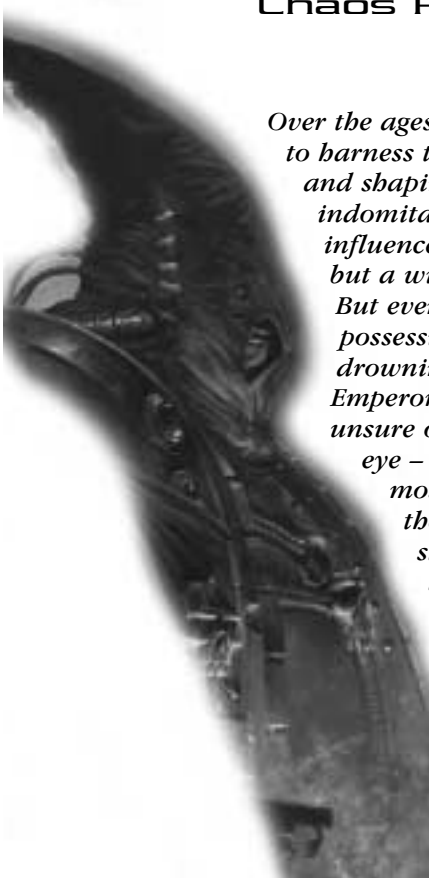


The Twisting Path

Chaos Psychic Powers in Inquisitor
by Phil Kelly



Over the ages Inquisitors without number have proven themselves able to harness the energies of the Immaterium, bending them to their will and shaping reality around their desires with the force of their indomitable minds. It is not uncommon for an Inquisitor to influence the mind of a lesser man, to open a door or portal with but a wish, even to hurl incandescent bolts of balefire at his foes. But even the most innocuous cantrip can open a pathway for possession, attracting daemons from the warp like sharks to a drowning man. The fate of those unshriven in the eyes of the Emperor is often far worse than any devised by man, as a psyker unsure of his talents can be torn inside out within the blink of an eye – his mortal soul the cost of his ignorance. Thus only the most capable and psychically gifted Inquisitors dare to use their powers on a regular basis, knowing full well that the slightest lapse in concentration could cost them, at the very least, their mind.

However, there are those in the galaxy in league with the very energies they seek to exploit, the Lords of Chaos; the Ruinous Powers themselves. To these foolish, corrupt or insane individuals, such dangerous knowledge comes quickly and easily. The most potent of these magi can conjure coruscating infernos with but a gesture, change their form with a word and cripple those who would harm them with a glance. But such eldritch knowledge comes at a terrible price...

How I Learned to stop worrying and love the warp

Well, I've always had a truckload of enthusiasm for the use of psychic powers in the 41st Millennium. To me, the myriad possibilities thrown up by their use are far more involving than just shooting your opponents, even if it is with a grenade launcher, plasma cannon or whatever. Suddenly, the way is open to freeze your enemies in mid-leap, send a cloud of ravenous locusts to devour them, turn them into a pillar of salt, and so forth. The psychic powers presented in the Inquisitor rulebook, as well as the rules for daemon weapons, are far and away the most fun to use, although I must admit it's very frustrating when your Inquisitor blows his brains out due to a botched Willpower roll.

Naturally then, I was far more likely to turn to the dark side by treading the path of Chaos. I could investigate a vile new world of psychic power, all flowing easily to those who would

barter their eternal soul with the dark lords of the warp. No problems there. So I set about putting together a suitably diverse list of gribbly horrors for creative Gamesmasters to unleash upon their unsuspecting players. I hope you find them useful, or, at the very least, slightly nauseating. They can also be used for those players whose Inquisitors are of a highly radical or even Chaotic bent. Gamesmasters must be careful and responsible when allowing their players to use them, as some of these powers are very potent indeed. With a bit of common sense they can be used to create colourful and formidable villains for any campaign, or bolster the skills of a player's nemesis. After all, no Inquisitor should have an easy life...



Generating Psychic Powers

You can select your Chaos powers by rolling on the tables below, or, alternatively, you can select them as normal (especially if you're a GM creating an arch-villain).

