

**DEATH UNTO  
DARKNESS**



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## Reality Lash

Reality rebels against your attempt to twist it, striking out at you.

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**Effect:** The next time you go to use a psychic power it fails, and you are slammed backwards as if struck by a call of **Knockback**. This cannot be resisted.

## Hexenmark

The warp stains your flesh with its touch.

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**Effect:** 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 (leaving no scar).

## Mental Confusion

Your mind is stolen... for a little while.

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**Effect:** The next time you use a psychic power, it succeeds but you become deeply confused and forget your identity for a minute.

This effect can go on for longer if you are finding it entertaining.

## Aphasia

The Warp gives and the warp takes, and now it has taken your tongue.

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**Effect:** Your ability to communicate and form words is impaired for the next minute.

This effect can go on for longer if you are finding it entertaining.

## Sensory Confusion

Up is down and right is left; we're all mad here.

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**Effect:** The next time you attempt to use a psychic power it succeeds, but your senses become disorientated. This leaves you struggling to maintain balance, see, hear, touch and taste for one minute.

## Sensory Inversion

The warp wrenches your senses in the wrong direction...

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**Effect:** For the next hour all your senses are inverted: you feel pleasure as pain, smell colour and see smells, and so on.

## Intense Senses

Your nerves tingle with warp charge...

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**Effect:** For the next hour, one or more of your senses is increased to hypersensitive levels. Everything feels more intense for the minute after activating this effect, and you... somewhat miss it when it fades.

## Minor Haunt

It always feels like, something is watching you...

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**Effect:** For the rest of the day or until you suffer a similar 'haunt' effect from another source you have the acute sensation that you are being watched.

You hear low whispers, and occasionally feel like something has touched you.

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## Befouled Tongue

The Warp corrupts the stuff of reality you need to survive...

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**Effect:** The next time you attempt to eat something, the first mouthful turns to ash in your mouth. The rest of the food is fine.

## Nausea

The Warp grasps your guts twisting and fouling them...

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**Effect:** The next time you attempt to use a power, it fails, and you become uncontrollably sick, choking and retching and cannot use calls or make attacks for 30 seconds..

## Rejected by Normality

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

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**Effect:** For the remainder of the day you cannot cross the threshold into a building or any permanent structure without being invited in by another person.

If you do so accidentally, then you are violently expelled as soon as you realize.

## Bugs bugs bugs!

You can feel them crawling over you, in your skin...

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**Effect:** For the next minute you have the horrific sensation of a swarm of flies or maggots squirming over and underneath your skin.

This effect can go on for longer if you are finding it entertaining.

## Warped Smell

The sweet cloying scent of the warp fills your senses.

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**Effect:** For the next 10 minutes you can smell the warp; it is sickly-sweet with the promises of power that it offers you.

## Warped Sight

You can see the tides of the warp, the rainbow of colour...

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**Effect:** For the next 10 minutes you can see the warp's currents: the twisting ley-lines throw a rainbow haze across your vision.

## Warped Hearing

The whispering voices of the warp fill your ears.

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**Effect:** For the next 10 minutes, you can hear voices: the psychic echoes of thoughts and the sighs of the long dead make it hard to hear.

## Warped Touch

Reality feels thick and greasy, and strangely fragile...

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**Effect:** For the next 10 minutes, you can feel the tides of the warp; it slows you as you press through them, the world feeling slick and oily against your skin.

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## Warped Taste

The substance of the warp against your tongue.

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**Effect:** For the next 10 minutes, you can feel the viscous taste of warp energy on your tongue: it tingles, and tastes like too-sweet honey.

## Other's Voices

So many thoughts, whirling around you, hard to filter out....

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**Effect:** For the next minute you can clearly hear the thoughts of all other sentient beings within a few miles.

The cacophony is hard to filter, overwhelming you as you attempt to discipline your mind and drown them out.

This effect may go on for longer if you are finding it entertaining.

## Mind Lock

You could have sworn...huh... whatever...

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**Effect:** The next time you use a power, you become acutely aware you have forgotten something, and you cannot remember what it was.

All you know is that you have forgotten it.

