

## Warp Backlash

Incorrect grounding of a Circle can lead to empyreal feedback..

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**Your ritual fails** continue the roleplay a little longer but you are suddenly struck by an invisible telekinetic force, this should throw you backwards as if you had been punched in the face, loose 2 endurance

## Thief of Breath

The warp is like a vacuum drawing inn precious things, like air..

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Otherworldly force sucks the breath from you – leaving you choking for air.

You may spend a point of **Willpower** to continue the Ritual, otherwise it fails once you come to the end you become **Subdued**.

## Cruel Reflections

Mirrors have power, a reflection of the World-that-is

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**Your ritual fails**, for the next hour whenever you look in a reflective surface you are confronted by mocking emanations of warp entities that taunt you with your failings.

## Warp Lightning

And this is why we **control** the charge we put into our grid...

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**Your ritual fails**, the energy of the taint being driven out to the Empyrean lashes out; you feel a sense of foreboding but the ritual continues for a further 10s... before your warded circle explodes into crackling lightning

Call **Mass Warp Shock** you yourself writhe in pain as you are electrocuted before finally falling **Bloodied**.

## Warp Swarm

Buzzing little horrors.

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Your hearing is filled with the sound of a swarm of buzzing insects as the invisible warp-contagion stings and bites you.

You may spend a point of **Willpower** to ignore this and continue, if you do not the Ritual fails, and you retreat from the buzzing swarm.

## Blood Rage

Eyes dilated, pulse quickening, rage forthcoming...

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An unnatural anger grips you, filling you with a rage.

You may spend a point of **Willpower** to fight it and complete the Ritual, otherwise it fails, and you fly into an angry fury (does not need to be violent).

## Misleading Fog

The warp clouds the mind, trying to misdirect you.

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A sickly fog that smells like honey settles on your mind, confusing and disorientating you.

If you expend a point of **Willpower** the Ritual continues, otherwise it fails, in both circumstances you feel disoriented until the rituals completion and for one minute thereafter (or longer if you enjoy the RP).

## Miasma of Despair

What is the point of trying to save them?

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You are filled with sudden cloying despair.

You can fight this off by spending a point of **Willpower**, otherwise **Your Ritual fails**, and you collapse under the weight of suffering.

## Something follows...

The things of the warp notice when you dip your hand into their realm.

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**Your ritual succeeds**, but something as taken notice of your transgression, for the rest of the day, you have the acute sensation that you are being watched, you hear low whispers, and occasionally feel like something has touched you.

**This effect ceases if you suffer a similar 'Haunt' style effect.**

## The Dead Speak

That is the danger when you draw close to warp, that you'll hear the dead.

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**The Ritual Succeeds**; however, you are haunted by the voice of someone you knew wailing and howling as their soul is tortured by the cruel creatures of the beyond.

**This haunting last as long as you find enjoyable, or until you are affected by another 'haunt' like effect.**

## Voice of the Damned

We're all in here...waiting for you.

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**Your Ritual Fails** you become unable to complete it as the phantom of a person you knew in life who is long-dead appears in your circle, trapped in the hell of the Warp.

## Parting Gift

The voice is gone, but the haunted feeling remains.

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**Your Ritual fails.**

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**.

## Daemonic Guardians

You have been noticed...and your intrusion is unwelcome here

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**Your Ritual Fails** as you attempt to complete it something beyond the veil lashes out at you, you are struck with a blast of energy - you begin to bleed from the eyes and mouth and collapse **Bloodied** from the backlash.

## The Hounds of Tindalos

Angle-hounnds are not of Chaos, but something...else that resides there.

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**Your ritual succeeds.** However, 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, if you are still alone after ten seconds an invisible Hound leaps on you and savages you and you become **Bloodied**.

## Psychneuein

What's that...buzzing sound...ouch...oh God-Emperor get it out!

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**Your Ritual succeeds.** However, you draw the attention of a psi-predator a wasp-like Psychneuein if there is a **Psyker** within proximity of your ritual circle (or if you're a Psyker) it stings them. If there are no Psykers it stings you.

**Get a Ref** the stung individual has Psychneuein eggs developing in your brain they need attention by a Chirurgeon in a Medbay to open their head and removed them within the next two hours.

## Blighted Limb

The energies of the warp are damaging to your form...

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**Your ritual fails** and one of your limbs is disabled as black veins spread up 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.

## Broken Circle

Did you...just slip your foot over...oh bother...

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**Your ritual fails** howling terrifying noises of the warp emanate from the Exorcism, it fails.

Call **Warp Boom** before collapsing **Bloodied** leaking blood and warp matter, from all orifices.

## Warp Curse

Thieves suffer for taking what is theirs...

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**Your Ritual Fails:** You are overwhelmed as you try to save this soul, driven back by unholy force, your Exorcism fails.

