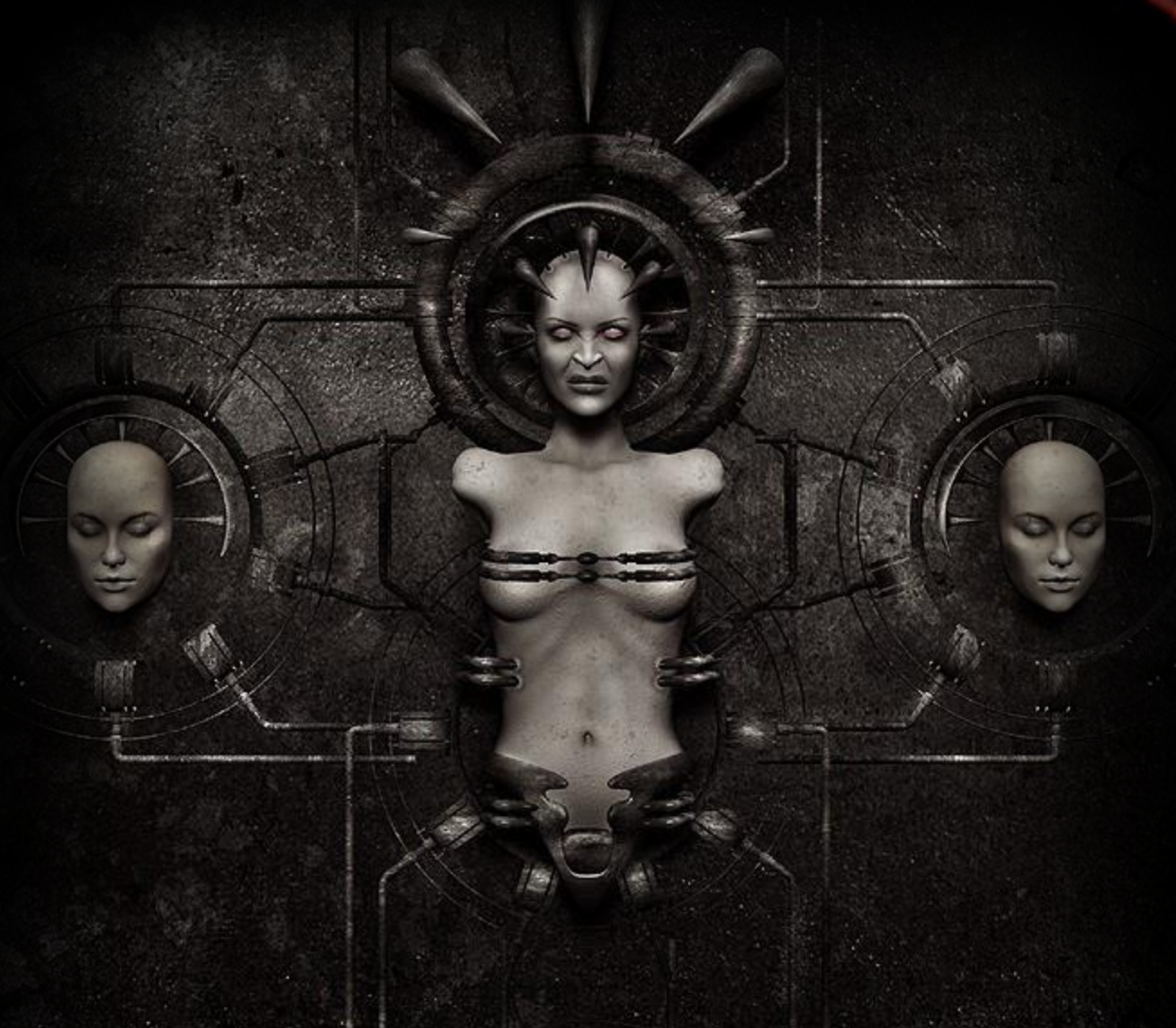


DARK HERESY

THE EMPEROR'S TAROT



A SUPPLEMENT DETAILING PSYCHIC DIVINATION USING THE
EMPEROR'S TAROT



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It is the 41st Millennium of Man.

For more than a hundred centuries the God-Emperor has sat immobile on the Golden Throne of Terra. He is the master of mankind by right of his own indomitable will, the lord of a million worlds by the might of his inexhaustible armies, and guardian of humanity's future by virtue of his unfailing wisdom and foresight. He is a God to whom trillions of prayers are uttered every second. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium to whom a thousand souls are sacrificed every day, so that he may never truly die. Yet even in his deathless state, the Emperor continues his eternal vigilance. Mighty Imperial battlefleets cross the dreadful miasma of the Immaterium, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion; the inexhaustible armies of the Imperial Guard and countless planetary defence forces, the unflinching enforcers of the Adeptus Arbites, the ever-vigilant Inquisition, and the tech-priests of the Adeptus Mechanicus to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, witches — and worse. To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

INTRODUCTION

First things first – I'm not a Tarot reader myself. Actually I think Tarot belongs there on the Periodic Table of Irrational Nonsense along with stuff like Psychics, Alien Abductions, and Astral Projection.

The *Emperor's Tarot* is another matter entirely. In the distant dark future they've managed to come up with something that actually works the way a RL Tarot is supposed to function (incidentally Psychics also work, the Ordo Xenos battle Aliens, and Astral Projection IS possible). If on our own Tarot was like that – I would be taking classes!

I've been fascinated by the Emperor's Tarot since that time when I first read the Black Library novel *Draco*. Only it was called *Inquisitor* back then, which was around the time there was a novel called *Space Marine* where the Astartes admitted to using las-weapons sometimes. Of course squats existed as well, so it was a mad era really; must have been back in M40 or something.

But I digress. I've been fascinated with the Emperor's Tarot for many years. And while there has been mentions of it in various novels and RPG books there hasn't been anything definite; no list of cards, nor rules. Neither have I seen a complete set of fan-made stuff. Bits and pieces only. A few cards here, some rules there (quite a bit of it in French actually – seems there is quite the French 40k community out there).

So I decided to write something up. Based on the real world Tarot to make things more recognizable. I also tried to work with whatever suits and major arcana had already been named. Ultimately, however, it didn't quite fit, so I had to fill in a lot of holes (and remove a few bumps). I think the end result is pretty good.

Now, on the off chance that YMMV you can always reconcile any differences between my version of the Tarot and any other versions out there by applying the GW stance on what is canon and not. See? That wasn't so hard at all!

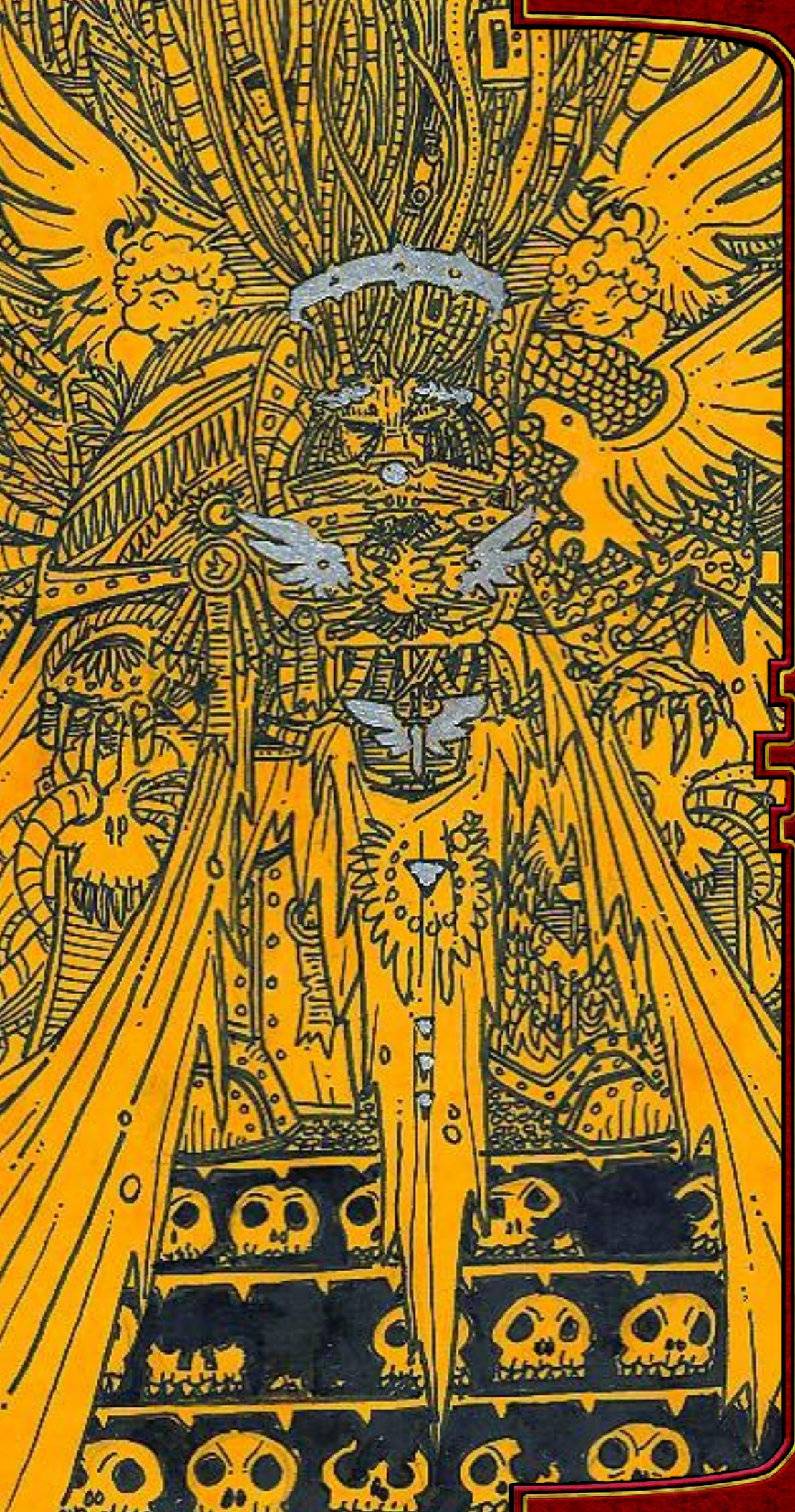
Puns aside; with millions of worlds over ten thousand years...there is bound to be a huge variation on Tarot design. Just look at RL Tarot on Earth. And 40k is ever chaotic and mutable. So there is room for many Tarot versions in 40k. Mine just happens to be the unofficial official M41 Calixian version of the Tarot.

