

Necklace of Ears

Tokens of the defeated to help you remember your strength.

You suffer an intermittent desire to take trophies from the bodies of defeated foes. As you accrue more and more, you feel the need to display them on your person as macabre ornaments. Having this habit questioned makes you angry.

Card 1

War Paint

The markings of victories past guarantee victories to come.

Whenever your side is victorious in a fight, in which you both drew blood and were wounded, you have a flash of sudden understanding of the nature of combat. You cannot resist the urge to take some blood of a fallen foe and mark yourself ritually with it - this becomes a repetitive behaviour after this point, if you do not do it, **you become Shaken**

Card 2

Short Temper

Shut up. Who do you think you're talking to?

Your temper is getting worse and worse. When someone directly disagrees with you, you must spend 1 Willpower or immediately challenge them to a physical contest. Win or lose, you need to have this out in blood.

Card 3

Flogging a Dead Horse

Stop, Stop! They're already dead!

Bloodshed only increases your violent urges until you cannot focus on anything but the spilling of blood, when you reduce someone to Bloodied, unless you expend 1 Willpower to resist the urge - rather than sensibly moving onto another target you instead spend 10 seconds brutalising the corpse (this counts as an execution) unless someone pulls you off of them.

Card 4

The Crimson Code

[Error - Red Veil Detected]

Scrapcode - Bionics only. Your implants twitch and glitch, hungry for violence. When conflict is possible, they may seize control- firing weapons, forcing aggression, flooding you with combat chems. You're unaware until it happens. You may resist, but doing so disables your bionics and triggers Haywire. Control returns once combat starts. This repeats until cured.

Card 5

The Hunger

Just a little taste.

The next time you see a Bloodied person, you're overwhelmed by the urge to taste their flesh or blood (your choice). You give in, spending 5 seconds indulging. The urge vanishes after, but the taste lingers—and so does the unsettling thought that you might have liked it. This Ruin is now resolved.

Card 6

The Hunters in the Angles

It has your scent...

The next time you see a reflective surface, you glimpse a skinless, dog-like creature. You become Shaken and instinctively flee. After 20 seconds, if you still see another reflection, it bites you - lose 3 Endurance and that limb is maimed until 1 minute of Medicae RP. If no reflection is visible, you've escaped - for now.

Card 7

Hateful Eye

The scorn of the Blood God is Legendary

You have briefly drawn the hatred of the blood god.

If you are a psyker - draw and resolve a Peril

If you are not a psyker, then, during a scene where you are interacting with several NPCs you must call Would you Kindly? Hate Me as Khorne raises the aggression of them against you.

Card 8

Tough As Old Oak

I can take it, I've had worse...

You believe you're nearly unkillable and feel little to no pain - even during surgery (you don't need Opia). But this isn't helpful: you ignore wounds and refuse aid. When Bloodied, you can't use traits but still stand, insisting you're fine - even if you can't lift a weapon. If untreated, wounds fester unnaturally, making your condition clearly supernatural to everyone but you.

Card 13

Taste of the Warp

Eugh, Throne, what's that?

Intermittently, when you eat or drink, the taste of the food or drink is replaced with a flavour of the Warp: rotting flowers, honey, blood, dark earth, open graves. This doesn't occur often enough to affect your appetite, but it is distracting and unpleasant.

Card 14

Infestation

What's that buzzing noise?

You begin finding tiny insects - first on your skin - then in your mouth, eyes and nose. They crawl from your wounds when you are injured. The first time you crush one, they go into a frenzy, stinging and biting; immediately lose 2 Endurance from internal bleeding.

They are coming from inside you.

Card 15

Asymptomatic carrier

I feel just fine

Anyone who touches your bare skin loses 1 Endurance and, over 30 minutes, becomes feverish. If untreated within an hour, they collapse and suffer Blood Poisoning Medicae Complication. Medicae can detect infection but not the cause - you appear fine unless blood tests are done. You are unaware you're the source. First aid, triage, surgery, or bionic repair always count as bare-skin contact.

Card 16

Sawbone's Snare

Cursed be the Medicae, who cure my rot...

Painful pustules form under your clothes (physreps available). Draining them causes them to heal, then regrow elsewhere in patterns of three. You're unaware they're dangerous. If a Medicae or Chirurgeon treats you for another issue without checking for them first, tell them to draw the Blood Poisoning Medical Complication card for themselves as the pustules explode on them. Once resolved (or if drained safely) this effect ends.

Card 17

Grandmother's Growth

Blessed be the fungal bloom, whose spores can fill an entire room.

Strange fungal growths are setting in over your skin, spreading and growing slowly over time, but constantly shedding foul growths. When your character feels anxiety or despair, you must call Mass Warp Weaken, as the swelling fungal growths bloom and eject choking foul spores in your immediate area.

