



IMPERIUM MALEDICTUM



INQUISITION PLAYER'S GUIDE

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CONTENTS

THE HOLY ORDERS

An Acolyte's guide to the Inquisition, its history, and its presence in the Macharian sector. Everything an acolyte should be aware of to serve their Inquisitor.

The Inquisitor.....	5
Philosophies.....	6
The Macharian Inquisition.....	7
Perception and Propaganda.....	8
The Acolyte.....	10
Inquisitorial Espionage.....	12
Know Thy Enemy.....	14
The Holy Orders.....	18
Justice, Jurisdiction & Investigation.....	20
Desperate Measures & Escalation.....	22

PATRONS OF THE INQUISITION

Who will lead you in your fight against the enemies of the Imperium? Expanded rules for creating your Ordo Hereticus, Xenos or Malleus Patrons, including Boons and Liabilities for new and existing Patrons.

Patron Creation Summary.....	25
Faction: Ordo Hereticus.....	26
Faction: Ordo Malleus.....	27
Faction: Ordo Xenos.....	28
Patron Philosophies.....	29
Boons.....	32
Liabilities.....	35
Influence.....	37

ACOLYTES OF THE INQUISITION

The rank and file of the Inquisition are initiated here. New and expanded rules for creating your Inquisition-focused Imperium Maledictum characters. Let's see what you're made of!

Acolyte Creation Summary.....	38
Macharian Origins.....	40
Faction.....	46
Roles.....	55
Assassin.....	56
Cruciator.....	57
Explicator.....	58
Seeker.....	59
Final Steps.....	60

SKILLS, TALENTS & PSYCHIC POWERS

A syllabus of special training and tactics that can aid Inquisitorial Acolytes in their investigations, including an expanded tome of secret psychic powers.

Skill Specialisations.....	62
Talents.....	63
Psychic Powers.....	68

THE INQUISITION ARMOURY

The specialist equipment of the three Holy Ordos ranges from the necessary to the iconic. Weapons, protection, and all manner of tools and augmetics.

Availability.....	76
Icons of Ordo and Philosophy.....	76
Melee Weapons.....	77
Ranged Weapons.....	82
Custom Ammunition.....	88
Grenades and Explosives.....	89
Protection.....	92
Tools, Equipment and Augmetics.....	94
Requisitions.....	98

FAMILIARS

Rules and rosters for adding helpful Familiars to your retinue. From highly trained and trustworthy beasts, heavily augmented Cyber creatures, and enigmatic Psyber Familiars.

Familiar Rules.....	101
Familiars in Combat.....	102
Familiars Outside Combat.....	102
Acquiring a Familiar.....	102
Training a Familiar.....	103
Training a Cyber-Familiar.....	104
Training a Psyber-Familiar.....	107
Creating a Familiar.....	109
Familiar Bestiary.....	111

SUBTLETY

An optional ruleset to add to your games that tracks how subtly your party operates in their investigations, granting bonuses and penalties depending on how well they keep their heads down and cover their tracks.

Measuring Subtlety.....	118
Gauging Subtlety.....	118
Changing Subtlety.....	123

BETWEEN MISSIONS

What opportunities Acolytes can pursue between Missions. Options to prepare for their next investigation, or pursue their own personal goals. Includes an Inquisition-themed d100 Events Table, Group and Individual Endeavours.

Inquisition Events.....	125
Inquisition Group Endeavours.....	127
Inquisition Individual Endeavours ...	129
Inquisition Long-Term Endeavours..	132

APPENDICES

Index.....	139
Character Sheet.....	140
Patron Sheet.....	142
Companion Sheet.....	143





THE HOLY ORDERS

The Imperium is beset within and without by threats beyond counting and horrors beyond imagination. That it endures at all is a miracle of steadfast determination and the callous sacrifice of uncountable lives. Some of the Imperium's foes can be met head-on, on unending battlefields and in the deep void of space. These threats can be cleansed by blessed promethium, cut down by the volleys of a thousand, thousand lasguns, or turned briefly into glittering clouds of expanding gas by a voidship's macrocannon.

Other foes are stranger and more insidious, far more difficult to root out, but no less of an existential threat to the entire Imperium. The eternal vigil against such threats falls to The Holy Orders of the Emperor's Inquisition, as merciless and menacing an organisation as Humanity has ever known.

To citizens of the Imperium, Inquisitors appear omniscient, incomprehensibly powerful, and terrifyingly merciless in their duty to protect the Imperium. Countless tales have been told of the exploits of Inquisitors and their loyal acolytes, whispered amongst habworkers during a brief reprieve from their labours or shared between shivering Astra Militarum soldiers huddled in the muddy sanctuary of a frigid foxhole. Even the most outlandish of such stories can only begin to touch upon the truth of what it is to serve the Inquisition.

How could any who had not been there to witness his sacrifices understand why Inquisitor Tranth ordered the death of an entire world based on the testimony of just a single trusted acolyte? How could any who had not sworn secret oaths before an Inquisitor of the Ordo Malleus know what it was to save a million lives, only to forfeit their own soul to the warp in the process?

Most Imperial citizens cannot begin to comprehend how much they owe to the Inquisition, nor can they guess at the horrors its Inquisitors have committed in their name.

While some might imagine a unified, all-knowing organisation, with nothing and no one beyond its reach, this is far from the truth. The Inquisition is an organisation of independent, often mutually hostile Inquisitors operating alone in the dark. Their alliances are temporary and rife with suspicion, their enmities enduring and often lethal. An Inquisitor has theoretically boundless authority, but its application lies entangled amid the Imperium's bureaucratic and political hegemonies. Some of Humanity's finest mortal warriors are among the Holy Orders — but none are infallible.

Every day, Inquisitors and their loyal acolytes face corruption that must be purged, though the very effort risks their own damnation. These hand-picked outcasts, oddities, and adepts act as an Inquisitor's clandestine vanguard in their galaxy-spanning war. Despite their servant's loyalty, many an Inquisitor has met their end at the hands of their most trusted acolyte — the prime witness of them crossing a line from which could be no return.

Nevertheless, without the Inquisition and its servants, the Imperium would surely burn.

GMs may also be interested in *The Inquisition GM's Guide*, a companion book that can aid them in crafting unforgettable stories — full of heretical plots, adventures, and NPCs to help them run investigative and espionage-focused missions. Players lacking sufficient clearance should beware of that sanctioned tome; it is intended for the GM's eyes only!



THE INQUISITOR

'We are neither spies, soldiers, nor enforcers, yet we are all these at once. We are whatever the Imperium needs us to be. We alone know the horrors that await Mankind should the Imperium fall, so we alone are willing to do whatever it takes to prevent it. Whatever that makes us.'

— Lord Inquisitor Fidus Kryptman

In legend, an Inquisitor's authority is second only to the Emperor Himself. Their holy duty is to identify and resolve threats within the Imperium: psykers, mutants, rebellion, corruption, xenos entities, and even traitorous incompetence fall under their jurisdiction. None are beyond their reach or above their scrutiny; even the most resolute, including the High Lords of Terra, are all vulnerable to corruption and failure. Ambition and greed cause immeasurable damage alone, but worse, they provide fertile soil for the Ruinous Powers to fester.

Inquisitors are terrifying individuals; in many cases, they are just as unnerving as the inhuman enemies they hunt. The burden of power they must wield is staggering. If their task suits them, Inquisitors can call on the resources of an entire world. Space Marine Chapters, Astra Militarum, Adepta Sororitas, and even Imperial Assassins are at their beck and call.

But Inquisitors know they must tread carefully with their authority; as much as they know their enemies, they understand the duplicitous nature of the Imperium's factions and political landscape. Resources are finite, influence is never a guarantee, and bureaucracy always delays. Most Inquisitors prefer to operate from the shadows, employing acolytes and deniable assets to operate with utmost discretion.

Ascending to the position of Inquisitor is no simple task. It takes decades to build up networks of operatives, gather influence within the Adeptus Terra, and know their enemies so well as to risk corruption.

Parties can create their own Inquisitor Patron in **Chapter II** (page 24). There are some sample Inquisitor Patrons available in *The Inquisition GM's Guide* and on the **Cubicle 7 Games** website. Each of these Patrons have their own guarded secrets and backstories tied to greater plots within the Heresies Macharia.