Special thanks to Deviantart and FFF-board member **roddyhood30** for making the actual Tarot cards based upon my descriptions. Also thanks to **messiahcide** over at darkreign.org (yes they still exist, but with a new URL) for providing the document template.

Enjoy!

B.





THE EMPEROR'S TAROT

READING THE TAROT

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MAJOR ARCANA

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MINOR ARCANA

CHAPTER I: THE EMPEROR'S TAROT

The Emperor's Tarot (also known as the Imperial Tarot) is a pack of seventy-eight psychoactive liquid-crystal wafers that are linked to the will of the Emperor.

The Tarot, commonly believed to have been designed by the Emperor himself, is used throughout the Imperium as a form of divination. Other forms of divination are also practiced – but none have the universal application of tarot reading or the implicit blessing of the God-Emperor.

New decks are crafted by Scholastica Psykana-trained psykers all over the Imperium, but they are quite rare and tend to be expensive, especially for high-end models made by master craftsmen utilizing only the best of materials. Decks are also thought to become more attuned over the years, so that older and well-used decks are much sought after – especially if they have been in the possession of a diviner of some skill.

It is not normally advisable to mix cards from different sets as the cards of a set are attuned to one another. Beware the person who tries to make a reading with a mixed set, especially one that's recently been put together. Such a deck can give wildly misleading reading or refuse to give any meaningful readings at all. Consequently decks with missing, damaged or defect cards can sometimes be had for lower prices.

Since the Tarot is made from psychoactive materials, it is meant to be used by psykers. Any psyker could potentially use the Tarot, but training in its use is a prerequisite for getting consistent readings and long experience is required to arrive at meaningful interpretations. Imperial astropaths are often skilled operators: They are psychically powerful, are attuned to the Emperor's will through their Soul-bonding, and possess the Psykana-taught skills needed to utilize the Tarot to full effect.

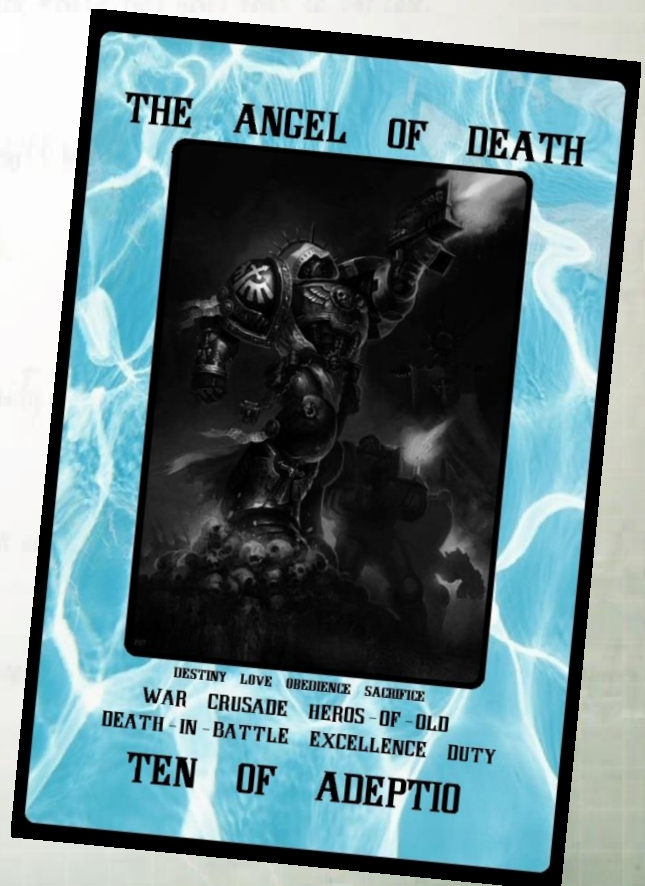
A number of tarots can be found in private collections, museums and such (frowned upon by the Adeptus Astra Telepathica, but not exactly illegal). There is also a trade in non-psyhic copies of the Emperor's – tarot reading is something of a national pastime in the Imperium. Such sets range from cheap polymer sheets printed with static images, to elaborate set of holo-cards that try to duplicate a real tarot set. Whatever their appearances such card have no power to foretell the future, but that doesn't prevent people from believing in such readings. There is also no shortage of people willing to pose as true readers of the Emperor's Tarot, when in reality they are nothing but charlatans. The Ministorum has been known to come down hard on repeat offenders.

To help a sanctioned user focus on the future and protect him from malefic influences and to prevent abuse by non-sanctioned psykers, the Tarot cards usually has a form of built-in defence: Each card contains within the crystal matrix one or more devotional prayers (or something similar), which repeats over and over in the mind of whomever holds the card. Needless to say there are very few rogue psykers – let alone Chaos sorcerers – that can endure this.

This common devotional prayer is found embedded in many 41st Millennium decks:

Adore the Immortal Emperor
For He is our Protector
Admire the Immortal Emperor
For His Sacrifice to Mankind
Exalt the Immortal Emperor
For His Strict Guidance
Revere the Immortal Emperor
For His Undying Guard
Venerate the Immortal Emperor
For His Holy Wisdom
Honour the Immortal Emperor
For His Eternal Strength
Glorify the Immortal Emperor
For His All-seeing Vision
Praise the Immortal Emperor
For His Enduring Rule
Hail the Immortal Emperor
For He is the Lord and Master
Worship the Immortal Emperor
For without Him we are Nothing

There are rumours that rogue psykers can find unwarded Tarot decks on the black market. But given the fact that such wretched heretics cannot feel the guiding light of the Emperor their ability to read the future is much diminished. Finally there are those dark-hearted and soulless villains who have embraced sorcery. These cretins are known to have their own ways of peering into the future – some have even been revealed to use corrupted versions of the Tarot! Xenos psykers may have their own methods of divination. These alternate methods are all greatly inferior to a properly handled Imperial Tarot!



READING THE TAROT

The Emperor's Tarot can be used to make many different types of readings, ranging from making a reading of a particular person, thing or place, to making readings pertaining to future events. Having an astropath read you using an astrological spread is quite popular in M41. Nobles and other rich folks will sometimes pay handsomely to be read by a particularly renowned diviner. Diviners in Imperial service are often called upon to make reading regarding momentous decisions or to foretell future dangers.

The psychoactive nature of the cards allows them to respond to psychic currents; meaning that the cards do not always depict exactly the same scene every time a card is drawn. Usually there are only slight variations, but sometimes great changes to the basic scene are uncovered, indicating that the card in question has a slightly different meaning than it usually does. The most drastic such variation is the reversal; wherein the Major Arcanum has the opposite meaning. The reversal is either seen as the original scene inversed in a recognizable way or replaced altogether by an alternate image (only in certain decks).

The cards are laid up-side down in one of several different patterns (called spreads), and are then turned in a specific order. As they are turned they are read and interpreted by the reader. The absolute and relative positions of the cards are taken into account, as are their values and whether they are upright or reversed. Spreads used vary tremendously, from the single card draw to elaborate patterns involving the whole deck.

Each reader seems to have his own preferences and interpretations, so making a complete list of spreads is impossible. A number of spreads are nearly universal though: The classic three-card Emperor spread, the seven-card Throne of Terra spread, ten-card Haloed Rosette, and the twenty-four card Astro-Horoscope spread.

How accurate a reading is depends on many factors: The skill and psychic abilities of the reader (skill is not the same as strength, and not all kinds of psykers are equally adept with the tarot), the quality of the tarot deck, and an uninterrupted view of the Astronomican (the will of the Emperor manifest) are all important. Most important, however, is the object of the reading. The more specific the question, the easier the reading (generally speaking). Complexity is also a factor, but so is the relative greatness of the event in question. Proximity in time and space can also matter. Finally the reading of the future is particularly difficult.

Is my wife cheating? Is a simple, specific question that does not require any reading of the future. A good diviner should be able to answer this one. If the wife is present during the reading it should be very simple. Will my wife cheat on me? Is more difficult as it involves a reading of the future. Having the wife present at the reading could help (but she might also divorce you that very same day for being such a jerk). Will my wife cheat on me with Jeb the Baker? Still the future, but if the wife and Jeb was present at the reading it should be manageable. What are the lottery numbers next week? This is almost impossible: There are too many factors to be taken into account.

More general questions regarding the future are possible. What will happen if we enter the heretics' den? Could for example be replied to with either 'woe' or 'weal'. If the reading is weal Acolytes could still die and the main villain could get away, but by and large the reading suggest success. Just remember that the future is always in motion – and that reading your future utilizing the Warp is always going to involve a margin of error.

MAJOR ARCANA

The Major Arcana (plural) of the Imperial Tarot consists of twenty two cards. Each Major Arcanum (singular) depicts a scene, mostly featuring a person (but some cards – such as the Immaterium – does not have any persons in the image), plus multiple symbolic elements.

In most decks, each major arcana card has a number (usually in High Gothic numerals) and a name, though not all decks have both, and some have only a picture. The earliest decks bore unnamed and unnumbered pictures on the Majors and the order of cards was not standardized. Differences in appearances and card numbering/naming has no bearing on the Tarot's function or the accuracy of readings.