To randomly generate a psychic power, simply choose the Chaos Psychic Power list appropriate to the Magus's patron god from the tables below and roll a D10.

UNDIVIDED PSYCHIC POWERS

D10	Power
1	Fleshcage
2	Brainflayer
3	Daemonic Shield
4	Eyes of Chaos
5	Hatestorm
6	Quicksilver
7	Lashblade
8	Warp Walk
9	Etheric Leech
10	Curse of Charybdis

SLAANESH PSYCHIC POWERS

D10	Power
1	Gift of Agony
2	The Torturer's Torch
3	Dark Bliss
4	Ophidian Maw
5	Phantasm
6	Hellshriek
7	Primal Horror
8	Symphony of Pain
9	Fleshy Curse
10	Mastery of the Soul

NURGLE PSYCHIC POWERS

D10	Power
1	Effluent Form
2	Putrid Torrent
3	Rain of Foulness
4	Choir of Poxes
5	Putrefying Embrace
6	Curse of the Leper
7	Invoilable Flesh
8	Pestilent Earth
9	Vigour Mortis
10	Sanguinary Explosion

TZEENTCH PSYCHIC POWERS

D10	Power
1	Kiss of Change
2	Psyphon
3	Golem Sign
4	Babel Curse
5	Protean Form
6	Cerebral Splinter
7	Fluxleech
8	Flicker
9	Childmind
10	Changeling

House Rule: Nullification

We've found that it's an altogether too common occurrence that a psyker will fail a Willpower test by a large margin and instead of bending the nature of reality to his whim, finds his brain dribbling out of his ears. This is all well and good up to a point, but we've found that in a larger game a psyker who attempts a simple Blinding Flash can find himself nullified by two other psykers, resulting in a horrific psychic overload and a drooling idiot in place of a noble Inquisitor. As a result, it's impractical to use psychic powers unless you're sure there are no other psykers on the battlefield; the risks are too great. One house rule several of us in the Studio came up with was that a character can only attempt to nullify a power if he is directly affected by that psychic power. Thus a character may attempt to nullify a Blood Boil that is targeting him, but his allies may not. Similarly, he may attempt to nullify a Blinding Flash if he can see the origin of the flash, but not if he cannot see it (he is not the target and it does not affect him directly).

Undivided Chaos Psychic Powers

FLESHCAGE – Difficulty: 15

The psyker utters a blasphemous incantation and the ground before him bursts open, whipping tendrils of sinew and muscle flailing towards his foe. Those too shocked to react quickly find themselves enveloped in sticky, fibrous flesh, constricting and squirming as the ectoplasmic pseudopods attempt to crush the life out of the Magus's victim.

The psyker can use this power on any model within 24 yards of him that he is already aware of. This is a *ranged* power, but does not need line of sight. If the Psychic test is successful, the victim takes an Initiative test modified by the amount the psyker passed his psychic test by. If this is failed, the character is hit in D6 random locations exactly as if they had been hit by a Webber (see p72 of the Inquisitor rulebook). However, locations that are damaged by such an attack suffer 2D6 damage at the end of every turn as opposed to the usual D6. The effects stay in place exactly as with a webber, further psychic tests are not required. Characters can attempt to free themselves as normal, although web solvent has no effect.

BRAINFLAYER – Difficulty: 15

The psyker shudders violently as he disgorges a part of his vile essence into the atmosphere, the evil wraithform howling towards its prey before violently attacking the mind of its victim. Those unable to shake off the phantasm find themselves wracked with pain as their brain lapses into a cataleptic seizure.

The psyker can use this power on any model within 18 yards, but must have line of sight. This is a *ranged* power. Immediately fight one close combat action between the Magus and his foe, but replace the combatants' Weapon Skill with their Sagacity and their Strength with their Willpower. Every action spent concentrating immediately before using this power allows a further round of combat to be fought. No special skills can be used (Feint, Furious Assault, etc). The victim may not parry or counterrattack, unless he is a psyker, in which case he may opt to parry and counter-attack as normal. Damage is caused as if using an improvised weapon, with the usual bonuses (therefore a character with WP 75 would do D3+6 damage, for example). All damage is automatically dealt to the combatant's head location.