Most have already proven themselves against the foes of the Emperor in one way or another — as battle-hardened warriors, battlefleet generals, or indomitable psykers. Others may rise through an Inquisitor's retinue via a direct apprenticeship as their Interrogator, an Inquisitor's most trusted and capable acolyte, inheriting the position and power upon their mentor's demise or when their master considers them ready for elevation.

It is a terrible truth that most Inquisitors die in service to the Emperor, survive long enough to succumb to radicalised ideas, or become corrupted by the Ruinous Powers they fight — an unfortunate byproduct of their necessary individualised methods and self-garnered philosophies. Indeed, a staggering number of Inquisitors rose to their position by eliminating their former mentors as prime judges or witnesses of their fall from purity.

The threats they face are so beyond reason that the fear and antipathy they spread is a necessary evil of their work, all in service to the Imperium. Inquisitors know their duty must be unwavering, and mercy is a luxury no one can afford. No threat, within, without, or beyond, would hold back from eradicating Humankind if it gained a single foothold. They know that if one planet falls, certainly the next will, and so on, until hundreds of worlds and billions of lives are lost.



THE INQUISITORIAL ROSETTE

Each Inquisitor, upon their ascension, forges a badge of office that admits them the highest level of clearance across the Imperium. This artefact is called an **Inquisitorial Rosette**, and many of them have ingrained the Inquisitor's genetic encoding within them. The Inquisitor designs their Rosette to represent their aesthetics, history, and mission, becoming a unique identifier of their authority. Theoretically, a Rosette can bypass any lock or barrier, physical or bureaucratic, that gets in the way of their investigation — the only barrier it cannot bypass is fickle Human behaviour.

PHILOSOPHIES

'And yet you accuse me of being a madman, you who have never had your sanity tested so sorely. What right have you to call me heretic and blasphemer, who have not heard the whisper of the dark gods in your ear? You are weak. Vulnerable. Human in your frailty. I am strong, and yet you still judge me for my sins, thou who art most sinful to the heart? Every scholam child knows, "Only the insane have strength enough to prosper: only those who prosper truly judge what is sane".'

— **Eskender Thracius, Ordo Xenos Inquisitor, declared Excommunicate Traitoris**

Each Inquisitor interprets Imperial doctrine differently. Given time and exposure to the Imperium's greatest threats and the terrifying consequences of failure, their beliefs and ideals are tested constantly. Inquisitors find new ways to tread the line between faith and heresy to survive and succeed at their mission. However, new ways of thinking can harden into steadfast ideals that separate them further from the Imperial creed and their peers.



Foremost in this division, Inquisitors describe each other as **Puritan** or **Radical**: those who hold tight to their Ordo's tenets and operate within fiercely conservative parameters, versus those who view the technologies and insights of their enemies as effective tools. Yet each Inquisitor believes they are right and just in their methods; those at opposite ends of this spectrum rarely cross paths without conflict.

Whether their investigations simply tread the same ground, strive for a different methodology in slaying the same foe, or see unacceptable losses in the outcome of the other's plans, shadow wars can spark between Inquisitors and their acolytes, where the whole Imperium becomes their battlefield.

Most began their great mission as Puritans, their ascension to ultimate authority founded on their Holy Order's or predecessor's traditionalist beliefs. It is not until their beliefs are thoroughly tested that most Inquisitors begin to deviate towards Radicalism — when presented with a problem that requires drastic measures to solve. Some Inquisitors are well aware of the schisms their newfound actions and beliefs cause and the price it puts upon their head, so they often hide their true Philosophy behind one more traditionally accepted by their peers.

All these Philosophies, Puritan or Radical, have rich names and mystic ideals. But to an acolyte, initially, these points mean little. Rarely will an acolyte know of the particulars of their Inquisitor's Philosophy; they are expected to believe in their Inquisitor no matter what they observe or are ordered to do.

Acolytes are expected to stay vigilant against heresy, but it is complicated when their masters cross unexpected lines. Their only choice is to rebel against the Inquisitor who uplifted them from obscurity or to believe wholly in their actions.

The most prominent Inquisition Philosophies represented in the Macharian Sector are outlined in greater detail in **Chapter II: Patrons of the Inquisition** (page 24), whilst many more are presented in depth in **The Inquisition GM's Guide**, with accompanying plot hooks for GMs to draw their players into action and begin unravelling the Macharian Sector's conspiracies.

THE MACHARIAN INQUISITION

When the Noctis Aeterna receded from most of the sector, **Inquisitor Lord Hieronymo Drake**, the Inquisition's highest representative in the Macharian Sector, was discovered dead. Details surrounding his death remain a mystery, but as Inquisitor Lord of the sector, Drake was the only Inquisitor the others trusted or at least respected. Currently, no one has taken his place.

Inquisitor Sylverstrine Horst of the Ordo Hereticus was Lord Hieronymo Drake's former Interrogator. She learned long after the fact of her master's demise, far from his side during the Noctis Aeterna. She's since re-secured many of Drake's assets and rebuilt what she could of his network. Horst now calls upon the Inquisitors of the Macharian Sector to gather in Conclave to regroup and co-ordinate the Inquisition's missions — but Horst also suspects foul play on the death of Lord Drake, believing the other Inquisitors of the sector are withholding information.

Inquisitor Konstan Serranus of the Ordo Xenos holds an exacting hatred of his alien enemies. His agents have evidence of increased Genestealer Cult activity at an alarming synchronicity across the sector. Serranus theorises that the Noctis Aeterna was the perfect cover the cults needed to accelerate their activities and infiltrate facets of the Macharian Adeptus Terra. He can see that the infestation is more advanced than anyone realises.

Inquisitor Alis Ruad is a member of the Ordo Hereticus. Yet some suspect she serves a more obscure Holy Order, the Ordo Malleus, whose mission combats daemons and monsters of the Warp. But speaking aloud of this Ordo and their enemy is a crime in and of itself. Daemonic activity can spawn wherever heresy plagues, so Ruad has the most widespread and well-informed network of spies and operatives of her peers — who she also undoubtedly surveils.

For GMs, the investigations and machinations of these Inquisitors continue in the *Heresies Macharia*, featured in *The Inquisition Gamemaster's Guide*, a campaign framework filled with unique NPCs, missions, and plot hooks to drive Inquisition-focussed campaigns throughout the Macharian Sector.

Inquisitor Aegidius Halikarn of the Ordo Hereticus believes a significant threat lies within the noble families who defied the Lord Solar Macharius during the Macharian Crusade and fled compliance. Halikarn suspects that the remnants of these nobles, now declared Excommunicate Traitoris, are working in the shadows. They seek to regain control of their former territories, plant themselves into other positions of power, or worse, they have already succeeded, and none are the wiser. Inquisitor Halikarn was introduced in *The Blazing Seraph*, the featured adventure included in the *Imperium Maledictum Starter Set*.

Inquisitor Kai Varol of the Ordo Xenos investigates all manner of alien activity in the Macharian Sector and is a known expert in the Aeldari. Drukhari raiders and Aeldari Corsairs, in particular, are a bane to the sector's voidborn and the Imperial fleet, leading waves of piracy across the outer reaches of the sector, assaulting Rogue Traders, and still settling worlds. If left unchecked, they may seek to claim Imperial worlds as their own.

Inquisitor Ksenia Baek of the Ordo Hereticus works tirelessly to investigate the threats posed by psykers and psychic phenomena. The Adeptus Astra Telepathica was stricken dearly by fallout from the Noctis Aeterna, causing many populated worlds to generate a considerable backlog of captured psykers. Until the Black Ships arrive, most worlds are ill-equipped to hunt down and contain this surplus. As a result, rogue psyker activity is on the rise. Inquisitor Baek is tackling the problem head-on, coordinating between the Astra Telepathica, their Black Ships, and Ministorum-led witch-hunts across the sector.





'The soul of the Imperium teeters on the edge of damnation. Our role is not only to prevent its fall, but to ensure that the blessedly ignorant masses never learn just how close we have come to failure.'