CHAPTER 1: THE EMPEROR'S TAROT

No.	M41 card	Interpretation
0	The Pilgrim	<p>Picture of a humble pilgrim, about to set out on his journey.</p> <p>Represents the new-born man, about to begin his journey in the service of the God-Emperor. The Pilgrim is considered one of the most momentous of cards.</p> <p>Standard: Beginnings, possibilities</p> <p>Variations: Passion, thoughtlessness, rashness</p> <p>Reverse: Indecision, apathy, hesitation</p>
1	The Astropath (the Sorcerer)	<p>Picture of a blind robed Adept, lost in inner communion with the God-Emperor.</p> <p>Represents man's ability to transform the galaxy, overcome any difficulty and master the universe. In some older decks this card is called the Sorcerer. It has opposite upright/reversed meanings.</p> <p>Upright: Willpower, self-confidence, mastery</p> <p>Variations: Transformation, ingenuity, improvisation</p> <p>Reverse: Weakness, insecurity, delay</p>
2	The Prophet	<p>Picture of a holy man (or woman), preaching before a crowd.</p> <p>Represents the wisdom of the God-Emperor and the infallible nature of the Adeptus Terra. The reversed card is considered especially ominous</p> <p>Upright: Holy wisdom, sacred lore, absolute truth</p> <p>Variations: Intuition, purity, virtue</p> <p>Reverse: Education, selfishness, shallowness</p>
3	Holy Terra	<p>Picture of Holy Terra, a dark orb of a million lights.</p> <p>Represents the mother that gave birth to mankind. The Holy Terra card is held by many readers to appear with uncommon frequency.</p> <p>Upright: Fertility, abundance, home</p> <p>Variations: Mother/sister/wife themes</p> <p>Reverse: Vacillation, infidelity</p>
4	The God-Emperor	<p>Picture of the Emperor in his mortal guise (his face is never shown).</p> <p>Represents the master and saviour of mankind. Consistently getting the God-Emperor reversed in a personal reading is often thought to be a sign of hidden moral weakness.</p> <p>Upright: Accomplishment, confidence, stability, leadership</p> <p>Variations: Father/brother/husband, great achievements, a capable person</p> <p>Reverse: Immaturity, feebleness, petty emotions, lack of character</p>
5	The Ecclesiarch	<p>Picture of a church elder (Sebastian Thor is a common figure in many decks, Goge Vandire less so), the symbols of his office clearly visible.</p> <p>Represents the ultimate truth of the Imperial Creed, and the absolute spiritual authority of the Adeptus Ministrorum.</p> <p>Upright: Orthodoxy, tradition, dogma</p> <p>Variations: Faith, selflessness, obedience</p> <p>Reverse: Unconventionality, unorthodoxy, invention</p>
6	Unity (Compliance)	<p>Picture of a lordly figure abasing himself before the feet of another. The image is thought to be the Emperor receiving the surrender of the 'final world' during the Great Crusade.</p> <p>Older cards have a scene of a burning world, ringed with metal leviathans bristling with guns. These cards are called Compliance (if named). The meaning is largely the same.</p> <p>Upright: Union, love, harmony, trust</p> <p>Variations: Romance, optimism, a lasting relationship</p> <p>Reverse: Unreliability, separation, fickleness, untrustworthy</p>
7	The Crusader	<p>Picture of a holy warrior with his armour and weapons displayed before him (very old decks may have the Emperor or one of the Primarchs as the Crusader). Sometimes there are enemy dead or prisoners in the image.</p> <p>Represents the men and women who fight every day to protect the Imperium of Man.</p> <p>Upright: War, conquest, conviction, command, bravery</p> <p>Variations: Pride, adversity, turmoil, vengeance</p> <p>Reverse: Unsuccessful, defeat, failure</p>

No.	M41 card	Interpretation
8	The Saint	<p>Picture of an angelic figure, sometimes haloed and/or winged. The Saint can be both male and female, but more commonly it has a sexless quality to it.</p> <p>Represents the holy union between man and the God-Emperor.</p> <p>Upright: Righteousness, intolerance, virtue, honour</p> <p>Variations: Harmony, balance, advice</p> <p>Reverse: Impiety, falsehood, relativism</p>
9	The Seer/Diviner	<p>Picture of an Adept reading the Emperor's Tarot.</p> <p>Representative of the God-Emperor's will made manifest, as well as His eternal vigilance and limitless patience.</p> <p>Upright: Divine guidance, vigilance, patience</p> <p>Variations: Withdrawal, a loner, inner strength, prudence, caution</p> <p>Reverse: Imprudence, hastiness, rashness, foolish acts, immaturity</p>
10	Man	<p>Picture of a man (or sometimes a woman). Some cards have man/woman as nudes, but most sets are more sombre.</p> <p>Representative of mankind and mankind's manifest destiny to rule the galaxy. Interpreting this card correctly is seen as difficult by many diviners.</p> <p>Upright: Destiny, good fortune, a special gain</p> <p>Variations: End of a problem, unexpected events</p> <p>Reverse: Failure, an unusual loss, outside influences</p>
11	The Titan	<p>Picture of an unusually large God-Machine (battle Titan) striding across the battlefield, smiting all.</p> <p>The card doesn't really represent war or war machines, but inner and outer strength.</p> <p>Upright: Strength, courage, conviction</p> <p>Variations: Self-control, patience, determination, discipline, inner strength</p> <p>Reverse: Weakness, pettiness, sickness, self-gratification, abuse of office</p>
12	The Martyr	<p>Picture of a human whose body has been broken, but whose mind is still at peace with the Emperor.</p> <p>Represents sacrifice and duty.</p> <p>Upright: Perseverance, acceptance, sacrifice, duty,</p> <p>Variations: Contemplation, inner harmony</p> <p>Reverse: Unwillingness to make an effort, useless sacrifice, selfishness</p>
13	The Reaper	<p>Either a picture of a classic reaper figure or the God-Emperor standing in judgment over the dead (common in modern decks).</p> <p>The reaper is not necessarily a bad sign. Death is commonplace in the Imperium. All men must eventually die and face the judgment of the God-Emperor. But the card also represents change, and change is seldom good.</p> <p>Upright: Transformation, making way for the new, change, death</p> <p>Variations: Bad luck, loss, failure, illness</p> <p>Reverse: Stagnation, immobility, a narrow escape, cheating death</p>
14	The Imperium	<p>There are several alternate images for this card: The Regent of Terra, another High Lords of Terra, the Master of the Administratum, or Goge Vandire (only found in a few decks from his reign). The common dominator if the symbols of the Reign of Man being prominently displayed.</p> <p>Represents the unity of the Imperium, its strength, protection, and ever-lasting nature.</p> <p>Upright: Moderation, temperance, patience, harmony</p> <p>Variations: Good influence, confidence</p> <p>Reverse: Discord, conflict, disunion, hostility, frustration, impatience</p>
15	The Daemon	<p>This card is always ill-omened. The image is of a monstrous shape where the viewer cannot quite make out any details.</p> <p>The Daemon represents all that is wicked and foul. Even its reverse meanings are no good.</p> <p>Upright: Ravage, weird, downfall, violence, disaster</p> <p>Variations: Controversy, conflicting duties</p> <p>Reverse: Revelations, release, enlightenment</p>

CHAPTER I: THE EMPEROR'S TAROT

No.	M41 card	Interpretation
16	The Hulk	<p>Image of a space hulk (or more rarely a wreck of some other kind). Like the Reaper it represents change, but the Hulk represents sudden or unexpected events, whereas the reaper signifies the unavoidable or inevitable. The reverse often (but not always) has a more positive side than the upright.</p> <p>Upright: A sudden change, abandonment of past, unexpected events, Variations: Disruption, bankruptcy, downfall, loss of money or security Reverse: Following the old ways, learning by rote, following procedure, imprisonment, entrapment</p>
17	The Astronomican	<p>Image of a bright light, alternatively a ray of light or a beacon of some sort. More rarely an image of a psyker, one among mangle, hooked into the Chamber of the Astronomican.</p> <p>Represents hope, faith and inspiration. The Astronomican is one of the most positive major cards.</p> <p>Upright: Hope, faith, inspiration Variations: Optimism, insight, love Reverse: Unfulfilled hopes, disappointment, crushed dreams</p>
18	The Immaterium	<p>Image of a swirling mass of nothingness. Something half-seen things can be glimpsed within.</p> <p>The Immaterium is an ill-omened card, generally signifying something bad regardless of orientation and position.</p> <p>Upright: Deception, trickery, error, danger Variations: Travel, time Reverse: Saved in the nick of time, trifling mistakes</p>
19	The Golden Throne	<p>Image of the Golden Throne of Terra. The Throne is always unchanging, but the symbolism and lesser details many vary from reading to reading.</p> <p>Symbolises the Pax Imperialis and the supremacy of the God-Emperor of Mankind.</p> <p>Upright: Splendour, brilliance, majesty Variations: Joy, assurance, accomplishment, success, Reverse: Unhappiness, loneliness, cancelled plans, broken allegiances, a lack of friends, a clouded future</p>
20	The Judge	<p>Image of an authority figure, often taken to be the God-Emperor. In his left hand he carries a book of law, in the other a weapon of some sort.</p> <p>Symbolizes the rule of law, the absolute authority of the Adeptus Terra in life, and the final judgement of the God-Emperor in death.</p> <p>Upright: Authority, submission, judgment Variations: Awakening, renewal, salvation Reverse: Fear of death, a hidden failure, possible loss</p>
21	The Galaxy	<p>The swirling disk of the Galaxy of Man, as seen from Terra or whatever world the deck was made or the reader is currently on.</p> <p>Symbolizes the ultimate and inevitable triumph of the human race.</p> <p>Upright: Completion, perfection Variations: recognition, success, fulfilment, triumph Reverse: Imperfection, lack of vision, disappointment, failure</p>

MINOR ARCANA

The Minor Arcana of the Imperial Tarot consist of fifty six cards. It comprises four suits, most commonly named Chalice, Batons, Swords and Thrones, although there are a wide variety of different names and suit symbols used in different decks. Learned adepts, for example, tend to use the High Gothic names for the suits – Adeptio (Eagles), Discordia (Batons), Excuteria (Swords), and Mandatio (Thrones). The suits are sometimes associated with one of the four classical, or alternatively the four 'modern' Imperial elements (Immaterium instead of Fire, Quintessence instead of Water, Aether instead of Air, and Materium instead of Earth).

Each suit has 14 cards, made up from ten Common Cards and four Court Cards. The Common Cards being the Ace (1), 2, 3, 4, 5, 6, 7, 8, 9, and 10. The four Court Cards are Servant, Champion, Lord, and Master. One common variation in some decks is the replacement of some of the Court Cards, or even the inclusion of more Court Cards (at the expense of the higher numbered Common Cards). The higher the card, the greater is its significance – generally speaking. The exception is the Ace, which is something of a wild card – it can be of either great or small significance, and can also alter the relative value of the other suit cards.