## Black Tongue

Lat Ta-folun Snaga

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**Effect:** For the next minute, any time you try to speak any language, your speech will come out as guttural demonic mutterings.

This effect may go on for longer if you are finding it entertaining.

## Tech-Scorn

Technology rebels at your touch, revolting against the warp.

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**Effect:** The next time you interact with any machine more complex than simple manual tools, it fails. A cogitator 'blue screens' a las-weapon overloads, etc.

## Breath Thief

The Warp is an unkind place for organic life, like the void of space but worse...

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**Effect:** The next time you use a psychic power it succeeds, but with the energy leaving your body your breath goes with it – leaving you choking and winded.

## Mirror into the Multiverse

A billion possibilities, refracted in crystal.

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**Effect:** The next time you look into a reflective surface you see an alternative version of yourself: from the past, from the future, or indeed another reality where you life turned out different - or you did.

## Distorted Sound

The warp twists around you, distorting sound-waves.

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**Effect:** The next time you use a power it succeeds, but for a minute thereafter all sounds seem weird, disturbing and distorted to you.

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## Brainbleed

The warp is denied to you, witch!

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**Effect:** The next time you use a psychic power it succeeds, but something bursts in your head; you suffer an immediate nosebleed and drop to **Subdued** within 30 seconds of suffering this effect.

## Geomortis

The earth rebels at your very presence, rippling with untamed energy.

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**Effect:** The next time you use a power it succeeds but a shock-wave ripples out from you; call **Warp Mass Knockback** centred on yourself.

## Anathema

The human mind rebels against the flux of the warp and those it comes from...

---

**Effect:** Warp sickness seeps into the minds of those around you and turns them angrily against you. Call "**Everyone! Would You Kindly hate me!**"

## The Thing Behind You

It is always there, just behind you; waiting for you to grow weak.

---

**Effect:** The next time you look in a reflective mirror you see a vision of the myriad warp predators that lurk just beneath the surface of reality.

You recoil in terror and retreat in a manner appropriate to your character, you become **Shaken** and **Weakened** - if you were already **Shaken** then you **Descend Into Madness**.

## Illumination from Beyond

Illumination, unbidden, unwanted, but perhaps not undeserved...

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**Effect:** The next time you lay your eyes on another player character, tell a ref and show them this card.

That character hears a whisper from the warp, and gains a single piece of unwanted knowledge of the ref's choice and become **Shaken**.

## The Hunt

The Hunt seeks all who seek to steal the power of the warp...

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**Effect:** The next time you are alone or nobody is looking at you, you lose a point of Endurance as something bites your leg. You must walk with a limp for ten seconds and cannot run until you **Recuperate**.

If you are still alone after thirty seconds, a invisible hound attacks, you become **Bloodied**.

## The Offer

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

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**Effect:** A whispering voice from beyond offers you help: you may go to a ref at any time in the hour show them this card and ask for a favour.

If it is fulfilled, you increase your Corruption one level. If you refuse this aid however, the warp lashes out and you become **Bloodied**.

## Warp Combustion

Power settles slick on your skin, like unlit promethium.

---

**Effect:** The next time you would use a power it fails and you instead are ignited as warp-flame erupts across your skin call **Mass Warp Burn** as you yourself are set alight roleplay running around screaming as if on fire before you become **Bloodied**



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## Warp Decay

All is ash in your hands.

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**Effect:** The next small object you touch, up to pistol-size, turns to ash in your fingers and is destroyed.

If the next item you touch is a **Relic**, it has no effect.

## The Warp Waxes

The Warp is random, and it waxes and wanes in its power.

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**Effect:** The next time you use a power it will be more effective than normal: until you next **Recuperate** you may use any powers that require you to expend willpower without paying the willpower cost for them.

However all of your Power Tests are inverted with a 75% chance of failure until you **Recuperate**

## The Warp Wanes

The Warp is random, and it waxes and wanes in its power.

---

**Effect:** The next time you intend to use a power it fails, and you cannot use powers until you **Recuperate**.

## The Gibbering

The Warp seeps into your mind, torturing your sanity.

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**Effect:** You scream in pain as uncontrolled warp energies surge through your unprotected mind.

If you spend a point of Willpower you may resist this and become **Bloodied**; if you have no Willpower left, you become Shaken or if you were already Shaken then you **Descend into Madness**.