- Inquisitor Aegidius Halikarn

PERCEPTION AND PROPAGANDA

In life, citizens of the Imperium are taught to fear and hate the xenos, the mutant, and the heretic. This education is proffered primarily by the Ministorum and seconded by every other facet of the Adeptus Terra; blessed is the mind too small for doubt.

But citizens are not taught to understand these horrors, for in understanding lies the first step on the path toward damnation. This task falls to the Inquisition and its acolytes. Few citizens understand the work that needs to be done, the sacrifices required, and the galactic scale of threats facing the Imperium.

Their fears and attitudes towards the Inquisition come from rumours and propaganda. Legends twisted through generational tale-telling and spread from hab level to spire, versus what measures the Inquisition has taken to spin worse truths in digestible lies, aiming to bolster their authority. But more often than not, an acolyte will stride into a world that is foreign to their presence, where no citizen has been before.

Acolytes should know what to expect when investigating or working alongside Imperial Citizens or those under the banner of the Adeptus Terra — their initial reactions to Inquisitorial authority and why it might be in an acolyte's better interest to obscure their identity. Following are some examples.



'Of course, esteemed Acolytes, the planetary council will do everything in their power to aid you. My personal guard will be your guide, at your side night and day, even as you sleep. I'll arrange for you to stay in private quarters at my estate. Your every need will be met, and you'll never be left alone.'

— Jasparr Castyx, Planetary Governor of Voll



*'The eye that sees all,
searching among my
flock! Heresy is present
here; I should've known.
Extra services each
day, benedictions and
flagellations! We'll sweat
the heresy out of them,
Acolyte! All must be told
of your presence here!
Bring the Emperor's
judgement to the people.'*

— Sister Celestia of
the Orders Hospitaller



*'Understood,
Acolyte, I will
aid you in your
request, but
understand,
yours is not my
highest priority.
You and your
master must
respect the rights
and privileges of the Priesthood of Mars, afforded
to us by the Emperor of Mankind, just as He has
afforded your authority here.'*

— Artisan Hailon Epsilon Vorn, Tech-Priest



*'Curse me! Joven
spoke of your kind
the other day on the
line. I told him to
keep his mouth shut,
or you'd appear out of
thin air to damn us.
I shouldn't be talking
to you; the Magos will
put me in servitude
imperpituis if they
find out.'*

— Talin Stride, Manufactorum Worker



*'Take your
authority back
up the spire with
you! You lot're no
better brutes than
the Vigilites, and
I've been fighting
them for years.
I won't turn on
my boys;
you'll have to kill
me first.'*

—Blister, Cutters Ganger



*'Emperor's mercy!
Please don't scour
my mind sir
acolyte. Don't take
me away, I've a
family to care for.
We don't know
anything, please!
I'll say whatever
you need me to
say...'*

—Fidget, Hab Rat



*You should be talking to the
Commissar. I've got my orders, too,
and that's to watch the line. Might
not have to watch it so hard
if you lot had done your job
purging these foul xenos before
they took over the planet. Me
and the squad might still be
back home rather than spend
the best of our life guarding
piles of mud...'*

— Kalli Tannerin,
Militarum Trooper

THE ACOLYTE

Where Inquisitors are the iron will that refuses to bow to the enemies of mankind and the cunning mind whose plans thwart foul heretical schemes, their acolytes make up the rest of the Inquisition's might. They are the sinew and muscle that execute the plan, the nervous system that ensures all limbs act in concert, and the mouth that gathers support or suppresses dissent. They are often specialised, unassuming, somewhat deniable, and largely expendable.

An acolyte's duties do not offer excellent prospects for their futures; many who serve are damned to begin with. They face the Imperium's worst enemies at every turn, horrors that can unravel the mind or confront them with fates worse than death; as such, very few survive for long, and most die horribly in the dark. The Imperium will never celebrate their names, but acolytes should know that their sacrifice is necessary for the Imperium to survive.

Creating your Acolyte begins in **Chapter III** (page 38). In **Chapter IV** (page 62), you can grant new and existing characters with Talents and Psychic Powers and outfit them via the Inquisition's Armoury in **Chapter V** (page 76).

ORIGINS

'I was a farmer for most of my life. We didn't know the xenos were already living among us. I was forced to take up arms against the invasion when the war began. I needed to learn all I could about them to lead the fight; I had no choice. When the Inquisitor came and purged the xenos from our land, they spared my mind from being purged too, said I knew the enemy too well, and that my fight continues elsewhere...'

— Josef Karta, Acolyte

Inquisitors recruit their acolytes from among any of the Imperium's organisations or agencies or from those they encounter during their investigations. The assets, informants, and casualties of the heresies they hunt who greatly impress them with unique or unspoken qualities.

Many individuals relish the opportunity to hand over a specialist from their faction, believing it can curry favour with the Inquisitor or thinking they can plant a loyal spy into the Holy Orders, while others resent their assets being commandeered altogether. Regardless, it is rare for an acolyte's call to be refused by their faction or patron due to the Inquisitor's limitless authority. Some are recruited directly from the Schola Progenium, particularly those who exhibit the rare qualities of an Inquisitor-in-training.



++ URGENT COMMUNIQUE ++

++ GENE-CODED ENCRYPTION: ACOLYTE 57-DY894 ++

++ IDENTIFICATION: INTERROGATOR MELNYK ++

Acolyte, I pray your transportation to Goros Pok is going smoothly and that you remain undiscovered among your fellow travellers, the newly recruited labour workers from the Quannus system. You may have heard whispers from them that the Administratum has recorded a massive downturn in tithed materials exported from Goros Pok, and they are partly a solution to this problem. But this is all part of the Inquisition's guise.

This is your mission: You are to accompany the labourers, embed yourself among them, and join them in their righteous toil to serve His graces each day. Become one of them, make them family, get to know their secrets and habits, who they talk to, and if they serve a master other than our great Emperor.

Inquisitor Baek suspects numerous heretical cults rooted among the planet's labour forces, and they are skimming off the planet's tithe. Furthermore, the Inquisitor is most interested in uncovering Rogue Psyker activity, especially in and around these cult leaders. We suspect Goros Pok is so riddled with heresy that eyes will be on you everywhere you go. Keep your wits about you.

It should go without saying, but it is imperative that the cults do not discover you. They may suspect an Inquisitorial presence, but the truth cannot evolve beyond their suspicion if we are to conduct our investigation efficiently.

I instruct you to memorise this information and destroy this communicate before you make planetfall. We will be in contact. May the Emperor protect you.

Other acolytes originate from the opposite end of this spectrum. Inquisitors often collect menageries of oddities and irregulars, those caught up in the collateral damage of their investigations, or those who reach the very edge of heresy but can still be redeemed — damaged survivors of xenos operations, rogue psykers who seek penance, cultists led astray by twisted doctrine — those with experiences as unique as any Inquisitor's past.

DUTY

'That reverence you hold for the Emperor, the stuff you've been taught since you were a kid? Treat the Inquisitor just the same. They are an extension of His Will. Inquisitor says jump, you say, 'off what spire?'. Inquisitor says purge, you use tooth and nail if that's all you've got. Inquisitor says die; you run headfirst into whatever monstrous thing is staring back at you.'

— *Interrogator Melnyk*

The acolyte's charge is to investigate heresies within the Imperium and purge them from existence. As straightforward as this sounds, how an acolyte conducts their investigations is as complicated as the heresies they must unravel. Most Inquisitors require acolytes to operate with utmost discretion and subtlety at all times and never to invoke their Inquisitor's name. By the end of an investigation, it should appear as if they and the enemy they purged were never there, in neither the minds of the citizenry nor written Imperial record.

The grand stories and urban legends that people speak of the Inquisition; of holy wars, grand-scale purging and *Exterminatus*, are a product of propaganda or missions that got vastly out of hand. Acolytes should pray their investigations do not end in the latter state.



AUTHORITY

'Acolyte, I gave you no more of a stern warning than your fellows. My Rosette is not a child's toy nor a ticket to be brazenly waved for passage. Though your actions saved Hive Sepkos for now, you have abused the authority I presented you. You will submit for re-indoctrination immediately or be hunted and executed by your peers. Conduct yourself properly, for once.'