Decks made in the 41st Millennium often have the minor arcana cards named and numbered (the Ace of Discordia is named the Harlequin, for example), but older decks often have no titles or numbers on the cards. The numbered minor arcana cards usually have the appropriate number of symbols for the suit depicted, and the court cards usually have the corresponding person depicted holding the symbol of their suit. Such modern decks will also often have a symbolic scene depicted on the numbered Minors, although this was generally not the case before the Age of Apostasy. Before this, with only the exception of a handful of decks, the numbered cards of the Minors showed merely a geometric arrangement of the appropriate number of suit symbols.

Adeptio (Eagles): The suit of Adeptio is associated with destiny, emotions and love (primarily taken to mean love for the Divine Emperor and the endless devotion of the Imperium's citizens). It is symbolized either by the old element of Water (or Blood in some traditions), or by the slow tides of Quintessence that dominate the nearer parts of the Immaterium. The suit is often taken to represent the members of the Adeptus Terra and their blessed works, as well as the warrior-heroes, prophets and saints of the Imperium (and the sacrifices they have made). The Eagle (Aquila) symbol is also a common sight all over the Imperium. It also symbolizes the Holy Communion between the Emperor and his subjects, his unflinching wisdom and ultimate authority over all humans.

Discordia (Batons): The suit of Discordia is strongly associated with change and conflict, but also with energy and growth. It is symbolized either by the ancient element of fire or the raging chaos of the deep Immaterium. Discordia is different from the other minor suits in that the upright

meaning of the card is mostly negative, while the reverse meaning of the cards is usually positive (similar to the Daemon, the Hulk, and the Immaterium major arcana). Since a card is more likely to be drawn upright it means that the appearance of Discordia cards in a spread is usually a sign of trouble. The suit is also a representation of the masses, the unguided voices of the many, and the dangers of freedom and free will. The Baton symbol used for the suit is eerily reminiscent of the Adeptus Arbites power maul; symbolizing the need for control to be exerted over the masses and for energy to be harnessed and given direction.

Excuteria (Swords): The suit of Excuteria is associated with ephemeral things like the future and the unknown – and how it can be overcome by persistence and sacrifice. It is represented by Air, or the Aethry as scholars call it – that airless space that exists between the stars which separates the Terrestrial and the Immaterial. The suit also symbolizes the martial prowess of the Imperium and the unflinching guidance of its leaders; its warriors, scholars, explorers, and Tech-priests – people with the drive and determination to face both enemies and the unknown. The sword brings forth martial images of war and duels, but is equally intended to imply that these classes stand between the Imperium and oblivion.

Mandatio (Thrones): The suit of Mandatio is often associated with wealth and material possessions, as well as procedure, tradition and obedience (often taken to mean that service and loyalty to the Imperium is worth more than all the gold of the galaxy). Symbolized by unyielding earth. A more modern representation is all of the Materium (as opposed to the Immaterium). This suit covers all of mankind – from the High Lords of Terra to the savages that live outside the Imperium – and its manifest destiny to rule the galaxy. The Throne can be taken both as a symbol of the Golden Throne, from which the power of the Adepta flows, or as a symbol of wealth – 'Thrones' is a common name for Imperial currency.



OVERVIEW OF THE MINOR ARCANA

Overview of the four Suits of the Minor Arcana.

High Gothic	Imperial Element	Low Gothic	Classical Element	Association	Significance
Adeptio	Quintessence	Eagles	Water	Adepts and holy men	Destiny, love, obedience, sacrifice
Discordia	Immaterium	Batons	Fire	Enemies and conflict	Energy, growth, creativity, individuality, conflict, chaos
Excuteria	Aether	Swords	Air	Warriors and leaders	Force, ambition, persistence, exploration
Mandatio	Materium	Thrones	Earth	Citizens and rulers	Government, wealth, stability, tradition, devotion

CARDS OF THE MINOR ARCANA

The following cards make up the four Suits of the Minor Arcana.

No.	Adeptio	Discordia	Excuteria	Mandatio
1 (Ace)	The Inquisitor	The Harlequin	The Stranger	The Savage
2	The Scribe	The Heretic	The Soldier	The Citizen
3	The Administrator	The Mutant	The Sergeant	The Artisan
4	The Arbitrator	The Xeno	The Commander	The Guilder
5	The Sanctioned Psyker	The Rogue Psyker	The Captain	The Noble
6	The Tech-priest	The Vile Serpent	The General	The Fabricator
7	The Sister of Battle (the Templar)	The Unclean One	The Navigator	The Speaker
8	The Assassin	The Lord of Blood	The Explorer	The Collector
9	The Preacher	The Great Deceiver	The Missionary	The Bishop
10	The Angel of Death	The Eye of Terror	The Arch-Magos	The Consul
Servant	The Custodian	The Soulless	The Paternova	The Senator
Champion	The Primarch	The Renegade	The Rogue Trader	The Cardinal
Lord	The Regent	The Usurper	The Chapter Master	The Governor
Master	The Warmaster	The Traitor	The Lord Militant	The High Lord

SUIT OF ADEPTIO

This suit is represented by images of the adepts and heroes of the Imperium.

No.	M41 card	Interpretation
Ace (1)	The Inquisitor	Image of an Inquisitor of the Holy Ordos, his Rosette clearly displayed. His mien is fearsome and his authority absolute. Symbolizes: Authority, fear, secrecy, false appearances, agents of the Throne, Exterminatus
2	The Scribe	Image of a lowly Administratum scribe, bent over his work. Symbolizes: Duty, diligence, repetition
3	The Administrator	Image of an Adept of Terra of intermediate rank, usually seen presiding over lesser adepts and/or managing some task. Symbolizes: Management, control, advancement
4	The Arbitrator	Image of an Arbitrator in full riot gear. Symbolizes: Discipline, order, submission to authority, imprisonment, execution
5	The Sanctioned Psyker	Image of a pentacle of robed psykers with clearly visible sanctioning marks. Symbolizes: Psykers, psychic power, control, official approval
6	The Tech-priest	Image of one of the Tech-priests of Mars. Symbolizes: Technology, machines, sins of the past, ritual, procedure
7	The Sister of Battle (the Templar)	Image of a Sister of Battle, usually in full battle gear. Vanquished foes or objects under their protection may be displayed. Prior to the Age of Apostasy this card was called the Templar, but this terminology fell out of favour. Symbolizes: Faith, devotion, love, righteous wrath, singularity of purpose
8	The Assassin	Image of a black-clad Imperial Assassin. Symbolizes: Unseen danger, something hidden, sudden death, termination, a simple solution, cleanliness
9	The Preacher	Image of a steadfast cleric of the Ministorum. Always preaching, sometimes chastising or smiting. Symbolizes: Faith, prayer, community, protection (especially from the Warp or psychic powers), destruction of the unfaithful
10	The Angel of Death	Image of a Space Marine engaged in the work of an Angel of Death – destroying the enemies of man. Symbolizes: War, crusade, heroes of old, death in battle, excellence, duty
11	The Custodian	Image of one of the hallowed members of the Adeptus Custodes– the Emperor's personal guardians. Symbolizes: Protection, duty, serving a greater purpose
12	The Primarch	Image of one of the Primarchs. Most decks contain the image of one Primarch, but some cycle through more than one (even all). Some Primarchs appear but rarely. Symbolizes: The ultimate warrior, victory against all odds, action, vitality, perfection
13	The Regent (the Sigillite)	Image of Malcador the Sigillite, the first Regent of Terra. This card has many, varied and often hard-to-understand meanings. This card is sometimes called the Sigillite. Symbolizes: Ceaseless service in the shadow of one greater, great sacrifice, ability over birth, the evolution of Man, rising in rank, rulership
14	The Warmaster	Image of the Emperor's Warmaster (Horus) at the height of the Great Crusade. Symbolizes: Unflinching loyalty, dominance of lesser men, a favoured son or servant, boundless pride

SUIT OF DISCORDIA

This suit is represented by images of the enemies of the Imperium.

No.	M41 card	Interpretation
Ace (1)	The Harlequin	Image for a (presumably) xenos warrior in strange attire. The Harlequin card is said to be particularly difficult to interpret if it appears in a large spread, for it alters the meaning of many cards most subtly. Symbolizes: A hidden enemy, the enemy of my enemy is my ally, unforeseen consequences
2	The Xenos	Image of a heinous xenos creature. Usually a 'sentient' variety, but sometimes a fierce xenos beast. Symbolizes: Danger from without, invasion, attack, something unknown
3	The Heretic	Image of a human heretic. He appears much like an ordinary man, but his mien and his symbols are those of an enemy. Symbolizes: Danger from within, sedition, attack, traitors, treason
4	The Mutant	Image of an inhuman mutant. The mutant is easy to identify, for his inner moral weakness has manifested monstrously on the outside. Symbolizes: Weakness of character, moral corruption, bodily corruption, outcast
5	The Witch/Warlock	Image of a rogue psyker. There are usually overt displays of psychic might. Symbolizes: The dangers of freedom, unbridled ambition, forbidden knowledge
6	The Vile Serpent	Image of a figure that is either a woman or a man or both – it is hard to tell exactly which. Symbolizes: Depravity, corruption, forbidden knowledge, secrets revealed
7	The Unclean One	Image of a man, riddled with diseases and covered in sores. Symbolizes: Sickness, disease, corruption, immortality
8	The Lord of Blood	Image of a man, drenched in blood, standing upon a heap of bodies or skulls. Symbolizes: Blood, death, carnage, suffering, pain, murder, torture
9	The Great Deceiver	Image of a man, usually nearly naked, except for a loincloth and/or headdress of coloured feathers. Symbolizes: Ruin, misfortune, plots, wheels within wheels, confusion, madness
10	The Eye of Terror	Image of the Eye of Terror. Usually as seen from Cadia, but different views are possible. Some decks depict other lesser-known warp anomalies instead. Symbolizes: The darkness beyond the Imperium, downfall of man, criminal organizations, dark conspiracies, organized corruption
11	The Soulless	Image of a mechanical monstrosity. A reminder that only humans have souls and that machine intelligences may ape humans, but forever be denied true humanity. Symbolizes: Superficial, unstable, unnatural, faithless, bad news to come
12	The Renegade	Image of Abaddon the Despoiler. Abaddon is an infamous Chaos reaver that has plagued the Imperium since time immemorial. Symbolizes: Discord, sudden anger, jealousy, narrow-mindedness, suspicion, the journey is delayed, work interrupted
13	The Usurper	Image of Goge Vandire. Goge was a Master of the Administratum who also became Ecclesiarch. He proved less than faithful and a usurper of power. Symbolizes: Strict, domineering, a jealous and revengeful nature, deceit, infidelity
14	The Traitor	Image of Horus, the First Traitor. Horus was an important commander during the Great Crusade who rebelled against the Emperor when the Master of Mankind called him to account for his selfish and corrupt ways. Symbolizes: Severe, unyielding, strict, intolerance, prejudice, quarrels

SUIT OF EXCUTERIA

Represented by images of the military, leaders, explorers and guides of the Imperium.