DAEMONIC SHIELD – Difficulty: 15

The character channels the Immaterium through his body, a sea of lost souls writhing around him in a dance of contorted agony. Only the strongest willed can look upon the Magus whilst this ethereal shield remains in place, and although it will not turn aside a bolt, such a horrific sight can easily turn aside the wielder of the gun.

This is a *persistent* power. A character wishing to fire upon or charge the Magus whilst the Daemonic Shield is in place must first pass a Nerve test. If this is failed, the rest of the character's actions for that turn are wasted as he tries desperately to hold his position instead of fleeing in terror. Characters with Nerves of Steel are unaffected by this power.

EYES OF CHAOS – Difficulty: 15

The Magus closes all his senses, reaching out with his mind to ascertain the immediate future. It is said that the most gifted of sorcerers are able to see into the minds of their foes, and react to their actions before they have even come to pass.

This is a *persistent* power. If the Magus succeeds in passing a Psychic test, he may re-roll one single dice per turn, as long as the power remains in operation. He must accept the result of the second roll.

HATESTORM – Difficulty: 20

The Magus calls upon his dark gods to gift him with a portion of their own hatred, and becomes the focus of a crackling nimbus of dark light. Anyone caught within the radius of this actinic explosion finds himself infused with a psychotic hatred of all living things, hurling himself into combat at the first opportunity.

This is a *persistent* power. If the Magus succeeds in passing a Psychic test, the Hatestorm will erupt, covering a radius of D10 yards around the psyker extended by an extra 10 yards for every full 10% he passed the Psychic test by. All models caught in the radius of the Hatestorm, barring the Magus himself, are subject to Frenzy and have the Furious Assault ability for as long as the power is active.

QUICKSILVER – Difficulty: 20

The Magus imbues himself with the raw power of Chaos, his movements speeding up as more and more warp energy becomes infused within his muscles and sinews. If used often enough, the Magus can transcend time

to a small degree, his movements blurring next to those of his mundane counterparts.

If the Magus succeeds in passing a Psychic test, he gains +1 Speed. This is a *persistent* power. He may use this power once every turn, and the effects are cumulative. Test only once per turn to see if the Magus is able to continue using the Quicksilver power. However, if he fails to pass the test, he adds D6 to his injury total for each +1 Speed he has accumulated as nervous exhaustion takes its toll. This damage may not be prevented by any means.

LASHBLADE – Difficulty: 20

The Magus cuts deep along his knuckles and a whipping blade of shimmering blood springs forth. Anyone hit by the lashblade finds his vital essence drained, repeated blows leaving nothing but a desiccated corpse in the Magus's wake.

The Magus takes 2 Damage to his preferred arm when he attempts to use this power. If the Psychic test is passed, he counts as being armed with a sword with the following daemonic properties: Lashing, Vampyre, Enfeeble. The Lashblade cannot be dropped. Every time the Lashblade is parried, the Magus adds D3 to his injury total. This is a *persistent* power.

WARP WALK – Difficulty: 20

Drawing ancient symbols in the air and whispering in an arcane tongue taught to him by the daemons he serves, the Magus opens a gate in reality that allows him to step through and emerge at a given point, often behind his foes...

If he has any actions left after using this power, the Magus may step through the Warp and emerge anywhere on the battlefield; he must then pause for breath but afterward may continue using his actions as normal. This is a

risky action; however, if he rolls more 1s than 6s when using this power, he becomes trapped in the Warp, steps out in a remote location, or suffers some other undesirable fate. He is removed as a casualty.

ETHERIC LEECH – Difficulty: 10

The Magus summons a thirsting leech-daemon from the Warp, setting it up on his foe. Its victim feels nothing of its presence at first, but soon feels his will sapping away. This continues until he is nothing but a dribbling imbecile, his mind in tatters, at which point the leech returns, bloated, to the Warp.

