

**DEATH UNTO
DARKNESS**



RUIN - MAJOR

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Brazen Veil

True strength comes not from beyond but from within.

Psykers: Powers cost +1 Endurance and +1 Willpower. Warp use is draining mentally and physically.

Non-Psykers: You feel constant unease like near a Null. Lose 1 Deflect but can Deflect Warp calls. Suspecting a Psyker triggers blind rage until they are Bloodied, then you regain control. Exorcisms trigger this frenzy; you must be restrained to be exorcised.

Card 9

Unleash the Bestial Form

The Huntsman needs its Hounds

Your senses are heightening - painfully. Smells are sharper, sounds louder, vision worse at range but precise up close. Canines lengthen, nails claw, skin turns red and scaly. You feel yourself mutating, and it's agonizing. You need help, but you're volatile - snapping at care, instincts becoming feral. Exorcism triggers a violent frenzy until the exorcist is Bloodied. You must be restrained to be purged.

Card 10

Insatiable

You'll feast on the flesh of your enemies..

Something twists inside you - painful, relentless. You feel starving, no matter how much you eat. Nothing satisfies... until you taste gore. Human flesh tastes right. Your body now craves it. When you reduce a foe to Bloodied, you must spend 10 seconds trying to eat them. If stopped, you lash out. If you go 30+ minutes without feeding, you can't Recuperate. Exorcism triggers a frenzy until the caster is Bloodied. You must be restrained.

Card 11

The Red Mist

They say the Blood God isn't subtle, but "they" haven't felt how easy it is to keep killing.

Killing is becoming easy - too easy. With each life taken, something festers in your soul. After 1-4 kills, rage simmers; violence feels good. By 5-7, you seek to leave no survivors. At 8 kills, you enter a murderous frenzy: immune to Blam and uncalled melee (call Ineffective), attacking all until Bloodied. Healing restarts the frenzy. Sedatives fail. Exorcism triggers it instantly if you aren't already berserk.

Card 12

Homicidal Homeopathy

Everyone knows that plants and the outdoors are good for you! What's the issue?

When next injured near plantlife, you feel an urge to make poultices from plants or dirt for wounds. If left injured or staunching someone during a lull, you'll use natural materials to pack wounds. The patient then gains the Shrapnel Pockmarks complication immediately. Corruption-suppressing effects or prayers suppress this impulse for an hour.

Card 23

Breakdown

What lives, dies. What dies, rots.

Your flesh decays without wounds under strain - lesions, blisters, gangrene, or mushrooms may appear. This is resistant to normal treatment, it's a Warp curse, not disease. Each time you drop to 1 Endurance or become Shaken, it flares up. It can be hidden under clothes or internal. Medicae must be informed if treating it. If you die (without Fate) with this active, alert a ref.

Card 24

Omniissiah Miserere

It's not just flesh that rots

Your touch corrodes machinery, causing rapid rust and your skin begins sweating heavily. When you reload, use bionics, or operate tech, make a power draw.

On failure, the tech breaks and must be repaired by a Tech Priest. A Tech Priest examining it will find rust and corrosion but can repair it as it was affected by **Haywire**.

Card 25

Plaguebearer

The scorn of the Blood God is Legendary

Your wounds heal slowly and you're prone to infections from minor cuts. Each time a Medicae or Chirurgeon treats you, they must make a Power Test alongside the usual one. On failure, they receive the "Surgical Wound" card; on success, you suffer the "Blood Poisoning" card. This applies in addition to any other Medicae tests they must perform.

Card 26

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Beauty of the Serpent

But aren't you lovely to look upon?

You feel your skin slowly begin to harden. It's itchy at first, then painful - particularly at night. To your horror, over the course of the next day, you discover that you are growing patches of iridescent scales across your body.

Card 35

Peak Performance

Keep pushing... keep striving... nothing will stand in your way.

In combat or doing challenging tasks, you push past human limits, ignoring pain. When at 0 Endurance, you must spend 1 Willpower (if available) to restore 1 Endurance and keep fighting. Each time, reduce your max Endurance by 1 permanently. If exorcised, you fly into a prideful rage as something resists - lashing out violently at the Exorcist.