No.	M41 card	Interpretation
Ace (1)	The Stranger	Image of a perfectly normal person. He's either turned away so you can't see who he is or you can see his face but you're sure you've never met. Symbolizes:
2	The Soldier	Image of one of the many soldiers of the Imperium of Man. Perhaps a Guardsman, perhaps a Commissar Cadet, or maybe one of the voidsmen of the Navy. Symbolizes: Service, duty, sacrifice, the greater good
3	The Sergeant	Image of a non-commissioned officer or equivalent. A veteran Guardsman sergeant for example. Symbolizes: Lifelong service, resolute action, execution of orders
4	The Officer	Image of a commissioned officer. Symbolizes: Command, giving orders, an intermediary
5	The Captain	Image of the Captain of an Imperial Naval vessel. Alternatively it could be another ranking officer, such as a regimental commander of Guards (the meaning of Captain is leader of men). Symbolizes: Ultimate mastery over a limited area, a means to an end, loss is acceptable, failure is not
6	The General	Image of a ranking officer, such as a General of Guards or Admiral of the Navy. Symbolizes: Planning, intelligence, the greater picture
7	The Explorer	Image of one of the Adeptus Mechanicus Explorators (or more rarely another kind of Imperial explorer, surveyor or scout). Symbolizes: The unknown, expansion, mysteries
8	The Navigator	Image of one of the Navis Nobilite. He appears human, save for the third eye in his forehead. Symbolizes: Leadership, decisions, authority
9	The Missionary	Image of a member of the Missionaria Galaxia, spreading the faith to the heathen. Symbolizes: The holy word, the supremacy of man, the Imperial truth
10	The Arch-Magos	Image of an Arch-Magos of Mars. Symbolizes: Mastery of a craft, machines, old ways
11	The Paternova	Image of a Paternova of the Navis Nobilite. Symbolizes: Diplomacy, negotiation, a breed apart
12	The Rogue Trader	Image of a Rogue Trader in all his splendour. This card has many meanings. It has no reverse image, but many variations. Symbolizes: A headlong rush into life, a strong man, bravery, a skillful and clever person, an unexpected coming or going of a matter, a troublemaker, a crafty and secretive person
13	The Chapter Master	Image of a Chapter Master of Adeptus Astartes. Symbolizes: A quick and confident decision, cruelty out of necessity, one who can bear their sorrow, narrow-mindedness, an obstinate person
14	The Lord Militant	Image of a Lord Militant of the Imperium. Symbolizes: A judge, a powerful commander, a firm friendship, some who is cautious but confident, a wise counsellor, willingness to sacrifice the lives of others, to do what must be done

SUIT OF MANDATIO

Represented by images related to Mankind's divine mandate to rule the galaxy.

No.	M41 card	Interpretation
Ace (1)	The Savage	Image of a savage man: A savage is a human who is not part of the Imperium or have heard of the God-Emperor. Those who reject him or oppose him are heretics instead. Symbolizes: Outsiders, something different, loneliness, loss, lack of respect, lack of civilization
2	The Citizen	Image of a 'typical' Imperial citizens – can vary a lot, but the symbology is mostly the same. Symbolizes: Balance, foundation, stability, infinity/something large
3	The Artisan	Image of a craftsman. The type of craft displayed has a bearing on the exact meaning of the card. Symbolizes: Learning a trade or profession, employment is coming soon, skill, handiwork, small money gain
4	The Guilder	Image of a member of one of the great commercial houses, the Guilds Commercia. Symbolizes: Hoarding, gratification, wealth, trade, social mobility
5	The Noble	Image of a member of the ruling class; he/she need not be noble in the absolute sense, but is worlds apart from lesser citizens in terms of power and wealth. Symbolizes: Good fortune, well-being, head of the family, head of the household, someone to be obeyed, the way of things
6	The Fabricator	Image of an Adeptus Mechanicus Fabricator (factory manager). Symbolizes: Efficiency, transformation, vigilance, a stern master, no room for error
7	The Speaker	Image a Speaker for the Chartist Captains. The speaker represents the commercial vessels that bind the Imperium together. Symbolizes: Travel, strength through unity, interdependency
8	The Collector	Image of an Imperial Auditor (tax collector responsible for setting the tithe). Symbolizes: Effort and hard work will cause growth, a pause during development, re-evaluations
9	The Bishop	Image of a church elder, such as a bishop of the Imperial Creed. Symbolizes: The wisdom of your elders, the Imperial truth, the sanctity of man
10	The Consul	Image of a Consul of the Administratum. Symbolizes: Height of professionalism, difficult choices, numerous tasks to be completed
11	The Senator	Image of a Senator of the Imperium. Symbolizes: Legislation, consensus through debate
12	The Cardinal	Image of a Cardinal of the Adeptus Ministorum. Symbolizes: The importance of faith, dogma and ritual
13	The Governor	Image of an Imperial Governor Symbolizes: Mother/father figure, stern but fair, between the rock and hard place
14	The High Lord	Image of one of the High Lords of Terra. Symbolizes: A wise ruler, guidance, planning for the future, council, closeness to the Emperor



USING THE TAROT

ROLE-PLAYING THE TAROT

•

GAINING THE TAROT

•

COMMON SPREADS

CHAPTER II: USING THE TAROT

If you want to use the Tarot in your 40k role-playing games you need to decide upon something important:

Are your players going to be able to use the Tarot or is it strictly a plot device?

The latter solution is quite simple. You can use the info provided here to help describe the use of the Tarot: How the players' Inquisitor uses it for divination from time to time. How the players are warned by the old astropath about great dangers to come. Or use it to highlight the variant cards found in a confiscated deck – a plot hook to get them involved in a ring specializing in the distribution of corrupted Tarot decks.

The former solution requires a little more though. If you are going to allow your player to actually use the Tarot you need to consider a number of things: How accurate are readings going to be? Are there any particular prerequisites involved? Can the Tarot be used in any place, at any time, to answer any question? Or must the player enter a séance trance in his sanctum, requiring hours of preparation and leaving him mentally and physically exhausted? Should the use of the Tarot tie into the skill system? Perhaps the Psyniscience skill will be used? What about talents? Not every psyker should be an accomplished Tarot reader. Should there be talents that govern the use of the Tarot? Perhaps in conjunction with the Psyniscience skill?

Personally I use the Tarot primarily as a plot device like I described above. But if one of my players wanted to play a DH sanctioned psyker or a RT astropath then I'd work with them to bring the tarot into my games mechanically speaking – if they wanted to. If the player wanted to keep things vague I wouldn't force game mechanics upon him. More likely both the player and the GM would like to have something a little more concrete, so I've written up a set of relatively simple rules that cover the use of the Tarot within the context of Dark heresy games.

ROLE-PLAYING THE TAROT

Regardless of how you want to do it you should probably do some reading on the subject of the Tarot on internet: There are much info on the real life tarot out there. Or you could buy a book or two if you're really into using Tarot in your games. All of it is complete hogwash of course, but it can still give you great input as to how the tarot is read. I suggest you learn the basics of the Celtic Cross, then describe IC how the mysterious seer makes the 'ten-card Haloed Rosette' spread and interprets the future for the PCs. It's very effective in setting a good 40k atmosphere.

You can take it one step further: Get hold of a real Tarot deck. Make a spread and then interpret the result for the players, staying in character all the time. And yes, the GM is allowed to 'cheat' by arranging cards as desired behind his screen before he dose the spread. Alternatively the GM can just make the spread and then interpret it normally; since you already know the setting and the scenario it shouldn't be too hard to get things to fit. Some interesting permutations might even crop up, giving you some fresh ideas for how the adventure can play out.

For your physical Tarot you can use any commercially available set. Personally I've use an old tarot set from Mage: The Ascension (White Wolf). It works quite well, even if none of the images are 40k-related. Or you can print out the 40k inspired Tarot cards provided with this supplement; they were made by another 40k fan, based upon these rules (see credits section). The quickest way to use them is to print on relatively thick high-quality paper, cut out the cards and then use them directly. If the paper is sufficiently sturdy the cards will last for a while. Laminate them and they will last until the 41st Millennium. Alternatively you can print out the cards and then glue them to an existing set of Tarot card 8and then laminate).

GAMING THE TAROT

The following rules are intended to help GMs with the game-mechanical aspects of Tarot reading. In the most basic interpretation Tarot use is a Psyniscience skill check. I've added some permutations to make things easier to adjudicate and more interesting to use.

Psychic potential

To properly use the Tarot you have to have a Psy rating of at least 1. For every point of Psy rating used for the reading you gain a +5% bonus to you skill check; the more power the better!

Normal people can take a Tarot and make a spread, but it won't have any particular effect (though they are of course free to try to pretend that it works for them).

Blanks (or even worse, Pariahs) shouldn't touch a Tarot at all. They will leave the deck scrambled and hard to use for a period of time determined by the GM.

Psyniscience

Psyniscience - This is the skill the diviner uses to make the actual reading. The psyker connects psychically to the Warp, using the Tarot deck as a sort of warded gateway. More specifically the reader tries to interpret the Will of the Emperor as it manifests across the galaxy. Needless to say this isn't an exact science.