The Etheric Leech may target any character within 12 yards of the Magus, and requires line of sight. It is a *persistent* power. The character affected by the Etheric Leech loses D10 Willpower every turn this is in effect for the rest of the game. If he is reduced to 0 Willpower, he may take no further actions for the rest of the game.

CURSE OF CHARYBDIS – Difficulty: 15

Breathing in a great lungful of air as he mouths the heretic words of the curse, the Magus becomes the centre of an invisible vortex of power that draws his enemies closer, dragging their resisting bodies toward him. Those affected by this power find flight impossible, and are ultimately drawn into the vile clutches of their enemy.

This is a *persistent* power, and targets the Magus himself. At the end of each opposing character's turn, he must pass a Willpower test at -50 or move D10" directly towards the Magus, circumventing any obstacles in his path by the shortest route possible. If this takes them into contact with the Magus it is not counted as charging, but combat is still initiated. It can cause a character to fall if they are above ground level.

Nurgle Psychic Powers

EFFLUENT FORM – Difficulty: 10

The Magus transmutes his raw substance into purest filth, his outward appearance discolouring and blotching until it resembles nothing more than a statue shaped from pox-riddled slurry. Any blow directed against him spatters his opponent with flecks of vile, diseased faecal matter.

This is a *persistent* power. While it is in effect the Magus halves his Strength and BS, but can only take 1 level of damage each time he is hit by an opponent. The maximum amount of damage that can be inflicted by any one

wounding hit is equal to the Magus's System Shock value. Each time he is hit in close combat and the attacker is not at arm's length, the opponent is spattered with hissing, disease-riddled effluent and must pass a Nerve test or halve his Weapon Skill until that close combat engagement ends or the Magos is taken out of action.

PUTRID TORRENT – Difficulty: 15

Inbaling through phlegm-riddled lungs until his bloated form is distended beyond all reason, the Magus disgorges a writhing stream of maggots, burning pus and hissing

bile at his foes. Few can stand before this repulsive and degrading onslaught.

The Magus may eject the Putrid Torrent exactly as if he was firing a Hand Flamer with no shots or reload characteristic. This attack does not count as flaming and cannot set locations on fire, but may hit multiple targets and locations as normal. Models hit by the Putrid Torrent must flee from the Magus at their maximum Movement rate for the first of their subsequent actions. However, if they have the Special Abilities *Nerves of Steel* or *Heroic* they are unaffected.

RAIN OF FOULNESS – Difficulty: 10

Calling upon Grandfather Nurgle to bless his enemies with the touch of putrefaction, the Magus causes the skies to split open like the swollen belly of a corpse and rain a shower of filth and rotting blood upon his foes. Few can do other than seek shelter from such a bideous and unnerving phenomenon.

The Magus must nominate a point where the Rain of Foulness originates from; the distance between the Magus and this point is the range modifier for this ability. Every model under the radius of this power, which is equal to the amount the Magus passed his Psychic test by, in yards, must act exactly as if they had failed a Pinning test (see page 37 for details). The Magus is never affected by this power.

CHOIR OF POXES – Difficulty: 10

In a gurgling drone accompanied by the death rattle of his victims, the Magus incants the true names of the diseases he has been blessed with over the millennia. Those within earshot find themselves wracked with spasms of delirium and pain.

All characters must make a Listening test (see the Awareness section) as if the Magus had spoken normally. Those who pass this test must pass a Toughness test or subtract -1 from their Speed for the rest of the game. The Magus is never affected by this power.

PUTREFYING EMBRACE – Difficulty: 25

The Magus reaches out his dripping arms to clasp his opponent to his repugnant and bloated chest; a successful grapple inevitably resulting in the saturation of the victim in stinking, roiling pus and other such unsavoury fluids.

The Magus must be in close combat to use this power. If he then succeeds in hitting with two successive unarmed close combat attacks, regardless of whether the victim takes damage from these attacks, the victim is locked in the Putrefying Embrace. He must take a Toughness

test minus the amount by which the Magus passed his Psychic test. If he fails, he takes one level of damage to every location regardless of armour or other factors.