Card 18

Feculent Fertiliser

Rot for the Fungi, Bonemeal for the Trees

The next time you see vibrant plantlife, you feel compelled to sit near it. After 10s, you appear disoriented and sweaty. After 20s, you feel very sick but refuse to move. At 30s, you show signs of serious illness but remain rooted. If left for hours, you die and nourish the plant (speak to a ref about Fate). If pulled away, plants cling to you and the effect ends.

Card 19

Blooming Brainlilly

A pretty little flower, right out of your ear...

You feel an itch in your ear or nose that worsens until you dig around and pull out a flower (OOC: don't use real flowers). You feel euphoric and unconcerned, even as more flowers sprout from your ears and nose. You happily show them off. If no one intervenes within an hour, you collapse Bloodied with the Catastrophic Wound complication (the affected organ is your brain, revealed when a medicae checks you).

Card 20

The Wurm Buffers

[Error - Malwear Detected]

Scrapcode - only affects characters with a Bionics trait. The next time you take the Haywire call, you stay inactive for 10 extra seconds as your systems reboot slowly. Afterward, limbs take 5 seconds to respond, eyes lag refocusing, and data recall slows. If this effect remains over an hour, your bionics corrode rapidly, and after two hours, they break down completely.

Card 21

Nurglings

Oh, little daemons will be daemons

When you next awake, three supplies (your choice) are missing, part of your kit is vandalised, and rude words in an itching script cover your papers. The next time you use a tech item with a mechanical effect, it fails instantly - corroded by slime - and must be repaired by a tech priest. This effect is resolved.

Card 22

My Weapon, My Kit, Myself

Just look at your wargear...

Whenever not otherwise occupied, you feel compelled to clean and maintain your equipment and weapons. This seems to be a much higher priority than seeing to your own injuries or helping your comrades. You don't feel satisfied until every speck of dirt is scoured off. You feel uncomfortable allowing anyone else to touch your gear.

Card 27

Narcissus' Curse

Transfixed they gazed upon themself...

When you catch a glance of yourself on a reflective surface, you feel good about yourself, so good that you keep admiring yourself on the surface - you look good - you look great. Admire yourself endlessly, getting lost in positive affirmation and oblivious to anything else going on around you. Nothing is more important to you - only someone shaking you out of your self-admiration or taking damage causes your enthrallment to end.

Card 28

Loud Noises

Why doesn't someone SAY something?

Moments of calm and silence grate on your nerves like ragged nails. Whenever the people around you are deliberately quiet, for example during a ritual, you must expend 1 Willpower or do something loud and obvious to break the silence.

Card 29

Harder, Faster, Stronger

Every lone spirit doubts their strength.

You grow obsessed with proving yourself to comrades. Lose 1 Willpower each scene you don't flaunt or explain your character's expertise. You can't regain lost Willpower until you take a significant personal risk to showcase your skill.

Card 30

DO BETTER

I'm not angry, I'm just disappointed

You become easily frustrated with your comrades when they do not perform to your exacting standards. When other PCs make significant mistakes or seriously underperform according to your beliefs and understanding, you find yourself intolerant to the point of physical violence, and must spend Willpower to resist attacking the PC you believe has not performed up to your

Card 31

Eyes of the Fractal Serpent

[Perfection.exe is a malware program. Purge? Y/N]

Only affects characters with brain or sensory Bionics. Your vision fills with mesmerizing holograms you can interact with. They calm yet distract you. After 30 seconds uninterrupted, you must secretly tell a ref something you'd never want the Dark Gods to know.

Card 32

Curse of Secrets

You cannot surrender your secrets if you cannot speak them.

Something grasps a hold of your tongue, twisting it and turning it a strange colour - for the next hour, you can speak only lies, which includes what afflicts you, what do you want, etc. (you can say the opposite of what you want to say, though). After an hour, unless dealt with otherwise, this effect automatically ends.

Card 33

Hypnotic Visions

They dance about you, whispering sweet things into your ear...

The next time you drop below half Endurance, you are surrounded by hypnotic visions most distracting to you. These last 30 seconds or until someone shakes you out of it. Then the effect ends.

Card 34

Uncomfortable Truths

Why did I say that? What made me say that?

You feel an intermittent compulsion to speak the blunt and most hurtful truth when asked about your feelings, opinions or plans. Often you're able to cover it up as a joke or banter, but, in the moment, **you feel genuinely unable to speak lies, even the whitest or kindest of lies (or withholding your true opinion).**

Card 39

Change

I just don't see myself the same way.

You feel driven to change something about yourself - perhaps your style of dress, mode of speech, or even simply the side you holster your weapon on. You find yourself dwelling on the desire until it becomes nearly an obsession - it's only once you've made the change that you're able to concentrate; you find blessed relief. This effect then ends.

Card 40

The Auditor

The Recorders of Things do not take kindly to you withholding information...

The next time you glance into a mirror, you see a horrid twisted mockery of an Administratum Scribe staring back at you, parchment and quill in hand, in a voice only you can hear it asks you for something, one secret you know, which you must speak to it - if you refuse, then it exposes you to its true appearance, causing you to become Shaken.