Time taken

Laying an actual spread can be done in mere seconds (1 round) for a very quick and simple 3-card spread (provided you already have the cards in hand). A more typical rushed spread would require at least a minute, giving the reader more time to interpret the cards' meaning. A quick spread can be done in about 5 minutes; including retrieving your deck, unpacking it, laying the spread on a suitable surface, turning the card, and making the assessment. Any serious reading of a larger spread will require from 10 minutes to half an hour. A full séance would take at least 1 hour, plus some preparations beforehand or the use of a consecrated sanctum.

Difficulty

The base difficulty for Tarot reading is Challenging (+0%).

The following modifiers apply (the list is not exhaustive):

Scrap deck (made from several sets) -10 to -20%

Poor quality or slightly damaged deck -5%

Typical Tarot deck +0%

Superior deck +5% to +10%

Ancient and revered deck +20%

Chaos sorcerer -30%

Corrupt individual (40+ CP) -20%

Rogue psyker -10%

Sanctioned psyker +0%

Soul-bonded +10%

Rushed (1+ rounds) -30%

Quick (1+ minutes) -20%

Normal (10+ minutes) -10%

Séance (1+ hour) +0%

Extended (several connected séances) +10% or more

Vague questions -10% or more

Dealing with the future -10% or more

Decreases of Success

If the GM trusts his players to not use meta-game information like the result of a dice roll the skill check can be made openly. If not the GM should make this roll in secret; make sure you tell the player, in general terms, how confident he is with the result.

Fumble If you fumble the GM will do his best to give you false information or otherwise trick you.

Failure You get nothing; the spread is there, but you know that you didn't properly connect to the Will of the God-Emperor.

+0 The reading is vague. You're not really comfortable with providing anything but the most general of answers based on this outcome.

+1 The reading is vague, but you feel confident enough to give some general advice based on the outcome.

+2 You get a strong and clear return, but the cards indicate several possible outcomes and you cannot be entirely sure which is correct.

+3 You get a strong and clear return, only this time you're pretty sure what the cards are trying to tell you.

+4 Doesn't get much better than this. You get unusually accurate and detailed information. So accurate is the reading that you might start to doubt its authenticity.

No matter how many decrees of success you get the answer is never entirely accurate. If the question was at all complex or ambiguous the reply will be even more so. The accuracy of your readings is also influenced by the time you take; a rushed spread will always be more ambiguous than a full séance, even if the success chance was similar.

Fatigue

Reading the Tarot is taxing. Any reading, no matter the duration, causes 1 point of Fatigue.

Psychic Phenomena

Because of the nature of the Tarot cards there is a risk of Psychic Phenomena (and by extension Perils of the Warp). If you use the Rogue Trader rules of psychics the Psyniscience roll determines the outcome. If using the older Dark heresy rules you must roll 1D10 per Psy rating used and count the 9s.

Talents

Psykana-trained Reader (200XP, Elite advance): Tarot reading is rather safe compared to ordinary psychics – if you know what you're doing. If you have this talent you can disregard one '9' rolled when using the Tarot (if using RT rules you can use your Unfettered Psy rating w/o risk of Psychic Phenomena).

Light of the Astronomican (300 XP, Elite advance): Only applicable for Astropaths (or other beings with the Astrotelepathy ability). Being able to sense the distant will of the Emperor as it shines forth across the warp is beneficial to Tarot reading; you gain a +10% bonus to all Tarot checks.

Meditation (New effect): You can enter a deep meditative divination trance. For a reading of normal or longer duration you get a +10% bonus to readings, but take twice as long as normal.

COMMON SPREADS

Here are several spreads used in the 41st Millennium; they are just examples, there are many, many more out there!

THE IMPERATOR

This quick spread is best used to answer quite simple and specific questions. To begin the reader typically focuses on a specific problem or question put before him. He then lays out three cards next to each other in a neat row. He then flips the card, starting on the left and going right.

The second card represents the nature of the problem, the essence of the matter, the current state of events. The card to the left tells you something about the past, how the problem came to be. The right-hand card (called the Emperor, after which the spread is named) suggests the solution to the quandary or a possible outcome of the event being divined.

The Emperor



The Branch



THE BRANCH (TRAITOR OR TRUE)

This is a variant of the Emperor. The idea is that the reader can introduce a second variable into the question, or explore which of two possible choices is the better.

Legend has it that each of the Primarchs of old was in turn visited by an old crone that did a reading for each of them, based upon a simple question: Should I remain loyal to the Emperor or turn Traitor. The crone would tell them what fate awaited them down each road, based upon her readings.

The first two cards are laid down next to each other as in the Emperor (and have the same meaning in this spread). The next two cards go into a single column next to the first two cards (describing the forces at work and the options present). The final two cards going into a second column, but are separated a bit (representing the branching future, how your choices can point you in either of two directions).

THE THRONE OF TERRA

The Throne of Terra ('the Throne' for short) spread is closely related to the Emperor spread. Its main purpose is to add additional detail and depth by utilizing additional cards. The reason for the spread's name is lost to history.

The cards are laid out in an inverted 'V' or alternatively a semi-circle. The first two cards have the same meaning as in the Emperor/Branch (past/present). The third card is much the same as the corresponding Branch card; it reveals what is hidden, the things/influences/events the querent or subject cannot see or has overlooked. The same applies to the fourth card; it tells of obstacles or challenges that will present themselves. The fifth card adds additional details about the surroundings; the environment, people, influences, etc. that can come into play. The sixth cards present advice; the best course of action to follow. The seventh and final card tells of the outcome; what will happen if the advice is heeded.

THE ASTRO-HOROSCOPE

The Astro-Horoscope is a very complex spread favoured mostly by those who understand the Tarot but poorly. It is used for complex readings of individuals, or more specifically of their potential futures. This is as close as you get to a 40k version of a horoscope.

There are many ways of laying the cards; rows and columns, a great circle, concentric circles, a star, etc. The shape of the spread isn't what is important; it's the Tarot and the reader and his subject.

If the GM wishes to include the spread just find a pattern that looks nice and describe the reading as desired.

The Throne of Terra



THE HALOED ROSETTE

This is the 40k variety of the Celtic Cross, except that instead of the column of cards to the right they are laid out in a row over the cross (the 'Halo' over the 'Rosette'). Of all the spreads of the Emperor's Tarot this one is perhaps the most 'serious' and widely used one.

- Card 1:** The present situation revealed.
- Card 2:** The immediate challenge facing the querent. When you pull a "good" card here, examine it carefully because it will still represent a challenge.
- Card 3:** Distant past, foundation. This card should indicate the root of the subject matter of the question
- Card 4:** More recent past, including events. This will indicate events taking place, even if only indirectly connected.
- Card 5:** The best outcome that can be hoped for.
- Card 6:** The likely state of the immediate future.
- Card 7:** Factors or inner feelings: Compare this against Card 1 in order to understand underlying forces/trends.
- Card 8:** External influences. People, energies or events beyond the querent's control which will affect the outcome.
- Card 9:** Hopes or fears around the situation; often indicates something the confuses the situation
- Card 10:** Final outcome. Fairly self-explanatory.