CURSE OF THE LEPER – Difficulty: 25

Whispering an incantation taught to him by a Plaguebearer, the Magus focuses a stream of psychic plague into one of his victim's limbs. Before his cataract-encrusted eyes, the limb begins to shrink, wither and rot – flesh sloughing from it in a glorious display of premature putrefaction.

This power requires line of sight. The Magus may choose a limb belonging to the target character. This limb counts as Crippled as long as the Magus is not stunned or put out of action.

INVOILABLE FLESH – Difficulty: 25

The Magus causes his flesh to bulge and ripple, growing a black, scabrous crust that constantly leaks a white fluid laced with blood. Although it restricts his movement, the Magus gains considerable protection from the blows of his enemies whilst this power is in effect.

This is a *persistent* psychic power. When successfully employed the Magus suffers from -1 Speed. However, he gains 2 points of armour per full 10% he passed the Psychic test by, on all locations. For instance, if he passed the Psychic test by 37%, he would gain 6 points of armour on all locations.

PESTILENT EARTH – Difficulty: 10

Chanting a litany of plague and infertility and crouching so that he may touch the earth beneath, the Magus causes the very ground to putrefy, turning hardened soil into a quagmire of greenish-grey quicksand in an instant.

This is a *persistent* psychic power that is always centred around the Magus himself. The ground around the Magus, to a distance of 3D6 yards (roll each turn), is treated as being a scabrous and cloying sludge. It is impossible to move faster than Walking rate when within the radius of this power. Any movement action that would normally carry the moving character into the sludge is halted at the edge; actions may be taken from there. This power has no effect if the Magus is standing on metal.

VIGOUR MORTIS – Difficulty: 20

Funnelling the horrific energy of disease-riddled death into his body, the Magus is invested with unnatural power; his form spasming with the desperate throes of one whose lifeblood is draining from his rapidly

expiring corpse.

With the successful use of this *persistent* psychic power, the Magus gains D3 Speed and the *Lightning Reflexes* skill.

SANGUINARY EXPLOSION – Difficulty: 25

The Magus flings his arms wide bellowing an ancient curse, his lungs rupturing within him as the words of pain are spoken. His target convulses briefly whilst he tries to contain the nauseous energies running rife through his vascular system. If he fails, the blood in his body begins to gush from every orifice and pore, staining the dry earth with his precious vitae.

Why am I a fool? It is you who worships a corpse, at least I have awakened to the fact that the dark gods and Him are one and the same.

This is a *ranged* psychic power that requires line of sight. The victim must take a Toughness test or add 5D6 to his Injury total as torrents of his lifeblood explode outward in a gory cloud of scarlet mist. The Magus himself adds D10 to his injury total regardless of whether or not the target's Toughness test is passed. Damage inflicted by the Sanguinary Explosion may not be prevented by any means.

Slaanesh Psychic Powers

GIFT OF AGONY – Difficulty: 15

The Magus utters one of the ancient words of pain, and all within earshot are wracked with agonising spasms, their nervous systems erupting into an inferno of insufferable torture.

All characters must make a Listening test (see the Awareness section) as if the Magus had spoken normally. Those who pass this test add 3D6 to their Injury total. This power may only be used once per game.

THE TORTURER'S TOUCH – Difficulty: 20

The Magus channels the dark energies of Slaanesh into his body, imbuing his touch with the capacity to inflict incredible levels of pleasure or pain. The slightest brush of his fingertips can cause his victims to go into paroxysms of sensation.

This is a *persistent* power, and targets the Magus himself. He must pass a Psychic test to use this power. If passed, all of his unarmed close combat attacks cause 2D6 damage regardless of Strength or other factors. All characters damaged by this attack are stunned for D3 turns.

DARK BLISS – Difficulty: 25

Hissing one of the syllables of his master's true name, the Magus enters a state of ecstatic sensation where any slight discomforts his opponent can inflict are as the lightest pinpricks to a raging god.