— **Note attached to Reindoctrination Order KL8934-M2d, Inquisitor Alis Ruad**

The Inquisitor cannot be in multiple places across the galaxy at once. Their acolytes act as an extension of their will, just as the Inquisitors act as an extension of the Emperor's Will. So often, an acolyte's authority begins and ends with their Inquisitor, how well they can draw on the threat of their influence and cult of personality without them being present.

This second-hand authority must be plied surgically. An acolyte could walk into a planetary court and present them with an Inquisitorial Rosette (page 5), but this is a foolhardy play for power. Any acolyte who did this would make as many enemies as allies, and would be outright dismissed as a hoax by just as many. As few as they are, long-lived acolytes spend decades building their own limited base of resources and influence to avoid invoking their Inquisitor's authority until the moment is right.

ADVANCEMENT

Make no mistake, doing what an Inquisitor asks is not the same as impressing them. Doing so is nigh impossible. Anyone mad enough to seek advancement in the Inquisitor's retinue — anyone who truly sees the necessity of what the Inquisition does — should start by doing what their Inquisitor has already done: seek knowledge, garner assets and contacts, act decisively in the field, and steel themselves against corruption. Smart acolytes will work with others in the retinue and become assets to each other, reaching towards the inner circle.

Ultimately, an acolyte will only rise as far as the Inquisitor deems necessary. Indeed, it takes an immaculate record, utmost competency, and blazing determination to become one of the Inquisitor's most trusted acolytes, their Interrogator. Most Inquisitors have at least one to secure their legacy and lead in their stead; their rarity indicates how high a bar Inquisitors hold to truly earn their trust.

INQUISITORIAL ESPIONAGE

In many situations, it is helpful for acolytes to operate as covertly as possible, knowing that the eyes of the enemy lurk in every shadow and that even a granular leak of information could mean the failure of their operation or their death. The deeper the cover and obfuscation from their foes, the greater the moves they can make in their shadow war, without hindrance or risking death, and to the unacknowledged appreciation of their Inquisitor. However, there are complicated rules to follow when maintaining this level of subterfuge. Acolytes should gather an excess of information. Build a second life of integrity that no one can question. Always be ready for their enemy, and always have a backup plan.



++ SURVEILLANCE TRANSCRIPT ++
++ SUBMITTED: ACOLYTE 83-MU548 ++
++ SUBJECT: HOUSE REPRESENTATIVE
++ KORY SUMALAK ++

...

[DAY VI] Subject never left villa. One visitor, an unidentified representative of House Vylathi, description forwarded to contacts for identification. Both were inside for close to three hours, visitor appears clearly angered.

[DAY VII] Subject left villa only once, visit to Sumalak House Commissary IGH-93 in the lower hive. The location flagged for further investigation.

[DAY VIII] Subject never left villa, once again. Received delivery of goods from House Sumalak servants. Will reposition surveillance during next change of guard to get better vantage on subject's quarters.

[DAY IX] Subject spotted on villa balcony. Right hand ungloved, appears to have an extra finger on their right hand. Requesting higher fidelity optics to be sure.

Acolytes acting together in a cell can share the burden of espionage, dividing tasks among those who can best complete them — a stiff Mechanicus Tech-priest may not be the best choice to parlay with infractionist contacts, nor an Astra Militarum warrior the best at sourcing and tuning the team's equipment. One acolyte's extravagant failure can negatively affect the cell, but failure can often be avoided by choosing the best acolyte for the job.

In play, many of these aspects can be represented by deft roleplaying, but larger drawn-out tasks can be tackled by characters between missions, from the **Endeavours** included in this book (pages 125–138) or *Imperium Maledictum* (pages 231–234), some particular examples we will list in the following sections. Most investigations take months or years, so GMs are encouraged to give players ample time to enact these Endeavours and build the necessary resources.

Subtlety is another threat and tool to consider (page 116). While everything a character does will likely impact the party's Subtlety levels, it can also be invaluable to know how close they are to crossing the line of discovery. If they are close to discovery, they must decide whether to enact their masterstroke or retreat expeditiously and bear the wrath of their Inquisitor instead of their enemy.

CONTACTS

A well-wrought network of Contacts can provide an acolyte or cell with information or opportunities they could not otherwise obtain. Just as the Inquisitor often picks acolytes to fill a gap in their knowledge or capabilities, acolytes should do the same with their Contacts.

Each Contact is often worth investigating to some degree to gauge how trustworthy they are, what secret ties they might have, and even to garner some blackmail to hang over their heads. Finding good contacts can be time-consuming, as can keeping them loyal to the cause.

Those at the fringes of their organisations, those less loyal, scorned, or close to being branded as infractionists, are often the best Contacts to make. If played right, these individuals will fear an acolyte's authority outright, be caught between the Inquisition and their own faction, or see the cell as their salvation and be more willing to turn on their former masters.

Characters can explore the *Cultivate Network* or *Secure Information Network* Endeavours (pages 129 and 132, respectively) or the *Consult Savant* Endeavour (*Imperium Maledictum*, page 234). *The Inquisition GM's Guide* provides more advice for using Contacts, including a roster of sample Contacts that the GM can weave into their adventures for players to encounter.

ESCAPE PLANS

Acolytes should always be prepared to drop their investigations and run at a moment's notice. Most Inquisitorial investigations take a long time to prepare, but being confronted by their enemy before they're ready can mean certain death. Obtaining transportation off-world or finding a quiet place to go to ground until the heat is off them is often up to them to secure.

A truth that new acolytes often find hard to swallow is that the information they've gathered in an investigation is usually more important than their lives. Extracting that information safely or placing it into the hands of another acolyte cell — via dead drops or highly trusted contacts — should take priority over their lives.

In both instances, the *Scout Surroundings* Endeavour (*Imperium Maledictum*, page 234) could be used to find an escape route from the cell's hideout or secure dead-drop locations for other acolytes to find.

LEAVING NO TRACE

The Inquisition relies on its secrets to stay just so — far away from the average citizen's awareness. This includes aspects of its own operations but also extends to its enemy's presence. If citizens learned of the unimaginable horrors that secretly surround them and those that claw at the edge of the Imperium, there would be widespread unrest, mass hysteria, and even civil war.

Acolytes need to clean up after themselves and take care of the bodies at hand so no skeletons remain to haunt them or their Inquisitor later. In addition to scouring the presence of their enemies, this could mean silencing witnesses, sending them for hypno-indoctrination to wipe the very memories from their minds, or implementing a propaganda campaign to rewrite the history of what happened. The *Erase Truth* Endeavour (page 130) can aid acolytes here, but they may need to make some hard decisions and put in extra effort to truly wipe the slate clean.

LOW PROFILES & ALTER EGOS

Acolytes need to tread lightly and keep their heads down at all times. Even minor mishaps could draw the attention of local guards or Vigilites, who may misunderstand the character's intentions or put a greater spotlight on the Inquisition's presence within their jurisdiction. Acolytes should guard their true identity with their lives, even better if they have an entirely new identity that can burn instead of their own.

Once their true identity is revealed, or they are caught out in the open, that damning information often spreads like wildfire, and their usefulness as nameless agents is lost. This brazenness plants a clear target on their head, making the remaining days of the investigation numbered or over.

Though the *Garner Reputation* Endeavour (*Imperium Maledictum*, page 234) may not help in keeping a low profile, consider using it to solidify the integrity of a character's Alter Ego.

TOOLS OF THE TRADE

A well-armed acolyte can certainly threaten or kill a target, but they need an altogether different arsenal to aid them in other aspects of their investigation. Their base of operations could be better protected with a Signal Jammer or outfitted with Pict Recorders to surveil nearby comings and goings (both *Imperium Maledictum*, page 150). An Excruciator Kit (*Imperium Maledictum*, page 148) or a Soulguilt Scanner (page 97) might work better than the threat of death in an interrogation. Even a solid pair of Magnoculars (*Imperium Maledictum*, page 149) shouldn't be forgotten by those surveilling their targets.

Plentiful tools are available in **Chapter V: The Inquisition Armoury** (page 76) or the Armoury chapter of *Imperium Maledictum* (pages 118–157). Bespoke or modified equipment can be obtained by petitioning the character's Patron or using the *Commission* or *Crafting* Endeavours (*Imperium Maledictum*, page 232).