PRINTABLE CARDS

MAJOR ARCANA

•

ADEPTIO

•

DISCORDIA

•

EXCUTERIA

•

MANDATIO

•

BACKS

CHAPTER III: PRINTABLE CARDS

THE PILGRIM



BEGINNINGS PASSION INDECISION

I THE ASTROPATH



WILLPOWER TRANSFORMATION WEAKNESS

II THE PROPHET



HOLY - WISDOM INTUITION EDUCATION

III HOLY TERRA



FERTILITY MOTHER / SISTER / WIFE VACILLATION

IV THE GOD-EMPEROR



ACCOMPLISHMENT FATHER / BROTHER / HUSBAND IMMATURITY

V THE ECCLESIArchY



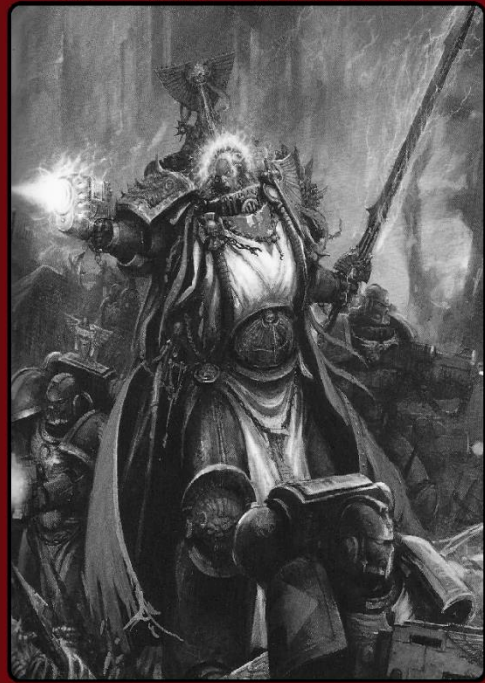
ORTHODOXY FAITH UNCONVENTIONALITY

VI UNITY



UNION ROMANCE UNRELIABILITY

VII THE CRUSADER



WAR PRIDE UNSUCCESSFUL

CHAPTER III: PRINTABLE CARDS

VIII THE SAINT



RIGHTEDUSNESS HARMONY IMPIETY

IX THE SEER / DIVINER



DIVINE-GUIDANCE WITHDRAWAL IMPRUDENCE

X MAN



DESTINY END-OF-A-PROBLEM FAILURE

XI THE TITAN



STRENGTH SELF-CONTROL WEAKNESS

XII THE MARTYR



PERSEVERANCE CONTEMPLATION SELFISHNESS

XIII THE REAPER



TRANSFORMATION BAD- LUCK STAGNATION

XIV THE IMPERIUM



MODERATION GOOD- INFLUENCE DISCORD

XV THE DAEMON



RAVAGE CONTROVERSY REVELATIONS

CHAPTER III: PRINTABLE CARDS

XVI THE HULK



SUDDEN-CHANGE DISRUPTION FOLLOWING-THE-OLD-WAYS

XVII THE ASTRONOMICAN



HOPE OPTIMISM UNFULFILLED-HOPES

XVIII THE IMMATERIUM



DECEPTION TRAVEL SAVED-IN-THE-NICK-OF-TIME

XIX THE GOLDEN THRONE



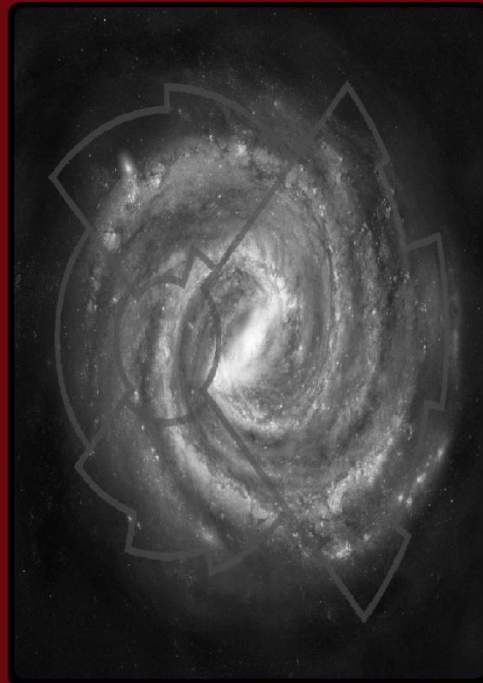
SPLENDOUR JOY UNHAPPINESS

XX THE JUDGE



AUTHORITY AWAKENING FEAR-OF-DEATH

XXI THE GALAXY



COMPLETION RECOGNITION IMPERFECTION

CHAPTER III: PRINTABLE CARDS

THE INQUISITOR



DESTINY LOVE OBEEDIENCE SACRIFICE
AUTHORITY FEAR SECRECY FALSE-APPEARANCES
AGENTS-OF-THE-THRONE EXTERMINATUS

ACE OF ADEPTIO

THE SCRIBE



DESTINY LOVE OBEEDIENCE SACRIFICE
DUTY DILIGENCE REPETITION

TWO OF ADEPTIO

THE ADMINISTRATOR



DESTINY LOVE OBEEDIENCE SACRIFICE
MANAGEMENT CONTROL ADVANCEMENT

THREE OF ADEPTIO

THE ARBITRATOR



DESTINY LOVE OBEEDIENCE SACRIFICE
DISCIPLINE ORDER SUBMISSION-TO-AUTHORITY
IMPRISONMENT EXECUTION

FOUR OF ADEPTIO

THE SANCTIONED PSYKER



DESTINY LOVE OBEEDIENCE SACRIFICE
PSYKERS PSYCHIC-POWER CONTROL
OFFICIAL-APPROVAL

FIVE OF ADEPTIO

THE TECH-PRIEST



DESTINY LOVE OBEEDIENCE SACRIFICE
TECHNOLOGY MACHINES SINS-OF-THE-PAST
RITUAL PROCEDURE

SIX OF ADEPTIO

THE SISTER OF BATTLE



DESTINY LOVE OBEEDIENCE SACRIFICE
FAITH DEVOTION LOVE RIGHTEOUS-WRATH
SINGULARITY-OF-PURPOSE

SEVEN OF ADEPTIO

THE ASSASSIN



DESTINY LOVE OBEEDIENCE SACRIFICE
UNSEEN-DANGER SOMETHING-HIDDEN SUDDEN-DEATH
TERMINATION A-SIMPLE-SOLUTION CLEANLINESS

EIGHT OF ADEPTIO

CHAPTER III: PRINTABLE CARDS

THE PREACHER



DESTINY LOVE OBEEDIENCE SACRIFICE

FAITH PRAYER COMMUNITY PROTECTION
DESTRUCTION - OF - THE - UNFAITHFUL

NINE OF ADEPTIO

THE ANGEL OF DEATH



DESTINY LOVE OBEEDIENCE SACRIFICE

WAR CRUSADE HEROES-OF-OLD
DEATH-IN-BATTLE EXCELLENCE DUTY

TEN OF ADEPTIO

THE CUSTODIAN



DESTINY LOVE OBEEDIENCE SACRIFICE

PROTECTION DUTY SERVING-A-GREATER-PURPOSE

SERVANT OF ADEPTIO

THE PRIMARCH



DESTINY LOVE OBEEDIENCE SACRIFICE

THE-ULTIMATE-WARRIOR VICTORY-AGAINST-ALL-ODDS
ACTION VITALITY PERFECTION

CHAMPION OF ADEPTIO

THE REGENT



DESTINY LOVE OBEEDIENCE SACRIFICE
CEASELESS-SERVICE-IN-THE-SHADOW-OF-ONE-GREATER
GREAT-SACRIFICE ABILITY-OVER-BIRTH
THE-EVOLUTION-OF-MAN RISING-IN-RANK RULERSHIP

LORD OF ADEPTIO

THE WARMASTER



DESTINY LOVE OBEEDIENCE SACRIFICE
UNFLINCHING-LOYALTY DOMINANCE-OF-LESSER-MAN
A-FAVoured-SON-OR-SERVANT BOUNDLESS-PRIDE

MASTER OF ADEPTIO

CHAPTER III: PRINTABLE CARDS

THE HARLEQUIN



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
A - HIDDEN - ENEMY THE - ENEMY - OF - MY - ENEMY - IS - MY - ALLY
UNFORESEEN - CONSEQUENCES

ACE OF DISCORDIA

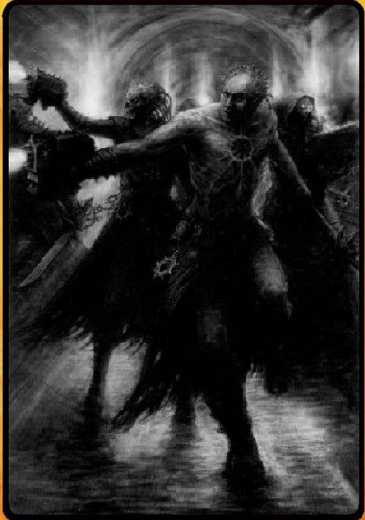
THE XENO



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
DANGER - FROM - WITHOUT INVASION ATTACK
SOMETHING - UNKNOWN

TWO OF DISCORDIA

THE HERETIC



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
DANGER - FROM - WITHIN SEDITION ATTACK
TRAITORS TREASON

THREE OF DISCORDIA

THE MUTANT



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
WEAKNESS - OF - CHARACTER MORAL - CORRUPTION
BODILY - CORRUPTION OUTCAST

FOUR OF DISCORDIA

THE WITCH / WARLOCK



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS

THE - DANGERS OF FREEDOM UNBRIDLED - AMBITION
FORBIDDEN - KNOWLEDGE

FIVE OF DISCORDIA

THE VILE SERPENT



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS

DEPRAVITY CORRUPTION FORBIDDEN - KNOWLEDGE
SECRETS - REVEALED

SIX OF DISCORDIA

THE UNCLEAN ONE

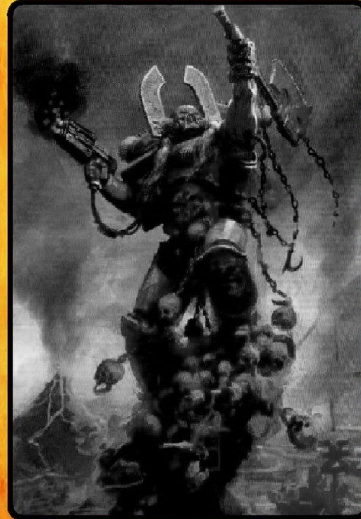


ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS

SICKNESS DISEASE CORRUPTION IMMORTALITY

SEVEN OF DISCORDIA

THE LORD OF BLOOD



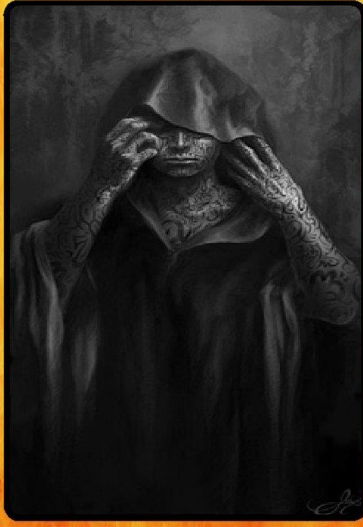
ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS

BLOOD DEATH CARNAGE SUFFERING PAIN
MURDER TORTURE

EIGHT OF DISCORDIA

CHAPTER III: PRINTABLE CARDS

THE GREAT DECEIVER



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
RUIN MISFORTUNE PLOTS
WHEELS WITHIN WHEELS CONFUSION MADNESS
NINE OF DISCORDIA

THE EYE OF TERROR



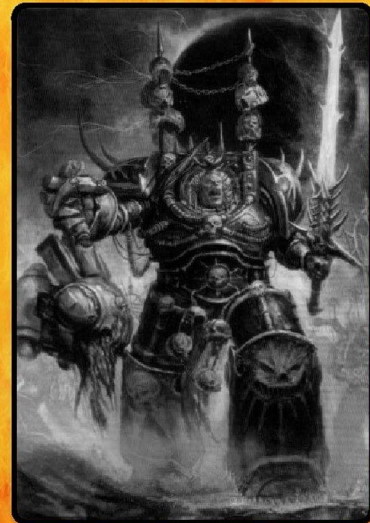
ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
THE DARKNESS BEYOND THE IMPERIUM DOWNFALL OF MAN
CRIMINAL ORGANIZATIONS DARK CONSPIRACIES
ORGANIZED CORRUPTION
TEN OF DISCORDIA

THE SOULLESS



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
SUPERFICIAL UNSTABLE UNNATURAL FAITHLESS
BAD NEWS TO COME
SERVANT OF DISCORDIA

THE RENEGADE



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS
DISCORD SUDDEN ANGER JEALOUSY NARROW-MINDEDNESS
SUSPICION THE JOURNEY IS DELAYED WORK INTERRUPTED
CHAMPION OF DISCORDIA

