

**DEATH UNTO  
DARKNESS**



**PERIL OF THE  
WARP**

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## Peril of the Warp Decay

Rancid breath belches forth from you lungs...

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**Effect:** All Alcohol and Drinking water within ten feet of you becomes rancid and stagnant.

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## Peril of the Warp Decay

## Peril of the Warp Unnatural Growth

Your flesh bubbles and boils and warps.

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**Effect:** You now have an unusual growth in an easily concealable location

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## Peril of the Warp Unnatural Growth

## Peril of the Warp Warp Discharge

Your skin crackles with dispersed warp energies...

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**Effect:** You are feeling uncomfortable; within the next scene, suffer a **Warp Burn** as you physically vomit energy from your eyes and mouth and call **Warp Burn** against anyone in front of you.

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## Peril of the Warp Warp Discharge

## Peril of the Warp Bleeding Orifices

You touch your fingers to it, and they come away red, and wet.

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**Effect:** You begin to bleed from an orifice of your choice; this does no real damage but is shocking.

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## Peril of the Warp Bleeding Orifices

## Peril of the Warp Voices from the Warp

Whispers, and odd sounds, floating on the periphery of your hearing.

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**Effect:** For the duration of the next scene, you hear occasional voices. They are unclear. You are unsure if this is daemonic in nature.

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## Peril of the Warp Voices

## Peril of the Warp Warp Sense

Unique is the Psyker, able to sense the warp...

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**Effect:** For the rest of the scene, everything smells like the Warp, like rotten honey.

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## Peril of the Warp Warp Sense

## Peril of the Warp Pact of Perfection

Something reaches out, and bargains with you...

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**Effect:** Once this event, you may call upon a power to make something you are attempting go *\*perfectly\**; If used in combat, you can change any single damage call to a Sunder. If you use this power, inform a ref.

---

## Peril of the Warp Pact

## Peril of the Warp Warp Blindness

Twisting colours, bright and robbing you of your vision...

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**Effect:** The light of the warp burns, suddenly, bright to your vision: take a Warp Blind effect - for the rest of the scene you cannot use Psychic Powers

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## Peril of the Warp Warp Blindness

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## Peril of the Warp Major Peril

They warned you about the dangers of using the warp, didn't they?

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**Effect:** Find a Ref as soon as possible.

This is going to be interesting.

---

## Peril of the Warp Major Peril

## Peril of the Warp Opening the Barrier

Illumination, unbidden, unwanted, undeserved...

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**Effect:** Choose a player you can see. That player immediately receives a vision of the Warp, suffering a Warp Blind effect, and increases their insanity

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## Peril of the Warp Opening the Barrier

## Peril of the Warp Warp Burn

Power crackles, ignites along your skin.

---

**Effect:** You feel uncomfortable. At the start of the next combat you suffer a massive ignition of warp energy: scream and roll around as if on fire...after which you take a **Warp Sunder** effect.

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## Peril of the Warp Warp Burn

## Peril of the Warp Nausea

You don't feel so well...

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**Effect:** You are feeling uncomfortable. Within this scene, roleplay being violently sick, as your body expels the taint of the warp

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## Peril of the Warp Nausea

## Peril of the Warp Pact of Power

Something reaches out, with an offer.

---

**Effect:** You have caught the attention of something. Once this event, you may call upon a power to smite your enemies and call a ranged **Warp Sunder** or **Warp Boom**. Calling upon this power will increase your corruption.

---

## Peril of the Warp Pact of Power

## Peril of the Warp Inner Voices

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

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**Effect:** For the rest of this scene, you can clearly hear the thoughts of all the other sentient beings nearby. The cacophony is hard to filter, but you are certain that \*someone\* means you harm

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## Peril of the Warp Inner Voices

## Peril of the Warp The Golden Voice

Rarely, very rarely, His thoughts can be found drifting in the warp.

---

**Effect:** The Voice of the Emperor whispers in your ear, and you become enlightened. Your character immediately changes one of his fundamental beliefs or opinions

---

## Peril of the Warp The Golden Voice

## Peril of the Warp The Deafening Voice

Rarely, very rarely, the His thoughts can be found drifting in the warp.

---

**Effect:** The Voice of the Emperor whispers in your ear, and your mind is battered by the presence. If you are not already Touched by Madness, you become Touched by Madness.

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## Peril of the Warp The Deafening Voice

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## Peril of the Warp Dark Voices

The Warp is vast, and full of Sharks, one brushes against you...

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**Effect:** The voice of a daemon whispers his true name into your ear, and you know you are forever linked. Unless you have Adamantium Will your corruption increases as you cannot resist the temptation.

---

## Peril of the Warp Dark Voices

## Peril of the Warp Decay

Entropy, eating away at the possibilities of fate...

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**Effect:** The next thing you try to eat will become ash in your mouth. If it is drugs or medicine, they will have no effect - isn't that nice?

---

## Peril of the Warp Decay

## Peril of the Warp Mind Bleed

The human mind, fragile, rotting meat...

---

**Effect:** Pick a player you can see. \*Either\* they gain Madness as they remember something that didn't happen to them, or they now know something of yours that nobody was supposed to know (tell them one of your secrets).

---

## Peril of the Warp Mind Bleed

## Peril of the Warp The Hounds

The Blood God cares not for your kind, and his hounds show it...