This is a *persistent* power, and targets the Magus himself. The Magus adds 1D6+2 to his Base Injury value and 2D6+4 to his System Shock characteristic. This does not affect his Consciousness and Toughness characteristics in any way.

OPHIDIAN MAW – Difficulty: 5

The Magus's jaws can be distended to an incredible extent, striking with snakelike speed and clasp onto his victim, sucking all emotion and vigour out of them until they are nothing more than a mindless shell.

If the Magus is in close combat with a stunned enemy model and hits with an unarmed combat attack the damage is counted as having the following daemonic properties: *Brain Leech, Enfeeble*.

PHANTASM – Difficulty: 15

Drawing obscene symbols in the air in front of him, the Magus opens a gateway into his foe's mind, the hopes, dreams and secrets of his enemy laid bare for him to use and abuse as he wishes. The most common use of this power is for the Magus to manifest the heart's desire of his foeman, as few can stand fast when their ultimate dream is flaunted in front of them like a cheap trinket.

This is a *ranged* psychic power, and requires line of sight to the target. His opponent must make an unmodified Willpower test. If the Magus passes his Psychic test by more than his victim passed his Willpower test, the Magus may choose a point within both his and his opponent's arc of sight. Place a suitable marker at this point. His chosen opponent must spend all of his subsequent actions heading toward this point until he reaches it, at which point he may act as normal. If he is engaged in combat the effects of this power are automatically ended.

HELLSHRIEK – Difficulty: 15

The Magus emits a scream of such piercing intensity it temporarily stuns and deafens his

foes. Psykers feel the sound boring into their souls with hideous intensity, their pain a beacon to malevolent daemons of the Warp.

All models within 4D10 of the Magus are stunned for one turn and automatically fail any Hearing tests for the rest of the game. Psykers add D10 to their Injury total and are at a -20% to the use of any psychic powers for the remainder of the game, in addition to other factors. The Magus himself is immune to these effects. This power may only be used once per game.

PRIMAL HORROR – Difficulty: 10

Allowing the vibrant and perverse energies of Slaanesh to flow through him, the Magus projects a shimmering, dancing curtain of bowling, fleshy nightmares into the subconscious of any that dare look upon him. Those who seek to harm him first have to overcome a roiling, hissing phantasmagoria of their worst fears.

This is a *persistent* psychic power. All characters attempting to charge the character must first pass a Nerve test, modified by the amount the Magus last passed his psychic test by. If they fail, they must immediately turn directly away from the Magus instead of charging him as they attempt to conquer their fears. They may make no further actions during the turn other than moving away from the Magus should they fail the test.

SYMPHONY OF PAIN – Difficulty: 25

The Magus throws his arms apart, conducting a chorus of daemonettes that cavort and bowl around his reflection within the Immaterium. Their siren call picks at the fabric of his opponents' minds, causing blinding sheets of pain to eclipse any conscious thought.

The Magus himself is the target of this *persistent* psychic power. All models within the amount of yards equal to the amount the Magus's psychic test was passed by must treat all normal actions as risky actions. If an affected character rolls more 1s than 6s for his turn's actions, he must spend the rest of his turn crouching on the ground as the overwhelming pain running through his nervous system temporarily incapacitates him. He does not count as stunned or prone.

FLESHY CURSE – Difficulty 40

Among the most feared of all psychic powers, this enables the Magus to channel the raw power of Slaanesh into his enemy, allowing

his dark patron to shape the flesh of the victim in any way he pleases. Most victims of this power find themselves undergoing a painful transmutation into a mewling Chaos Spawn, their flesh forever splitting, bulging and running whilst the mind within slowly descends the spiral of madness.