THE USURPER



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS

STRICT DOMINEERING

A - JEALOUS - AND - REVENGEFUL - NATURE
DECEIT INFIDELITY

LORD OF DISCORDIA

THE TRAITOR



ENERGY GROWTH CREATIVITY INDIVIDUALITY CONFLICT CHAOS

SEVERE UNYIELDING STRICT INTOLERANCE
PREJUDICE QUARRELS

MASTER OF DISCORDIA

CHAPTER III: PRINTABLE CARDS

RIA

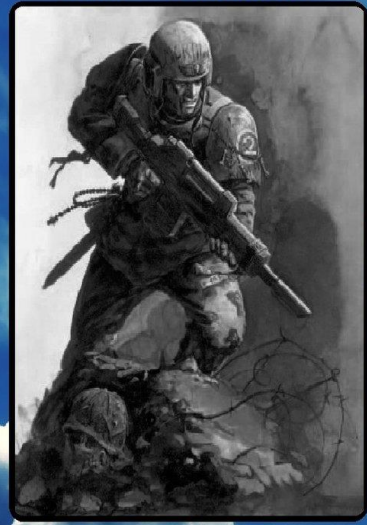
THE STRANGER



FORCE AMBITION PERSISTENCE EXPLORATION

ACE OF EXCUTERIA

THE SOLDIER

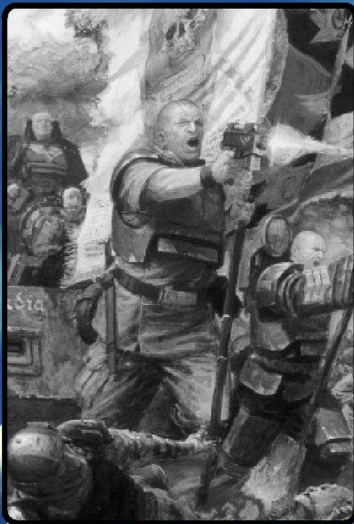


FORCE AMBITION PERSISTENCE EXPLORATION

SERVICE DUTY SACRIFICE THE-GREATER-GOOD

TWO OF EXCUTERIA

THE SERGEANT

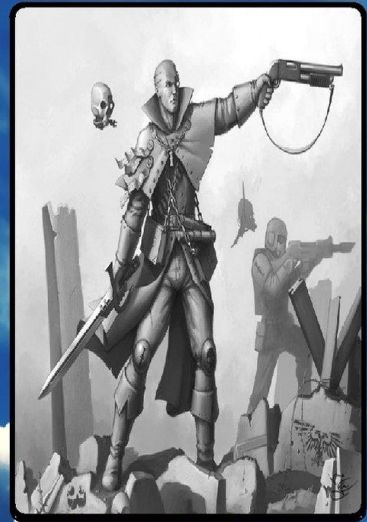


FORCE AMBITION PERSISTENCE EXPLORATION

LIFELONG-SERVICE RESOLUTE-ACTION
EXECUTION-OF-ORDERS

THREE OF EXCUTERIA

THE OFFICER



FORCE AMBITION PERSISTENCE EXPLORATION

COMMAND GIVING-ORDERS AN-INTERMEDIARY

FOUR OF EXCUTERIA

THE CAPTAN



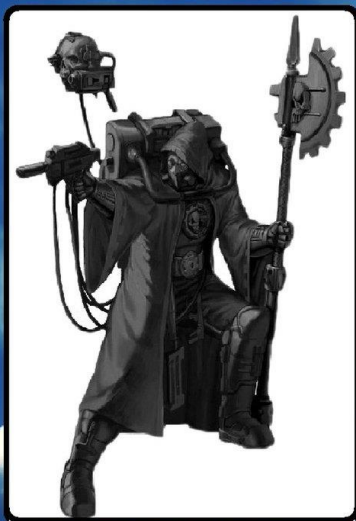
FORCE AMBITION PERSISTENCE EXPLORATION
ULTIMATE - MASTERY - OVER - A - LIMITED - AREA
A - MEANS - TO - AN - END
LOSS - IS - ACCEPTABLE - FAILURE - IS - NOT
FIVE OF EXCUTERIA

THE GENERAL



FORCE AMBITION PERSISTENCE EXPLORATION
PLANNING INTELLIGENCE THE - GREATER - PICTURE
SIX OF EXCUTERIA

THE EXPLORATOR



FORCE AMBITION PERSISTENCE EXPLORATION
THE - UNKNOWN EXPANSION MYSTERIES
SEVEN OF EXCUTERIA

THE NAVIGATOR



FORCE AMBITION PERSISTENCE EXPLORATION
LEADERSHIP DECISIONS AUTHORITY
EIGHT OF EXCUTERIA

CHAPTER III: PRINTABLE CARDS

THE MISSIONARY



FORCE AMBITION PERSISTENCE EXPLORATION

THE -HOLY -WORD THE -SUPREMACY -OF -MAN
THE -IMPERIAL -TRUTH

NINE OF EXCUTERIA

THE ARCH-MAGOS



FORCE AMBITION PERSISTENCE EXPLORATION

MASTERY -OF -A -CRAFT MACHINES OLD -WAYS

TEN OF EXCUTERIA

THE PATERNOVA



FORCE AMBITION PERSISTENCE EXPLORATION

DIPLOMACY NEGOTIATION A -BREED -APART

SERVANT OF EXCUTERIA

THE ROGUE TRADER



FORCE AMBITION PERSISTENCE EXPLORATION

A -HEADLONG -RUSH -INTO -LIFE A -STRONG -MAN BRAVERY
A -SKILLFUL -AND -CLEVER -PERSON
AN -UNEXPECTED -COMING -OR -GOING -OF -A -MATTER
A -TROUBLEMAKER A -RAFTY -AND -SECRETIVE -PERSON

CHAMPION OF EXCUTERIA

THE CHAPTER MASTER



FORCE AMBITION PERSISTENCE EXPLORATION
A - QUICK - AND - CONFIDENT - DECISION
CRUELTY - OUT - OF - NECESSITY
ONE - WHO - CAN - BEAR - THEIR - SORROW
NARROW - MINDEDNESS AN - OBSTINATE - PERSON
LORD OF EXCUTERIA

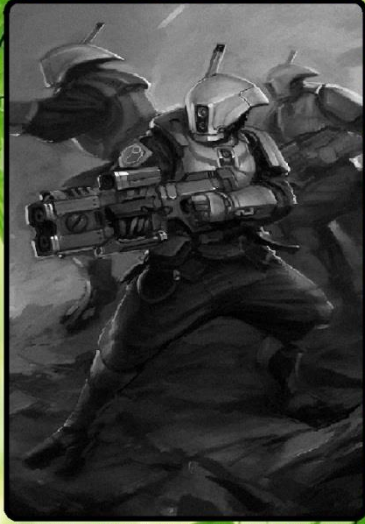
THE LORD MILITANT



FORCE AMBITION PERSISTENCE EXPLORATION
A - JUDGE A - POWERFUL - COMMANDER A - FIRM - FRIENDSHIP
SOMEONE - WHO - IS - CAUTIOUS - BUT - CONFIDENT
A - WISE - COUNSELLOR
WILLINGNESS - TO - SACRIFICE - THE - LIVES - OF - OTHERS - TO - DO
- WHAT - MUST - BE - DONE
MASTER OF EXCUTERIA

CHAPTER III: PRINTABLE CARDS

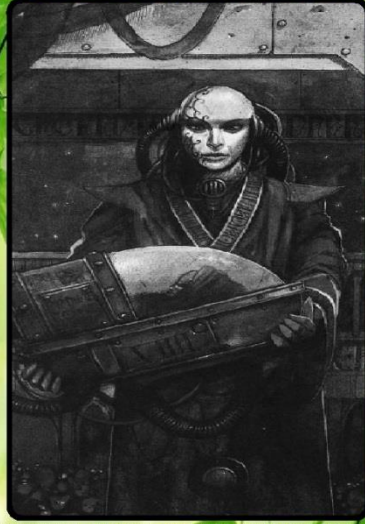
THE SAVAGE



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
OUTSIDERS SOMETHING-DIFFERENT LOSS
LACK-OF-RESPECT LACK-OF-CIVILIZATION

ACE OF MANDATIO


THE CITIZEN



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
BALANCE FOUNDATION STABILITY
INFINITY / SOMETHING-LARGE

TWO OF MANDATIO

THE ARTISAN



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
LEARNING-A-TRADE-OR-PROFESSION
EMPLOYMENT-IS-COMING-SOON SKILL
HANDIWORK SMALL-MONEY-PAIN

THREE OF MANDATIO

THE GUILDER



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
HOARDING GRATIFICATION WEALTH
TRADE SOCIAL-MOBILITY

FOUR OF MANDATIO

THE NOBLE



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
GOOD-FORTUNE WELL-BEING HEAD-OF-THE-FAMILY
HEAD-OF-THE-HOUSEHOLD SOMEONE-TO-BE-OBEYED
THE-WAY-OF-THINGS

FIVE OF MANDATIO

THE FABRICATOR



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
EFFICIENCY TRANSFORMATION VIGILANCE
A-STERN-MASTER NO-ROOM-FOR-ERROR

SIX OF MANDATIO

THE SPEAKER



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
TRAVEL STRENGTH-THROUGH-UNITY
INTERDEPENDENCY

SEVEN OF MANDATIO

THE COLLECTOR



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
EFFORT-AND-HARD-WORK-WILL-CAUSE-GROWTH
A-PAUSE-DURING-DEVELOPMENT RE-EVALUATIONS

EIGHT OF MANDATIO

CHAPTER III: PRINTABLE CARDS

THE BISHOP



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
THE WISDOM OF YOUR ELDERS
THE IMPERIAL TRUTH THE SANCTITY OF MAN
NINE OF MANDATIO

THE CONSUL



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
HEIGHT OF PROFESSIONALISM DIFFICULT CHOICES
NUMEROUS TASKS TO BE COMPLETED
TEN OF MANDATIO

THE SENATOR




GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
LEGISLATION CONSENSUS THROUGH DEBATE
SERVANT OF MANDATIO

THE CARDINAL



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
THE IMPORTANCE OF FAITH DOGMA AND RITUAL
CHAMPION OF MANDATIO


THE GOVERNOR



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
 MOTHER / FATHER - FIGURE STERN - BUT - FAIR
 BETWEEN - THE - ROCK - AND - HARD - PLACE

LORD OF MANDATIO

THE HIGH LORD



GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
 A - WISE - RULER GUIDANCE / PLANNING - FOR - THE - FUTURE
 COUNCIL. CLOSENESS - TO - THE - EMPEROR

MASTER OF MANDATIO

CHAPTER III: PRINTABLE CARDS





CHAPTER III: PRINTABLE CARDS