## Gremlins

The Warp has an odd effect on the ordered nature of technology

---

**Effect:** The next time you use a Psychic Power it fails to go off and you call **Warp Mass Haywire** centred on yourself.

## What goes around...

The Warp is cruel and ironic.

---

**Effect:** You immediately suffer the effect of the last psychic power you used.

If it was a buff or healing power, then you immediately use that on the next foe you target with a power.

## Mass Haunt

There are things in the warp, terrifying to behold and hear...

---

**Effect:** You project the howling terrifying noises of the warp:

The next time you use a Psychic Power it fails to go off and instead you call **The Warp Speaks! Warp Weaken!** before collapsing **Bloodied**, bleeding blood and warp matter, from all orifices on your face.

## Warp Parasite

There are many things that feed on psykers.

---

**Effect:** Some form of warp creature has latched onto you, draining away your vital essence.

Until you are successfully exorcised, you may not make calls or attack and suffer from occasional bursts of pain in your brain.

**Get a ref** if you are untreated for over an hour.

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## Blessing of the Changer

The Changer of Ways has it's eye upon you, little mortal...

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You have attracted the attention of Tzeentch or one of its servants you may either;

**Accept its Blessing;** You gain **Nine temporary Willpower** (lost when it's spent) where you need to use your powers and you automatically succeed the next Nine Power Tests for Psychic powers. However you increase your corruption one level.

**Reject its Blessing;** Your next Nine Power Tests have a 75% chance of failure. If you have **Faith and Fire** you **MUST** select this option to keep the trait.

## Blessing of the Plague God

Grandsire Nurgle wishes to bring you its rewards...

---

You have attracted the attention of Nurgle or one of its servants you may either;

**Accept its Blessing;** You gain **Seven temporary Willpower** and **Endurance** until you next **Recuperate** where you need to use your powers. However you increase your corruption one level.

**Reject its Blessing;** The next seven times you go to use a power you suffer **Weaken**. If you have **Faith and Fire** you **MUST** select this option to keep the trait.

## Blessing of the Dark Prince

The Keeper of Secrets knows many things it can reward you with.

---

You have attracted the attention of Slaanesh or one of its servants you may either;

**Accept its Blessing;** You gain **Six temporary Willpower** and may ask a ref a question. However you increase your corruption one level.

**Reject its Blessing;** The next Six times you go to use a power you suffer a burst of pain and loose an **Endurance**. If you have **Faith and Fire** you **MUST** select this option to keep the trait.

## Scorn of the Blood God

The Lord of Skulls has no time fro your blighted kind witch!

---

You have attracted the attention of Khorne or one of its servants...oh no...

**If you have Willpower Remaining;** you become **Bloodied** and cannot use powers until you have done **Observances**.

**If you have no Willpower Remaining;** you suffer the above effect but should **inform the Game Team at the next convenient moment**.

## Possession

Something slips into your skin.

---

You are **possessed** you can fight this by spending **Willpower** every 10s to allow someone time to trap you in a circle. This Daemon is weak and can be rejected by a **Combat Exorcism**.

If you loose control you become vulnerable to **Sanctic** and will discard ranged weapons you will only attack with melee (adding Warp) and Psychic Powers you attack anyone in your way, targeting PCs and followers of the God-Emperor first.

## Blighted Limb

A 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 effect bionic limbs) - this limb is disabled as a black mark appears upon it.

This may be treated by a **Chirurgeon** or **Medicae** but they must do a **Power Test**.

**If they succeed;** you suffer the **Warp Lesions** complication

**If they fail;** you suffer the **Eyes Where They Shouldn't Be** complication

## Seed of Hate

Most psykers die before they are discovered burned as witches by peasants..

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You are oblivious that anything is wrong - **inform the Game Team**.

Somewhere nearby the psychic phenomena of your ability has riled up folks and they may come looking for the cause of their problems as if drawn to you by some innate sense of 'wrongness' that humans posses.

## Major Peril

The Warp is unchained, its power unleashed...

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**Effect:** Find a ref as soon as you can after drawing this card. This is very bad.

And it is going to be very interesting to work out what happens next.