KNOW THY ENEMY

'I have clashed with creatures the sight of which would sear your soul to the core. I have bested horrors that chill with a gaze and tempt unreasoning terror. I have faced death eye to eye and blade to blade. I have stared into the eyes of insanity and met their all-consuming stare. I have done all this for you, for your protection, and to guarantee a future for Humanity. You dare, you who cowers, quivering in the safety of your glittering hive, to question me!?'

— Inquisitor Alis Ruad

The average citizen of the Imperium, toiling loyally in service to the Emperor's will, knows well enough that heretics hide amongst them. Does the Adeptus Ministorum not preach against them, and warn all of the heretic's wiles and vices? Most have also heard of the mighty battles waged against the Imperium's foes, foul xenos and traitorous souls who blindly oppose His will. Each of these is a terrible threat and yet, bereft of both faith and the Emperor's grace, little more than fodder for the Imperium's vigilant protectors. Few understand the true scale of either threat, that heretics have claimed whole worlds for their foul masters, or that entire sectors are overrun by inhuman xenos, their worlds despoiled, and their populations slaughtered.

Even fewer know the truth of the Warp and its daemons, which for most are little more than myths, hinted at only in esoteric passages drawn from the Imperial creed. Nor is it widely known that the Inquisition, purportedly the Imperium's most vigilant guardian, is often at war with itself. Inquisitors frequently brand each other as radicals or heretics, and the shadow wars that have played out have often been ruinous.

All this is kept hidden in the name of peace, the gift of ignorance bestowed by means of propaganda and blatant lies. As a result, most are blind to the horrors of the galaxy until just before they are devoured by one of them — the Imperium's final gift to its loyal servants.

This comforting mantle of ignorance is ripped away from the newly inducted acolyte. Some have difficulty adjusting to the harrowing truth, but mercifully no acolyte is burdened with all of it at once; most come to steady realisations through their investigations alone.

Within the borders of the Imperium, the Inquisition's insidious enemies operate in secrecy, and the earliest stages of an investigation typically seek to determine what threat the cell faces. The sooner this is discovered the better, both to prepare for the battle ahead and to call for further resources if required.

Acolytes must be fearful of making assumptions. To presume that every enemy they face will match the chosen foes of their Inquisitor's Ordo is a mistake. What appears as a heretical cult on the surface may be ruled by a rogue psyker, Genestealer Cultist, or a force utterly esoteric. Each presents novel dangers and requires a different exacting method to purge.

An acolyte should be ready for anything, including the opposing forces of other Inquisitors. Disagreements between Inquisitors can escalate quickly, as most are used to their nigh-infinite authority and become incensed at having their methods questioned. Few foes are as deadly as the forces of another Inquisitor who, tempered by the trials of their service, are often as inhuman and lethal as any alien, mutant, or heretic.

Superiority is a massive boon to any acolyte cell and a measure of their preparedness (*Imperium Maledictum*, page 196). A primary method of securing Superiority is a natural reward for meticulous investigation.



THE ENEMY WITHIN

Action I: Verbal interview without duress.

Action II: Verbal threat of and description of Actions that may follow.

Action III: Light physical torture.

Action IV: Light physical torture and psychological manipulation.

Action V: Sensory and physical deprivation.

Action VI: Psychic interrogation.

Action VII: Intensive psychic interrogation.

Action VIII: Use of psycho-chemical drugs.

Action IX: Classified.

(Exact details not described, but two days of Ninth Action would probably kill a subject.)

— Standard actions of interrogation, as described within Inquisitor Crowe's Rubric of Protocol

Mutant filth, rogue psykers, traitors and apostates of false creeds; heretics, one and all, and the foremost threat to the soul of the Imperium, a rot from within its very heart.

As their first lesson in hunting heretics, acolytes are taught an unfortunate truth: their charge hides among the people they have sworn to protect. Yet they can afford no mercy or hesitation in cutting heresy down wherever they find it. Some traitors may not even believe in their heresy, fed toxic doctrine, or false promises of salvation. Most are damned from such corruption. Those close to crossing the line can be re-educated or granted penance, handed over to the Ministorum. In the worst cases, the Inquisition has hypno-indoctrination programs to erase, bury, or realign memories in a person's mind. Still, such methods always carry risks and should be applied to essential assets.

Many acolytes of the Ordo Hereticus monitor particular institutions of the Adeptus Terra, surveilling where corruption has appeared in the past in case it rises again. Acolytes may be assigned to liaise closely with these factions or be planted as an undercover operative, often supported by a web of informants. The target of their investigations is carefully monitored. Left to fester for too long, even minor heresies can give rise to tremendous fractures — such as the rise of dissident cults within the Ministorum or Hereteks within the Adeptus Mechanicus.

Most cults use subtle symbols and cryptography to communicate with and identify their hidden members. These icons could range from simple, intentional alterations to existing Low Gothic glyphs to deeper subversion of Imperial iconography. An acolyte is likely to encounter the most prominent icon, an eight-pointed octogram or star, a symbol of Chaos that dates back to the traitor legions of the Horus Heresy. The Inquisition recruits cryptographers from across the Imperium to study heretical icons, find links between different cults, and understand their communication methods.

Witch marks in particular, brands of the Ruinous Powers, are said to empower those afflicted with unnatural powers. Nurgle cultists are often branded with boils and rot, diseases they carry with a twisted pride. Tzeentchian cults are deeply obsessed with the number nine and brand themselves in nonagonal patterns. Khornate worshippers are rarely without a branded skull or markings daubed with blood, whereas some Slaaneshi cultists appear with contortions or knots in their flesh that border on mutilation. Many more of these associations can be uncovered by studious research and in-field investigation — all said, acolytes must have their wits about them to recognise patterns or marks of heresy that could point their inquest in the right direction.

Acolytes should be vigilant for signs of mutation among groups of heretics. By their very nature, mutants are already far down the path of corruption, malleable clay for the Ruinous Powers to mould into new agents of Chaos. Living on the edges of Humanity, mutants are easily driven into the arms of charismatic leaders, desperate to find communities where they fit in. Those who carry a similar affliction often want to band together — and as with Marks of Chaos, similarities in mutations are frequently a pattern worth investigating.

The most dangerous heretics are Rogue Psykers. Acolytes who suspect they have encountered a Rogue Psyker should immediately report their existence to the Adeptus Astra Telepathica and work with local authorities to capture or monitor them until backup arrives. Proceed with caution, as these aberrations often exhibit dark and unnatural powers, from casting mutating hexes or conjuring witchfire to mind control, telekinesis, or bewildering illusion. Unnatural distortions in the Warp usually antecede the presence of their vile powers: lingering hoarfrost, distorted reflections, knots in memory, or gravitational shifts.

THE ENEMY BEYOND

'Disregard the gaps you feel in your memory – know that you have seen too much, and removal was necessary. The [REDACTED] completed their mission on [REDACTED]; the [REDACTED] threat led by [REDACTED] were effectively purged by their supreme will. But take heed; perhaps we overshot our ambitions this time.'

— Message from Acolyte Peytr Strolke, Sent to Acolyte Peytr Strolke.

Beyond mundane reality, the Immaterium holds innumerable daemonic horrors and unthinkable entities. Humanity can only begin to understand the nature of these warp abominations; even those within the Inquisition only understand a small measure more. What is understood is their tenacity to corrupt, their unstoppable scheming, and their covetous nature towards the material. To stand against the enemy beyond is to place your life on the path of their corruption — acolytes who do so find themselves altered forever but stand against the greatest threat to life itself.

Even less is understood of the ancient entities atop this chaotic pantheon — personified deities and concepts of mortal obsessions and fears given form — that wield unimaginable power and foster infinite malice.

In the cultist's tongue are *Khorne*, *Tzeentch*, *Nurgle*, and *Slaanesh*. These deific nightmares garner power as Humanity's fears and corruption grow and can spread their psychic whispers anywhere Humanity is at its worst.

Paramount to any acolyte's mission when hunting daemons is containment and cleanup, especially in the eyes of the populace. Imperial citizens have some notion about the nature of daemons but in a largely symbolic context. The truth of the Warp would break the mind of an average Human, and if enough minds break, the integrity of the Imperium would suffer irrecoverably. Daemonic activity must be suppressed and scoured from the record as if it were never there. As a last resort, people should believe that strange occurrences are attributed to 'xenos' or 'mutant' meddling rather than a breach of reality as they know it.