The Magus must pass both his Psychic test and inflict an unarmed close combat attack to utilise this power. If both succeed and the opposing character takes damage from the attack, the opponent is under the effects of the Fleshy Curse. The character under the effects of this must pass a Toughness test at the beginning of each subsequent turn or begin to degenerate into a Chaos Spawn. If one of these Toughness tests is failed, the unfortunate victim must deduct 1D10 from each of the characteristics in his statline. If one of them reaches 0 at any point, he is considered out of action as his body rapidly completes the transformation into a gibbering, flailing Spawn of Chaos. Only the death of the Magus that cast the Fleshy Curse can reverse the effects of this power; if this occurs all of the power's effects are ended immediately and the victim reverts to normal.

MASTERY OF THE SOUL – Difficulty: 30

The whispered words of Slaanesh emanating from the Chaos Magus's lips call forth the darkness from the souls of his enemies, giving these destructive and hateful emotions full rein whilst this power is in effect.

This is a *ranged* psychic ability that requires line of sight. The target character must pass a Willpower test, modified by the amount the psyker passed the test by. If this is failed, he must act in accordance with the most destructive and evil side of his personality for his next turn; the Gamesmaster controls the character and acts at his own discretion for the entirety of the affected player's subsequent turn, after which the power ceases to have any effect. For example, an affected Monodominant Inquisitor might find everybody other than himself wanting in the eyes of the Emperor, and open fire upon his comrades, whereas a Radical Inquisitor might seek to ally with the Magus in exchange for knowledge he knows will ultimately destroy him. Gamesmasters are encouraged to be creative when a character comes under the effects of this power!

What right have you to call me heretic, he who has not heard the whisper of dark gods in your ear?

Tzeentch Psychic Powers

KISS OF CHANGE – Difficulty: 20

The psyker hisses forth a stream of pure change, anything caught in its path convulsing in a bewildering display of shapes and colours. The effects it can have upon a living thing range from the virtually ineffectual to the truly devastating.

The psyker can only use this power if he is in close combat and at arm's length from his foe. It may only be used once per turn. The Magos may use one of his close combat actions that turn to use this power on an opponent. This attack cannot be parried in any way, although it may be dodged at the victim's basic Weapon Skill minus the amount the Magus passed the Psychic test by. If the attack hits, the victim takes D10 damage to D6 randomly determined locations (roll separately).

PSYPHON – Difficulty: 20

The Magus locks gaze with his victim through the Warp, drawing the psychic strength from his mind and adding it to his own. Repeated use of this power inevitably results in the braindeath of the victim.

This is a *ranged* power that does not need line of sight, although the Magus needs to be aware of his victim to use this power. The victim must take a Willpower test modified by the amount by which the Magus passed his own Psychic test. If the victim fails this test he loses 3D6 Willpower, whilst the Magus adds this amount to his own Willpower characteristic.

GOLEM SIGN – Difficulty: 20

The Magus etches a sign in the skien of reality, the marks appearing physically on the forehead of his intended victim. The next command the Magus utters will be obeyed by the victim as the power of Tzeentch moulds his mind, although instinct cannot be overruled even by the power of the Magos.

This is a *ranged* power that requires line of sight. The victim must take a Willpower test minus the amount by which the Magus passed his own Psychic test. If this is failed the victim will act under the control of the Magus for the first of his next actions. This cannot be a combined action, eg, walk forward and shoot, and cannot harm the affected character.

BABEL CURSE – Difficulty: 5

Muttering under his breath, the Magus taints the minds of all those nearby with a

cacophony of daemonic voices, causing any attempt at communication to emerge as a gibbering, sussurating bawl that carries no meaning whatsoever.

All those within a radius of yards equal to the amount the test was passed by may make no more verbal communications of any kind for the remainder of the game. The Magus is exempt from these effects.

PROTEAN FORM – Difficulty: 20

The Magus distends and warps his form into a new and horrific shape, channelling the power of Chaos into his own flesh to bless his enemies with a glorious vision of change.

This is a *persistent* power that targets the Magus himself. The Magus may swap the characteristics on his statline around into any order he wants. So, for instance, a venerable sorcerer could swap his Sagacity of 135 with his Strength of 32, becoming a raging beast. He is counted as being Fearsome whilst this power is in effect.