Card 36

Lying Tongue

A second tongue to speak truths and secrets.

You feel a terrible pain in your throat. Your skin splits open, and a ragged, red mouth erupts in the centre of your neck. You can cover or muffle it, but the mouth mutters blasphemies whenever you are not consciously suppressing it. You, and everyone who sleeps in the same space as you, lose 1 Willpower whenever you sleep. (OOO: inform the other players, don't actually keep them up all night).

Card 37

Agonising Senses

Sometimes you can feel too much...

All your senses are painfully heightened - sounds are deafening, sights burn your eyes, smells sting your nose, and every touch feels like torture. While this has no direct mechanical effect, any wound you take in combat causes 5 seconds of agonizing pain during which you cannot move, attack, or make calls.

Card 38

The Twisted Weave

Every chance seems to twist against you

You have terrible luck: all dice you roll show nine, and you always draw the nine from a deck. Power Tests are flipped - 25% chance to succeed, 75% to fail. When Bloodied, you always require Triage and Medicae always draw a Complication. You think you hear quiet laughter in your mind whenever your luck turns sour.

Card 47

Eyesores

Sight is a gift, so why is more not better?

An extra eye grows somewhere on your back, fully functional but disorienting. For each extra eye (this Mutation may stack), you gain one use of DEFLECT against calls made from Behind You, except Sunder or Warp calls. This Mutation should eventually be physrepped, though initial eyes can be hidden.

Card 48

The Eyes of the Changer

The Gaze rests upon you mortal...

In moments of stress, you feel the burn of countless eyes watching. It hurts, but causes no mechanical effect. While active, report anything an enemy would find useful to a ref - this info is gleaned, not shared willingly. Spend 1 Willpower to resist for 1 hour once you realise something is Scrying on you.

Card 49

Rippling Flesh

Mutation is chaos's gift especially from the changer of ways.

Your body convulses with unbearable pain - bones twist, skin ripples, change claws through you. You need help now. Reduce max Willpower by 3 (2 with Faith and Fire) to reject it, or spend a Fate to end it and gain a Scar from resisting mutation. If unresolved by the event's end, you suffer a major mutation. You must have Willpower remaining to resist.

Card 50

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The Holy Name

The whispers in your ears, they're so loud, it hurts...

Something inside you screams out in pain and rage every time the Holy Name is invoked, causing you to bleed internally. You lose 1 Endurance or Willpower (your choice) every time you can hear someone call on the God-Emperor.

Card 57

The Gaze of Shadow

From the centre of the Black Desert it gazes upon you.

In stress like combat or madness effects, you see an immense shape above a Black Pyramid, its gaze causing pain but no mechanical effect. While active, you must share with a ref any info useful to enemies - it's not your choice, it gleans information from watching you. Spend 1 Willpower to resist this for 1 hour once you realize you're being scryed upon.

Card 66

Creature of Darkness

My eyes - why can't I see?

You are unable to see in direct sunlight or bright artificial light. You must wear goggles, glasses or physically shade your eyes in order to make out anything at all. You find bright direct light distressing and physically painful, and far prefer shadows, where you feel safe (OOC please do not compromise your safety by wearing too dark glasses, especially during combat)..

Card 64

That which eats you from Within

When they said your fears would grow inside you you didn't think they meant it so literally.

Something takes root inside you: choose Willpower or Endurance. Each time your character feels fear (Shaken, Descend into Madness, or a fear causing call), reduce that pool by 1. If the chosen pool reaches 0 total, get a ref.

Card 65

The Offer

From beyond, there are always chances of help - but beware, they are fickle.

A whispering voice from beyond offers you help; you may go to a ref at any point in the next hour, show them this card and ask them for an IC favour - if it is granted, increase your Corruption to Tempted and you become Marked by Chaos - if you choose to reject it, however, the warp lashes back at you, and you become Bloodied.

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Card 58