Until Exorcised, this curse causes you to become deathly unwell with black veins and necrotizing flesh, you cannot attack or make calls and cannot move faster than a sickened stagger without aid.

## What goes around...

The Warp is cruel and ironic.

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**Your ritual fails.**

If you were attempting to do something that gave you an aggressive ability - then you immediately suffer that call even if it would not normally effect you.

If it was a positive effect then **tell a ref** - a foe will receive an appropriate blessing in your stead.

If you are uncertain **get a ref**

## Spontaneous Combustion

Myth, or a side effect of coming too close to the warp...

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**Your ritual succeeds** 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 rol-play running around screaming as if on fire before you become **Bloodied**

## Hungry Grid

When a grid cannot draw from the warp, it often draws from the Sorcerer.

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**Your ritual fails** a flaw in your grid construction means that it is leaking power constantly and must be fed to keep it running, 1 point of endurance/willpower must be drained/given into the grid every 10s for a 60s otherwise it will collapse catastrophically with a call of **Warp Boom**

## Creeping Taint

The stuff of the Warp pollutes our reality...

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**Your ritual fails** reality lurches and belches forth corruption and madness from beyond the veil, you lose control of the ritual calling **THE WARP BREACHES THE BARRIER! MASS WARP WEAKEN!**

The zone where your ritual failed becomes tainted with the **Warp** notify the ref - anyone who was near the ritual when it fails will increase their Corruption level and may suffer a dramatic effect from warp exposure.

## The Gibbering

The Warp seeps into your mind, torturing your sanity.

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**Your ritual fails** 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**.

## Tech-Curse

The Warp is an unkind thing when it comes to machinery...

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Your ritual succeeds, however a piece of your wargear becomes corrupted (your choice) the next time you are in conflict and you go to reload it or do something else with it, call **Warp Mass Haywire** - your item partially explodes in the process and cannot be used again until you repair it while you **Recuperate**.

## Mirror into the Multi-verse

A billion possibilities, refracted in crystal.

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**Your ritual succeeds**, but 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.

## Knowledge Thief

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

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**Your ritual succeeds**, but you become acutely aware you have forgotten something, and you cannot remember what it was.

All you know is that you have forgotten it.

## Dark Offer

They can always find a sympathetic ear eventually...if not you then the next fool

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**Your ritual succeeds**, but a whispering voice from beyond offers you help: you may go to a ref at any time before you **Recuperate**, 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.

If you have **Faith & Fire** you loose it if you accept this aid.

## The Warp Wanes

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

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**Your ritual fails** the veil is too thick for you to penetrate right now - you cannot use sorcerous or psychic powers until the end of the next combat as the veil remains thick about you.

## The Warp Unbound

The Warp is a dangerous thing to open ways too...

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**Your ritual fails**, but the energies you have drawn up are spiralling out of control, you must either abandon it or make a sudden and immediate blood sacrifice to stabilize the grid letting so much blood that as soon as you stabilize it, you collapse **Bloodied**

If you are unable to do this. The circle explodes outwards (sparing you) calling MASS WARP SUNDER.

## Possession

Something slips into your skin.

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**Your ritual fails** and 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.

## The Warp Tide Rises...

It's...too...strong...for you....

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Immediately draw two more cards from this deck, both effects happen. If they contradict each other then discard the most positive effect and draw another card.

## Their Eyes Fall Upon You

The Warp is the Playground of the Gods, Mortal..you trespass at your own risk..

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**Your Ritual fails** For 30s you cannot make calls or attack and you become **Shaken**, or **Descend into Madness** if you were already **Shaken** - **go get a Ref** once this passes to discover what horrors have noticed you and what they will do to you...

## Fifth Column

If the Warp cannot strike at you directly, then it will find other ways to get you.

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**Redraw if you were not performing a Sanctic ritual**

**Your ritual succeeds** but you feel a sense of dread.

The next time combat begins however, sickness seeps into the minds of those around you and turns them angrily against you. Call **“Mass Would You Kindly Betray Me!”**

## Transfixed by the Astronomicon

Not even the Custodes can remain in His presence for long...

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**Redraw if you were not performing a Sanctic ritual**

**Your ritual succeeds**, but as you catch a brief sight of the light of the Astronomicon you are partially blinded Until you can **Recuperate** out you cannot clearly see anything further than 1m away from yourself and you are sensitive to light changes.

If you have any level of **Corruption** above Brushed this overwhelms you and become **Bloodied** and **Shaken**

## Holy Choir

You can hear a beautiful chorus...if only if it didn't drown out everything else..

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**Redraw if you were not performing a Sanctic ritual**

**Your ritual succeeds**, but you are deafened by the holy choir-noise of the Astronomicon until you can **Recuperate** or do **Ob-servances** you can clear your mind by holding a holy icon and praying but if you cease the cacophony returns

If you have any level of **Corruption** above Brushed this overwhelms you and become **Bloodied** and **Shaken**

## Sanctically Inert

It is said that the Anathema Psykana could use the sanctic to seal the warp..