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**Effect:** You are suddenly aware that the Hounds are pursuing you. The next time you are alone, you suffer damage as if someone had applied **Render** to your legs, after which you will forget that you were being hunted

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## Peril of the Warp The Hounds

## Peril of the Warp Mind Lock

Hrm, what was that?

---

**Effect:** You have forgotten something, and you cannot remember what it was. All you know is that you have forgotten it

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## Peril of the Warp Mind Lock

## Peril of the Warp Vision of the Warp

Ever changing vistas of twisting energy, the warp is beautiful...

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**Effect:** For the rest of this scene, your vision is constantly interrupted by flashes of the warp. If you are not already Brushed by Madness, you become Brushed by Madness

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## Peril of the Warp Vision of the Warp

## Peril of the Warp Warped Tongue

Eshk, kah voh vah karah voh dugh!

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**Effect:** For the rest of this scene, any time you try to speak any tongue, your speech will come out as guttural, demonic mutterings

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## Peril of the Warp Warped Tongue

## Peril of the Warp Rage

The only power stronger than Faith or Will, is Anger.

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**Effect:** You enter into a berserk rage, attacking friend and foe. If no one is around you, you will \*find\* someone. You are unable to use psychic powers. This state lasts for the rest of the scene or until knocked unconscious.

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## Peril of the Warp Rage

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## Peril of the Warp Tech-Scorn

The machine spirit of a nearby weapon revolts at your presence.

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**Effect:** Pick a lasweapon within ten feet (or on your person); that las-weapon spontaneously shoots.

---

## Peril of the Warp Tech-Scorn

## Peril of the Warp Breath Leach

The Warp is an unkind place to life, like the void of space...

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**Effect:** you become really short of breath for five minutes. It's not life threatening, but is debilitating

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## Peril of the Warp Breath Leach

## Peril of the Warp Chronological Flux

Time, space....these things are utterly meaningless in the Warp...

---

**Effect:** You experience the next second as if it took a week, and you were entirely unable to react. If you were not Brushed by Madness, become Brushed by Madness.

---

## Peril of the Warp Chronological Flux

## Peril of the Warp Tech-Decay

Entropy, violent and cruel, lashes out at ordered technology.

---

**Effect:** Pick a technological weapon within ten foot of yourself. That weapon explodes, dealing **Render** to whomever is holding it.

---

## Peril of the Warp Tech-Decay

## Peril of the Warp Anathema

Non psykers do not react well to the flux of the warp.

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**Effect:** Make the mass cue **Everyone! Would you Kindly Hate Me!** as warp sickness angers all of the people around you as it washes out of you.

---

## Peril of the Warp Anathema

## Peril of the Warp Geomortis

The earth rebels at your very presence and ripples with untamed energy.

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**Effect:** A shockwave ripples out from you; call a **Warp Boom** centred on you (you also suffer the effect).

---

## Peril of the Warp Geomortis

## Peril of the Warp Threshold

Places of power, homes and places, rebel at your presences.

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**Effect:** For the remainder of the day you cannot cross a threshold without being invited in by another person.

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## Peril of the Warp Threshold

## Peril of the Warp Quantum-Lock

Time, warps and wraps around you, effected only by perception.

---

**Effect:** For the next minute (or as long as you find entertaining) you cannot leave the immediate vicinity so long as someone is looking at you. If you attempt to leave, put your hand in the air, then return to where you started.

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## Peril of the Warp Quantum-Lock



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## Peril of the Warp Dull the Mundane

Entropy weathers away the sharpness of the blade in your hand..

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**Effect:** For the next scene all bladed melee weapons in your hands become dull and useless, you may only call **No Damage** with them.

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## Peril of the Warp Dull the Mundane

## Peril of the Warp Sensory Inversion

The warp wrenches your senses in a different direction.

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

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## Peril of the Warp Sensory Inversion

## Peril of the Warp Witchsign

You tap into another space, and it's guardians swarm you.

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**Effect: Find a Ref** your character is dimly aware of the remainder of the text on this card. A bad omen, a witchsign, bad dreams, dark thoughts...whatever it is what you've done has riled up the local population and they smell a WITCH!

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## Peril of the Warp Witchsign

## Peril of the Warp Terror in the Warp

There are many horrific things one can see when staring into the warp.

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**Effect:** At the start of the next combat you get a sudden flash of a warp predator just beneath the surface of reality; run in fear from where you think you saw it. If you were not Brushed by Madness, become Brushed by Madness.

---

## Peril of the Warp Terror in the Warp

## Peril of the Warp Warp Parasite

There are many things that feed on psykers...

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**Effect:** Some form of parasite has latched onto you; for the next scene you may not use psychic powers or dodges as you are left dull and sluggish by its feeding.

---

## Peril of the Warp Warp Parasite

## Peril of the Warp Lesser Incursion

The warp is always seeking conduits into realspace.

---

**Effect:** The warp briefly passes into reality; use the following call **Sound of my Voice, The Warp reaches through me, you are Touched By Corruption** then collapse on 0 HP with blood pouring from your orifices.

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## Peril of the Warp Lesser Incursion

## Peril of the Warp Mass Haunting

The dead walk in the Warp, their passage in life echoed there.

---

**Effect:** You briefly project the haunting images of ghosts from you; use the following call **Sound of my Voice, The Dead talk through me, you are Touched By Madness** then collapse on 0 HP with blood pouring from your orifices.

---

## Peril of the Warp Mass Haunting

## Peril of the Warp Warped Touch

Reality, feels slick and greasy, and thin in this area.

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

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## Peril of the Warp Warped Touch