Card 41

That Which Walks Behind

It's always been there, it's always been behind you, behind everyone's shoulder.

You sense a presence just beyond sight - always there, always watching. Your skin crawls, instincts scream not to look. Deep down, you know it's That-Which-Walks-Behind: an unknowable, smiling shadow from before memory, from beyond the veil. You may spend 1 Willpower to turn and face it - if you do, get a ref. Otherwise, this ends in one hour... but it never really leaves.

Card 42

Crown of Madness

The thirst for knowledge drives many insane.

When you next open a clue card, whispers fill your ears. Over 5 mins, hallucinations build until you become Shaken. If it lasts 10 mins, you Descend into Madness and this ends. During the period Shaken and Madness, you may open 1 clue card you lack lore for (share contents with a ref) once.

Card 43

Bad Luck

A twist of fate just at the wrong moment.

A cruel twist in your thread of fate means the next time you take a Power Test, your test is flipped - you have a 25% chance of success and 75% chance of failure. If you become Bloodied first or lack a skill with a Power Test, you automatically fail Triage and take an automatic Complication. As you do you think you can hear something quietly laughing in the back of your head at your back luck, this effect then automatically ends.

Card 44

Mirror of Fate

Gaze into the Infinite

Next time you see a reflection, you glimpse an alternate life—your choices led somewhere very different. You're entranced by the vision, oblivious to all else for 30 seconds, even during combat. The effect ends if you're harmed, snapped out of it, or time expires.

Card 45

Illumination from Beyond

Illumination, unbidden and unwanted is the path to Madness

Show this to the ref, the ref will give you a single piece of unwanted knowledge of their choice - if this is particularly shocking to your character, you should become Shaken or Descend into Madness.

Card 46

Haunted

You can't block your ears against the dead

A ghost lingering in the vicinity has taken advantage of your soul's vulnerability. Either pick a recently departed PC or NPC, or grab a Haunt briefing from a ref: this character is haunting you and offers distracting commentary and criticism at inopportune moments.

Card 51

Hexenmark

The Warps touch stains your flesh.

A patch of your skin gains an unnaturally coloured stain, weird non-natural mark, or other cosmetic change (such as nonhuman skin) - this remains until removed either by yourself (leaving a scar) or by a Chirurgeon on Medicae (leaving no scar)

Card 52

Rejected by Normality

The firm places, homes and hearths of civil reality, rebel at your presence.

For the remainder of the day, you cannot cross the threshold into a building with any permanent structure - unless you are first invited in by another person.

If you do so accidentally, then you are violently expelled out as soon as you realise you're inside without an invite.

Card 53

Tech-Scorn

Technology rebels at your touch, revolting against the warp.

The next time you interact with any machine more complex than a simple manual tool, it fails, a cogitator 'blue screens, a las weapon overloads, etc - call Haywire.

This effect then ends

Card 54

Blighted Limb

The black spot is more than a legend...

Pick one of your limbs (preferably an organic one, but if you don't have one, it will affect bionics too) - this limb is disabled as the flesh on it blackens in places and it becomes withered and useless.

Card 55

Black Tongue

Lat Ta-folun Snaga

Any time you try to speak any language, your speech will come out as guttural demonic mutterings instead of something intelligible - what you are saying can be understood by most daemons and followers of Chaos, however, so you may indicate that you are communicating with them 'in Black Speech'

Card 56

New Fears

I didn't think I was scared of...

You develop a new phobia - pick one of the classics (insects, the dark, enclosed spaces) but it must be something you are reasonably likely to encounter in uptime. You can't seem to shake this irrational fear; you don't know where it has come from.

Card 59

Fear of the Dark

Your ancestors knew fear...

Whenever you find yourself in low light environments, you feel panicky - sweating, shaking, and begin losing 1 Willpower for every five minutes that you can't observe a bright light. If you don't sleep with a light on, you suffer terrible nightmares.

Card 60

Memetic Virus

Something is moving in the shadows.

You are aware of something moving in the shadows. Ask a ref for a copy of the "Memetic Virus" brief. If you show the thing moving in the shadows to others, tell them to see a ref for a copy of the brief and to also follow the instructions

Card 61

An End to Suffering

This place is full of terror; kinder to let them move on

Whenever you see someone badly wounded or very afraid, you feel driven to put them out of their misery. You may spend 1 Willpower to resist this urge; otherwise, you must call I Am A Knife in the Dark at the first opportunity and put them out of their misery

Card 62

Ashen Veins

What is... why can't I wash this off?

Several of your prominent veins on your face, hands or arms begin to darken as if outlined in ash or charcoal. When investigated by a Medicae, they can find no cause for the darkness; your blood seems unaffected.

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The next time you see a reflective surface, you glimpse a skinless, dog-like creature. You become Shaken and instinctively flee. After 20 seconds, if you still see another reflection, it bites you - lose 3 Endurance and that limb is maimed until 1 minute of Medicae RP. If no reflection is visible, you've escaped - for now.

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