In worse cases, swathes of the populace can meet execution for their exposure to daemonic corruption. As always, the dire ends justify the means, but such a sacrifice tarnishes the Inquisition's reputation — for any incursion to reach that level often means someone was not doing their job correctly. Physical daemonic corruption cannot stand in any case. Exorcism is possible, but it is a dangerous and costly procedure, prone to disaster. Despite what whispers an acolyte may have heard about Daemonhosts, the existence of such vessels cannot be tolerated; such is the Puritan stance on the matter.

No daemon, even the lowliest Nurgling or Brimstone Horror, should be treated lightly. In the face of such horrors, most acolytes would rather flee to safety. But as agents of the Inquisition, they are obliged to stand against the enemy and make necessary sacrifices. In most cases, they will be the only ones standing between the Immaterium and those they are sworn to defend. The best they can do is signal for help through secure channels and hold out for as long as possible.

Where most daemons appear as unthinkable horrors, others are more insidious and lurk among Humanity, wearing Human flesh or plying their influence through hidden heretical cults. Some must do so to emerge from the Immaterium fully, urging their worshippers to conduct profane rituals to cut a rift in the Warp. Among these heretics, the ultimate betrayers are keen to barter their Humanity to the Ruinous Powers. They seek to ascend to daemonhood, standing as Daemon Princes beside their unholy brethren, grasping for immortality and powers beyond their comprehension.



THE ENEMY WITHOUT

Invading forces beset all borders of the Macharian Sector — foul xenos entities seek to reach in and claim Imperial worlds as their own. The militarised arms of the Adeptus Terra face these foes in the void or upon contested soil. Meanwhile, the Inquisition looks inward, where invaders have slipped through defences or appear seemingly out of nowhere. The enemy without works its machinations to prey upon Mankind, as if the God Emperor's children were no better than vermin or cattle.

Xenos are countless in vileness and variation. It is impossible for an acolyte to study them all, so like their Inquisitors, they may find it beneficial to hone their research on a singular xenology. Aiming to understand an alien's true purpose is folly, some would say more challenging than the entities of Chaos, for at least they bear some relationship to Humanity's desires, even in grim reflection. Inquisitorial doctrine states: that which is inhuman is unclean and must, therefore, be eradicated. Afford xenos no more mercy than a heretic or a daemon.

Two species, in particular, appear to pose a significant threat within the Macharian Sector, yet the Inquisition understands only fragments of their technology, culture, and capabilities.

The Aeldari employ unknown void travel technology to slip through the Imperial Fleet's defensive lines and conduct cryptic missions unimpeded. Their Drukhari sub-species are better known as void pirates who assault Imperial fleet vessels. They are swift and vicious aliens. Some have been spotted planetside raiding Imperial outposts and capturing citizens for reasons unknown. Some have been caught subjugating Imperial bases of power for equally inconclusive ends.

During the Noctis Aeterna, lax security allowed several Genestealer Cults to take root among Imperial settlements, particularly Hive Cities. It's suspected that these insidious cults are playing a generations-spanning long game. Many of their agents look barely different from the average Human; most are trained in deception and subversion. Their tactics and methods corrupt Humanity without a doubt; one Inquisitor believes they are working towards a more destructive endgame for the sector.

Traces of other xenos threats claw the sector's worlds, all highly classified within the Ordo Xenos' archives; many represent existential threats to the Imperium. Ork invasions can appear without much warning and raze nearly any Imperial world to ruin. Genestealer Cults in the sector, by extension, prove the existence of a Tyranid Hive Fleet. One is on its way, though arriving at a time the Inquisition is yet to ascertain. Tomb Worlds are believed to be hidden throughout the sector, those belonging to the Necrons, who may one day rise to reclaim their ancient empire. The Inquisition knows that the Imperium's time is numbered — but every Inquisitor and their acolytes must fight to stay the tide for as long as possible and pray for the Emperor's salvation.

Some xenos position themselves as traders or mercenaries and claim to stand on equal footing with Humanity — such as the enigmatic Leagues of Votann or Kroot Carnivores hailing from the T'au Empire. An acolyte should not believe these lies. Xenos artefacts work wonders to undermine the Imperium's sanctified technologies, yet are another form of subversion and corruption, proven by the sector's prolific silent trade. As for mercenaries, their loyalties will always lie with their xenos kin. Anyone who works with xenos entities proclaims themselves a traitor to Humanity and should be treated no better than the xenos with which they ally.



++CONFISCATION LOG M41-INS-21763D++
++INSPECTION REPORT++
++IMPERIAL FLEET HAULER 'GILDED WING'++
++CONTAINER TRK-84723++
++DESTINATION ASTERION++
++HIVE PRAEMIOSUS DOCKYARD++

- > Contents:
- > 834x 1-quart containers of sacred unguents
- > 2336x Purity Seal Grade Wax Sticks
- > 2x Artefact designate AEL-312 ('Shuriken Cannon')
- > 6x Artefact designate AEL-312-B ('Shuriken Magazine')
- > 4x Artefact designate AEL-341 ('Aeldari Plasma Grenade')
- > 1x Artefact designate AEL-276 ('Aeldari Power Sword')
- > Container quarantined and logged for immediate destruction under the supervision of Interrogator Arnaut Cisneros.

THE HOLY ORDERS

'HERETICUS – FAITH IS MY SHIELD

MALLEUS – ZEAL IS MY SWORD

XENOS – HATE IS MY SPEAR'

— **Inscription upon Conclave chamber doors,**
Mare Cinis, Suluk

Though Inquisitors primarily operate as individuals, most belongs to a Holy Order that defines their primary targets, general mission, and access to highly restricted resources. The *Ordo Hereticus*, *Ordo Malleus*, and *Ordo Xenos* represent the Imperium's most significant threats and categorise the Inquisitors within by their mission and specialities.

For Inquisitors to be part of a Holy Order does not place extra burdens upon their shoulders, wrap a chain of command around their necks, nor lessen their authority in any way — the Holy Orders are better defined as an association of equal individuals who freely collaborate to share information or pursue a common target.

Inquisitors know that too much organisation or over-collaboration can restrict their authority and further complicate their missions. Inquisitors rarely agree on the exact method of achieving their goals; even under the banner of the same Order, Inquisitors can quickly come to a clash in philosophy or risk leaking secrets that could facilitate their demise.

Acolytes should also be aware of Conclaves: secretive in-person meetings between various Inquisitors, brought together under the banner of a particular sector or gathered by shared expertise. In practice, any Inquisitor can call for a Conclave, and their brethren should do their best to answer the call — yet attendance may rely upon the trustworthiness or respect others have for the instigator.

There is more to learn about each of the Holy Orders in **Chapter II: Patrons of the Inquisition**, and deeper lore still featured in the *Inquisition GM's Guide*.



ORDO HERETICUS

Inquisitors of the *Ordo Hereticus* fight against corruptive elements hidden inside the Imperium — the Enemy Within. Otherwise known as the Emperor's Witchhunters and most numerous in standing among the Holy Orders, it is their holy duty to capture or eradicate rogue psykers, mutants, and traitors, stamping out aberrant faiths before they run rampant.

Each *Ordo Hereticus* Inquisitor is just as sinister and feared as those they hunt. Their arrival on any world is met with much trepidation and awe as none know where their gaze may land and upon whom their suspicions might fall. Their eyes watch the Adeptus Terra fiercely, especially where those institutions have suffered corruption in the past.

An adroit Inquisitor will have informants everywhere, especially within these organisations, who may serve as future agents if they prove their loyalty. They also have close ties to the Adeptus Ministorum in fighting corruption and reinforcing aspects of the Imperial Creed. With the people's eyes upon the Ecclesiarchy, the Inquisition recognises them as a powerful tool for spreading propaganda and encouraging the citizenry to surveil their neighbours.

Puritan Hereticus Inquisitors won't tolerate any mention of heresy, watching their acolytes as closely as they would their enemies. Some might barely tolerate the existence of sanctioned psykers within the Imperium and may think of abhumans as another form of vile mutation. Radicals may well be more nuanced and see value in exploiting the heretics they hunt or their methods. They might allow a cult to continue operating (under careful surveillance) on the hunch that its activities lead to a greater evil operating in deeper cover. They think it is worth stabbing corruption in its heart, even at the expense of collateral damage.



