes on their Execution Talisman this effect ends. (2-3) The Exorcist can't break adjacency with the Lord, takes +1 Stress from all sources and all actions are always Risky for them, when the Lord takes 4 Slashes on their Execution Talisman this effect ends. The Exorcist can't break adjacency with the Lord, takes +1 Stress from all sources and all actions are always Risky for them, when the Lord takes 2 Slashes on their Execution Talisman this effect ends.

Holy Execution:

The Lord Deems one of the Exorcists a sinner and prepares to strike them down.

(1) The sinner takes 6 Stress, if this would put them on death's door they instead suffer Instant Death. (2-3) The sinner takes 5 Stress. (4+) The sinner takes 4 Stress.

Summon Guards:

The Lord starts to summon it's guards to detain the intruders:

(1) Calls a Platoon of Guards, if the pressure is at 4 or more calls a Small Army of Guards. (2-3) Calls a Squad of Guards. (4+) Calls a Single Guard.