
WARHAMMER
40,000
ROLEPLAY
WRATH & GLORY
sample file
THREAT ASSESSMENT
DAEMONS & HERETICS

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# THE RUINOUS POWERS

Beyond the countless dangers to be found across realspace, there lie the otherworldly threats of the Immaterium. Among all of these, the most insidious are the Ruinous Powers. The Dark Gods of Chaos dwell within the endless and infinitely mutable realm of the warp. Ancient entities of unimaginable power and perpetual malice, they look upon realspace with covetous eyes and vie endlessly for its domination. To exist in the shadow of the Cicatrix Maledictum itself, as the Gilead System does, is to stand on the very edge of their domain, an ever-tempting target for their servants to despoil and corrupt.

There are numerous groups devoted to these powers in Gilead, preying on the growing desperation of the system's inhabitants to increase their own influence. Daemons and Heretic Astartes lurk in the far reaches of the system, while bands of cultists make their home in the shadows of few remaining redoubts of Imperial might.

These vile servants spread the manifold heresies of the Ruinous Powers, corrupting all who fall beneath their sway.

The forces of Chaos are relentless and without number. The Immaterium gives birth to countless abominations, and even far from the Great Rift, where the barrier between realspace and the warp is unmarred, they find ways to gnaw at the very foundations of the Imperium. A single ignorant psyker or a lone weak-willed traitor amongst a billion loyal servants to the Emperor can invite ruin and destruction beyond imagining. There is no true sanctuary from the forces of Chaos — their reach is all but endless.

Only inexhaustible zeal and ceaseless vigilance can hope to hold off the malevolent tides that threaten to overwhelm the Imperium. Agents who would stand against the forces of the Dark Gods must be both lethally effective and possess an unshakeable will, lest fear overwhelm them or temptation guide them down the path to corruption.

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# THREAT ASSESSMENTS

In his lonely quarters aboard the Ducal Circlet, flagship of the flotilla, the Rogue Trader Jakel Varonius has commissioned a series of reports on the many enemies facing the Gilead System. All are classified and legible only on a dataslate keyed to the Rogue Trader's own biosignature. He has been assured that should anyone else take up this device, they would be struck dead by an overwhelming expulsion of force. As he reads with growing trepidation the most recent message related to this undertaking, delivered to him as a personal favour — or perhaps, a barely veiled threat — by Chapter Master Aureus Erinyes of the Absovlers, Varonius cannot help but wonder if any precautions could be sufficient to contain such profane truths.

# DARK GODS

Though the warp is rife with inhuman manifestations, four entities possess power and influence far beyond any others, each a malefic incarnation of mortal obsessions and fears. These are the Chaos Gods, and most citizens of the Imperium are mercifully ignorant of their existence. Those who do know of them are either sanctioned servants of the Emperor, set the unenviable task of battling the Ruinous Powers, or vile Chaos Cultists who offer their service in return for cursed gifts and fleeting power.

Each of the Chaos Gods feeds on mortal emotions. Rage and fear, despair and anguish — the passions, dreams and nightmares of mortals are given form in the warp and empower the Chaos Gods. This is the true, insidious nature of the Ruinous Powers, for while one might spend a lifetime in opposition to them, every act of passion, of anger, of righteous violence ultimately permeates the roiling tides of the warp and feeds those entities within.

The Chaos Gods grow in power through the actions and thoughts of mortals. Those who worship the Dark Gods can be rewarded with gifts in many forms, extraordinary power and even, in some cases, immortality. The Ruinous Powers battle one another constantly in the warp, hurling endless armies of their daemonic followers into conflict across the ever-changing hellscapes of the Realm of Chaos. So, too, do their mortal followers make war across realspace, fighting to further the goals of their patron deity in the hope that their rewards will elevate them to greater power.

THE RUINOUS POWERS
MORTAL PAWNS
HERETIC ASTARTES
CHANGE UNHERALDED
CORRUPTION MANIFEST
RAGE INCARNATE
DESIRE & DARKNESS
ENGINES OF CHAOS
PSYCHIC DIABOLUS

"For ten thousand years we have fought the Long War and our hatred still knows no succour. Those who have defied us shall feel the full wrath of Chaos."

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