CEREBRAL SPLINTER – Difficulty: 15

At first, all the victim of this power will feel is a sharp stabbing pain in his head, however a sliver of psychic energy has been implanted in his cortex, and the pain intensifies as the living splinter worms its way through the front of the victim's mind, leaving him debilitated and ultimately comatose.

This is a *persistent* power that may only be used upon a character in the Magus's line of sight. The victim must take a Willpower test at the beginning of his turn or suffer a -1 to his Speed. At the beginning of the second turn in which this power is active, a failed Willpower test will result in this penalty being raised to -2 to his Speed. At the beginning of the third turn, he will suffer -3 to his Speed, and so on, until he is reduced to 0 Speed, in which case he is considered to be out of action.

FLUXLEECH – Difficulty: 10

The Magus, feeling the shift in the air preceding the use of a psychic power, opens his mind to the changes about to be wrought upon reality. In this way, he can glean great knowledge from the powers used against him.

This power may only be used when the Magus is affected by his opponent's psychic powers. It may not be nullified. The successful use of this power allows the Magus to attempt a Sagacity test, if he passes this test he may learn

the psychic power that has been used upon him, immediately and permanently adding it to his own abilities.

FLICKER – Difficulty: 25

The Magus creates a flickering field of unreality around himself, his image becoming intermittent and transparent as he makes a constant series of tiny jumps through warpspace and back again. In this manner, he may even pass through adamantium bulkheads and wrought-iron bars, and the blows of the enemy can pass through him as if he were no more than a ghost.

This is a *persistent* power that targets the Magus himself. Whilst active, his actions that involve movement can ignore any terrain between his start and finish point for this action and this action alone. For instance, the Magus could 'run' through a piece of terrain that is 5" wide, even though it would normally be impassable, but not 'run' through a piece of terrain 7" wide, as he would end that particular action in impassable terrain. He may move in any direction when using this power, even vertically. Gamesmasters must use their discretion in ambiguous cases. Whilst this power is active the Magus counts as being equipped with a Displacer Field.

CHILDMIND – Difficulty: 30

With a simple twist in the chronology of his prey's mind, the Magus regresses his foe's psyche to when they were a mere child. Even a mighty sage can be reduced to squatting in the middle of the battle, on the brink of tears as the confusion and noise around them renders them incapable of decisive action.

This *persistent* power requires line of sight. The victim temporarily loses half of his Sagacity, Willpower, Leadership and Nerve characteristics, counting as stunned for as long as this power is in effect. He may only defend himself in combat by dodging. These effects automatically end if the Magus does anything other than maintain this power.

CHANGELING – Difficulty: 10

The Magus calls on the great Weaver of Fates to bless his favoured son with the power of confusion. A veil of illusion is drawn over both the intended prey and the Magus himself, and even the closest companions of the victim may open fire upon their former ally, believing him to be the Magus and vice versa.

This is a *persistent* power that requires line of sight. The Magus may swap position with his victim, otherwise keeping the positioning and facing of the models exactly the same. The identities of the characters remain the same, only their appearance changes; the swapping of models is merely a visual aid. This power ends immediately when the Magus (now represented by his victim's model) takes damage from any source. If the effects of the power end for any reason the models are swapped back immediately. Characters must pass a Sagacity test at the beginning of their turn or act as if the affected models are who they appear to be.



Phew! Well, there we have it; if that's not enough to comprehensively equip your bad guys with evil warp-spawned powers then hopefully it's inspired you to create your own. As you've no doubt picked up by now, some of these powers are extremely potent. But remember; making a Faustian bargain with an elder god is the short cut to temporal power, part of the reason the Imperium has such a tough fight on its hands. Some of them are best used when the Magus is alone (the area effect powers, for example) and have been designed with a sort of end-of-level guardian theme in mind; the combination of a few of these powers in a Magus with a familiar or high willpower will provide a real challenge for even the most hard-bitten Inquisitorial warband. Sure, there's the small price of eternal damnation to pay for such abilities, but what are you gonna do?

Now get out there and give them hell...