ORDO MALLEUS

Inquisitors of the Ordo Malleus are the Imperium's first line of defence against the Enemy Beyond — unimaginable entities and daemons of the Warp, whose only purpose in our world is to corrupt, destroy, and feast on the souls of the damned. Known as the Emperor's daemon hunters, the Ordo Malleus is tasked with purging daemoniac activity, preferably before any full-on warp breaches occur. Time is always of the essence. Too late to stop such a catastrophe, they must face the resultant tide of horrors and escaped daemons at any cost.

The very existence of this Holy Order is a highly classified secret, even to other members of the Inquisition. To operate out in the open and better guard their secrets, Ordo Malleus Inquisitors often take on the guise of an Ordo Hereticus or Xenos Inquisitor. But when their time comes, these accomplished warriors, many of whom are powerful psykers, march to war clad in sanctified power armour, wielding ancient blessed weapons. Yet these Inquisitors and their acolytes stand alienated from the rest of Humanity; their knowledge and abilities are as much a strength as they are a lightning rod for the monsters they hunt.

Puritan Ordo Malleus Inquisitors strive to be incorruptible vessels of the God-Emperor's righteous fury. However, those among the Puritans who do not recognise corruption as inevitable are bound to turn Radical without foreseeing their fall. Radicals among the Ordo Malleus recognise the potential of capturing daemons within hosts or weaponry to use their powers against their diabolical kin. They read forbidden tomes and consult with proscribed augurs, witches, or other sources to divine the means to vanquish their foe. They deem all this a necessary escalation of power against such an interminable foe; most discount the inevitable corruption that will swallow them up when the scales finally tip in their enemy's favour.



ORDO XENOS

Inquisitors of the Ordo Xenos are charged to combat the Enemy Without — the filthy xenos that attempt to invade, corrupt, and plunder the Holy Imperium of Man. Their ultimate ideal is to assert and safeguard Humanity's total domination above all things alien.

Inquisitors of the Ordo often dedicate their lives and service to combating a single species above all else, for the number of different species in the galaxy is beyond count, and no one Inquisitor could efficiently fight them all. They may be called to a battlefield to lend their expertise in thwarting their studied enemy. However, they are more likely to operate around the edges of Imperium space, where the xenos threat is most diverse, and Humanity is more malleable to their corruptive influence.

The Ordo's intent is to cut off any invasion before it even begins: seeking out and combatting secret infiltrations or campaigns of underhanded influence throughout the Imperium's worlds. Many xenos species aim to gain a foothold by subverting weak-willed citizenry, tricking them with dazzling treasures and corruptive esoteric ideals. But make no mistake; these citizens are no less guilty than the xenos who corrupted them.

The most Puritan Ordo Xenos Inquisitors safeguard their Humanity without remit, declaring any xenos as unredeemable as a filthy daemon. They will purge first and investigate later, expecting the same of their acolytes. However, a Radical Ordo Xenos Inquisitor's stance on Human superiority allows them to make tools of the xenos they encounter, deciding how to best exploit them before eradication. They may allow their acolytes to work alongside xenos mercenaries or wield xenos weaponry if necessary.

JUSTICE, JURISDICTION, & INVESTIGATION

'I carry with me an Inquisitorial Seal. It is a small, unassuming object contained in a neat box. It is a modest thing. Relatively plain, adorned with a single motif and a simple motto. Yet with this little object, I can sign the death warrant of an entire world and consign a billion souls to oblivion.'

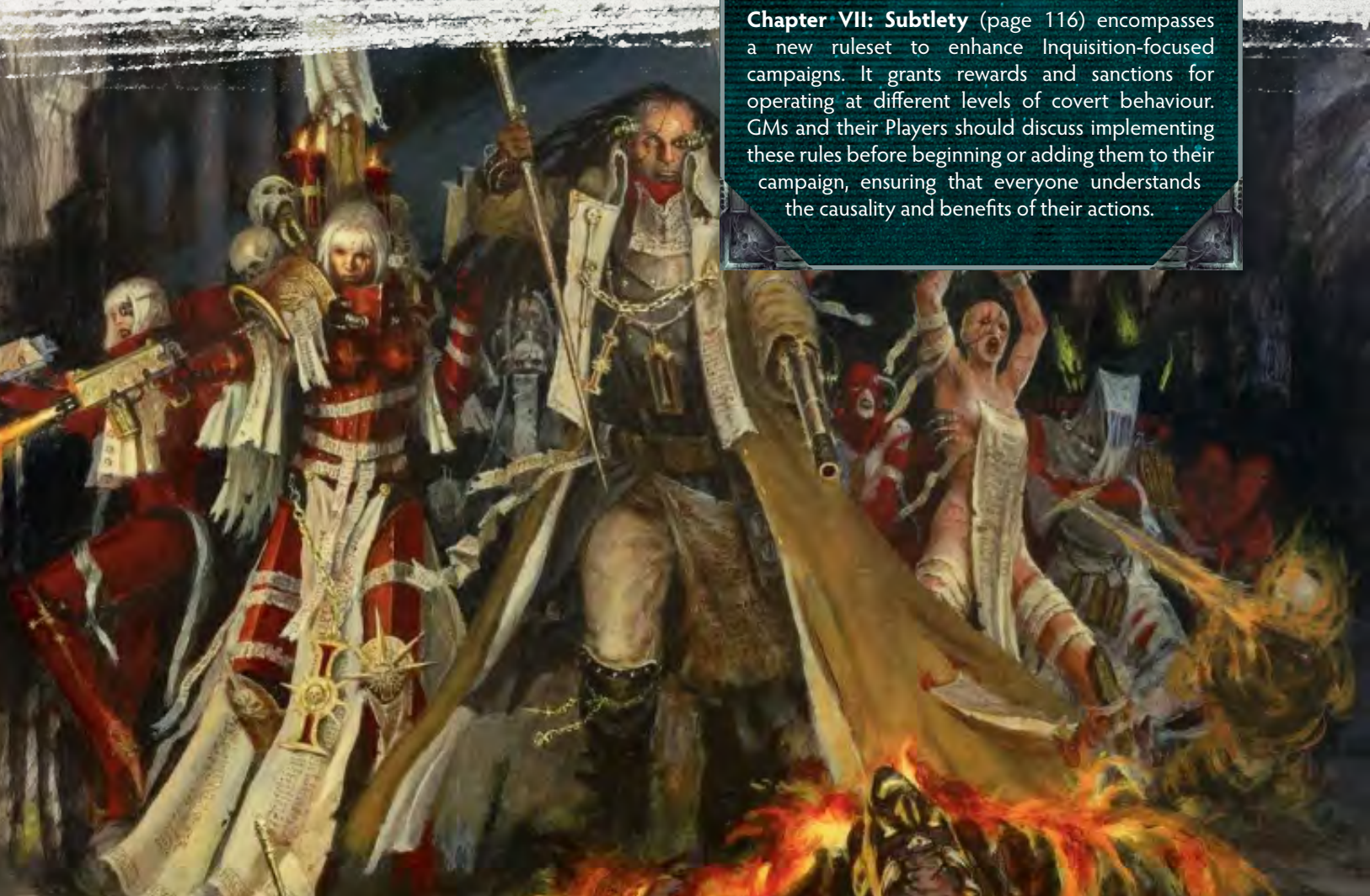
— Thraviam Flast, Ordo Malleus Inquisitor

Despite the average citizen's belief that the Inquisition is effectively omnipotent, its Inquisitors cannot be everywhere at once — many crimes and injustices fall below what is worth their time and resources to investigate, and the same goes for their acolytes. Members of the Inquisition must consider their prime targets above all else, be it the daemon, heretic, or xenos. Sometimes, Inquisitors of the Ordo Malleus may be called upon to deal with a xenos threat. But, lesser infringements of any other kind are under the remit of the Imperium's other factions and organisations and should be remedied by them.