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**Redraw if you were not performing a Sanctic ritual**

**Your ritual succeeds**, you have been rendered warp-inert - you cannot perform Sorcery or use Psychic Powers until you **Recuperate**.

If you are a **Psyker** this is immensely distressing and you become **Shaken** if you weren't already - this has no further effect on already **Shaken** characters.

## Scorn of Chaos

The Dark Gods do not take kindly to those who would resist their incursions.

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**Redraw if you were not performing a Sanctic ritual**

**Your ritual fails** as the powers of Chaos or one of their Servants attempts to overwhelm your circle - you break the circle and end its connection to the warp but you are certain you have been seen.

**Inform a Ref** while the powers of Chaos do not know your name, they know your face and may send visions to their followers of it.

## Golden Flame

The Divine energies are too great for your flawed grid to hold.

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**Redraw if you were not performing a Sanctic ritual**

**Your Ritual fails** your grid collapses in a terrible wash of flame. Call **MASS WARP BURN** and collapse, **Bloodied** with flash burns if you had **Corruption** or any mutations or corrupting effects you reduce it by one level and remove all effects.

## Faith Subverted

There are creatures that take especial pleasure in pretending to be divine.

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**Redraw if you were not performing a Sanctic ritual**

You take the following call from beyond the veil **Would you Kindly Cease That Ritual and Call Me Forth?** this can be resisted as normal.

If you fail to resist this then you will begin reorienting your grid to do a **Summoning** ritual and perform that instead - **get a ref.**

If you resist your ritual succeeds.

## Don't look into the Light!

Even the power of the God-Emperor can be deadly...

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**Redraw if you were not performing a Sanctic ritual**

**Your ritual fails** as your wards improperly contain the golden power - it burns like a magnesium flare bright and hypnotic - but oh how it burns.

**Expend a willpower to look away**, otherwise you become **Bloodied** and **Blinded** as your eyeballs are seared from their sockets.

## Blasphemous Utterances

A dark Power has seized control of your tongue.

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**Redraw if you were not performing a Malefic ritual**

**Your Ritual succeeds** but you are compelled to loudly speak dangerous blasphemies - the names of Chaos Gods, defiance of the Emperor and vile oaths of loyalty to the Ruinous Powers. You can overcome the compulsion for two minutes at a time by spending a Willpower, but it can only be permanently lifted by exorcism, dousing in holy water, or cutting out your own tongue.

## Dread Gift

The dark energies of the Warp spiral around you, granting you unasked-for

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**Redraw if you were not performing a Malefic ritual**

**Your ritual succeeds.** During the next combat, lose **Willpower** instead of **Endurance** whenever struck ignoring additional call effects.

If you reach zero Willpower in this way, **ask a Ref** for an appropriate Dramatic Effect card and increase your Corruption one level.

## Sensitized

Your trucking with the warp has left you raw, like an exposed nerve.

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**Redraw if you were not performing a Malefic ritual**

**The ritual succeeds**, but imtogo; you do **Observances** you flinch and recoil from the sight of holy symbols or the names of the God-Emperor. Holy water boils on your skin.

If you have **Faith & Fire** the **ritual succeeds** but you are burned by warp-flame and become **Bloodied**.

## Command of the Dark Gods

As if YOU would be stupid enough to become a pawn of the Dark Gods...

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**Redraw if you were not performing a Malefic ritual**

You take the following call from beyond the veil **Would you Kindly Cease That Ritual and Call Me Forth?** this can be resisted as normal.

If you fail to resist this then you will begin reorienting your grid to do a **Summoning** ritual and perform that instead - **get a ref.**

If you resist **your ritual succeeds.**

## Hubristic Hunger

It's not enough. I need more, more power...

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**Redraw if you were not performing a Malefic ritual**

**Your ritual fails**, and you feel an intense craving to replace the Empyrean power you were so close to grasping. Until you next perform **Observances**, you will take any excuse to solve any problem with Malefic sorcery; you may resist this effect by spending 2 Willpower.

## Sacrifice

The dark powers demand sacrifice

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**Redraw if you were not performing a Malefic ritual**

**Your ritual fails** and has become unstable. You have 30s to drain the blood from someone, leaving them **Bloodied**, otherwise the grid collapses in a flash of baleful energy. call **MASS WARP SUNDER** centred on the circle

## Warp Rift

They're always waiting for gaps in reality.

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**Redraw if you were not performing a Malefic ritual**

**Get a Ref** if you draw this card - they will decide if something comes through and what happens - IC you need to gather more components.

**Your ritual fails** call **Mass Warp Rend** you are aware that a rift has opened -somewhere- you may warn people to look for it.

## Pop!

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**Redraw if you were not performing a Malefic ritual**

**Your ritual fails** make a "pop" noise if you can and put your hand in the air and exit the IC area in search of a ref .