It is rare that an investigation is ever a simple affair. Inquisitors and acolytes alike can dedicate years or decades of their lives towards pursuing a single threat or goal, with many of those years operating in total secrecy (see Long-Term Endeavours in **Chapter VIII: Between Missions**, page 125). Many investigations start subtly, with Inquisitors aiming to thwart a threat before civilian awareness occurs. Inquisitors see their acolytes as small, precise, and expendable tools that can work in the shadows while overseeing their operations in a more public-facing form. Ultimate authority may be just that, but most Inquisitors know it works best when applied in the right place at the right time. Some investigations can pass a point of no return, where the Inquisitor is forced to rally troops and effectively march to war, with a greater potential for collateral damage and exposure.

SUBTLETY

Chapter VII: Subtlety (page 116) encompasses a new ruleset to enhance Inquisition-focused campaigns. It grants rewards and sanctions for operating at different levels of covert behaviour. GMs and their Players should discuss implementing these rules before beginning or adding them to their campaign, ensuring that everyone understands the causality and benefits of their actions.





INQUISITORIAL DECLARATIONS

There are many official orders that Inquisitors alone can enact via their position. Some stand infamous for their impact upon the Imperium and the individuals involved. Acolytes should be aware of these declarations to the letter and knowledgeable of their dire consequences.

Excommunicate Traitoris: This declaration applies to those who have betrayed the Imperium through grand acts of heresy or any vile means that oppose the God-Emperor's ideals. Any Imperium faction must eliminate or report the presence of any declared *Excommunicate Traitoris* individuals they come across, lest they tempt suffering the same fateful exile.

Exterminatus: The Inquisition's infamous last resort. To unleash the ultimate sanction of *Exterminatus* upon a world is to consider it lost to damnation — an unavoidable scouring of all life upon a planet so that it is completely purged of corruption, often via excessive orbital bombardment or superweapon. Many citizens have heard legends, myths, or rumours of worlds that have been wiped off the star charts by inquisitorial order, but few know for sure. The Inquisition ensures that public knowledge of such events is expunged.

Extremis Diabolus: This declaration signifies an individual having cavorted with or been knowingly influenced by daemons. It often applies to rogue psykers or those practising forbidden arts; even some Inquisitors of the Ordo Malleus have been declared *Extremis Diabolus* after degenerating into Radical behaviour. It is similar to *Excommunicate Traitoris* but further acts as an extreme warning to stay away from such corrupted individuals.

Hereticus Absentia: This declaration is branded upon those, typically large groups, who refuse to comply with the Imperium's laws and are often beyond the reach of Imperial authority. During the Macharian Crusade, many lost worlds were given an ultimatum to rejoin the Imperium or forever become its enemy — those who rebuffed the offer received this designation, forever to be treated no better than xenos.

ROSETTE SIMULACRA

It is rare for an Inquisitor to bestow their Rosette to any acolyte under them — but because they cannot be everywhere at once, some opt to provide their agents with sanctioned simulacra of their original. These copies may be further gene-locked to prevent misuse in the wrong hands or even have a timed window of use built-in before they become inert or self-destruct. Acolytes should be careful when bearing the Rosette publicly, as it may raise the stakes of their investigation in unforeseen ways or announce the Inquisition's presence in places better served undiscovered.



DESPERATE MEASURES & ESCALATION

When an Inquisitor's mission spills into open warfare, or they encounter a threat no Inquisitorial warband could tackle, Inquisitors can call upon the aid of the Imperium's military forces to respond in their stead. However, as with the scale of their 'limitless' authority, Inquisitors may need to make concessions regarding what forces they have access to and exert caution respecting potential consequences.

They may come to rely upon whatever forces are available nearby, stationed within their current or neighbouring systems. It may become a mission within itself to assert their authority. Calling upon any nearby large-scale force will significantly impact any world, upending local hierarchies and affecting the lives of most citizens in one way or another.

The most readily available forces are drawn from local lex enforcement, such as the **Adeptus Arbites** or **Macharian Vigilites**. Most worlds have garrisons of **Astra Militarum Troopers**, regiments of **Tempestus Scions**, or an **Imperial Navy** presence in the system. These forces are the most commonly called upon and most likely to respond without expecting a trade-off — the Imperium working as it should. The Adeptus Ministorum can raise a **Frateris Militia** to fight — a militia of devoted fighters whose lack of combat training is made up by their furious zeal. However, their loyalties might be complicated depending on where the Inquisitor's target lies, measured against the local Ecclesiarchy's interpretation of the Imperial Creed. Deploying these forces can close an iron grip of authority around the area, purge where necessary, and conduct specific missions where needed.

Inquisitors can call upon the **Adepta Sororitas** or the **Adeptus Astartes** to face more extreme threats. But these forces often have a will of their own; once they deploy, the Inquisitor and their acolytes are expected to stay out of their way. Each of these indomitable forces has its unwavering creeds and power structures to which they are bound. They believe they know best how to apply their power — so any unforeseen collateral damage may land on the Inquisitor's head. The same could be said of the **Officio Assassinorum**, who can surgically remove challenging targets but operate within their own stringent rules for engagement where the Inquisition has little input. To be blunt, any forces called upon at this power level or beyond typically bring the acolyte's involvement to a close, and they should move on to the next adventure.



LASTING CONSEQUENCES

Many Boons listed in **Chapter II: Patrons of the Inquisition** (page 24) allow an Inquisitor to call upon these powerful forces more readily through their close ties. However, players and GMs should be aware that calling upon these forces will likely cause a turning point in their campaign, often irrecoverably altering the landscape of their area of operations or shifting the balance of power far beyond their control.

The secretive **Deathwatch** and classified **Grey Knights** are any Inquisitor's last resort against significant xenos or daemonic forces, respectively. Like their Space Marine brethren, these forces will enter the battle, execute their mission as they will, and leave just as rapidly as they deployed. Inquisitors are likely to expend significant resources cleaning up after their appearance, even purging innocent witnesses or razing what remains of the area of operations to cover their tracks.

This hierarchy of forces represents a vertical slice of the Imperium's military might at large. But Inquisitors may have ties to other unique or scarce forces within the Imperium: those close to the Adeptus Mechanicus may have ties to call upon **Skitarii** warriors, those with ties to a Knight World may call upon the forces of an **Imperial Knight House**, or consider their ties to various **Rogue Traders**, and the forces under their influence.



SPACE MARINE CHAPTERS

Several Space Marine Chapters operate in and around the Macharian Sector, which often have ties dating back to the Macharian Crusade. The mysterious **Minotaurs** Chapter were dispatched during the Macharian Heresy to settle the 'Euxcine Incident', a conflict between the **Doom Warriors** and **Interceptors** Chapters whose remnants remain active in the sector. The Chapter fleet of the nomadic **Verydian Hawks** regularly pass through the Macharian Sector, coming and going from battlefields without any prior warning.

Many Chapters have direct ties to the Inquisition and would aid an Inquisitor's call, such as the **Red Hunters** — formed by the order of the Inquisitorial Representative on Terra, or the **Exorcists** — Space Marines experienced in combatting the forces of Chaos.



PATRONS OF THE INQUISITION

'Your objections are irrelevant; I am an Inquisitor, and I answer to none save the Emperor of Mankind. Regarding my methods, He seems content to remain silent.'

— Inquisitor [NAMES REDACTED, SEE CASE ID #3421-G3/Delta-48F3 'Vitezovich']

Perhaps alone among the Imperium's institutions, the Inquisition values individuality in its operatives. The one thing that truly unites them is their duty to protect the Imperium from its many foes. Each Inquisitor is largely free to perform that duty however they see fit, and their authority to do so is second only to the Emperor Himself. They know far more about their enemies' true natures than most citizens are ever permitted, and they carry the terrible burden of knowing that in a galaxy of unending nightmares, there are few means that cannot be justified.

This chapter expands on *Imperium Maledictum: Chapter II — Creating a Patron* (page 16), providing far more options for Inquisitorial Patrons. It provides rules for creating Patrons drawn from each of the Ordos Majoris, with either Puritan or Radical philosophies.

You are not required to adhere only to this book; while millennia of tradition and dogma carry tremendous weight in all Imperial institutions, Inquisitors are not bound by the considerations of their lessers. Inquisitors come from all backgrounds, and they take the lessons they learned in their old lives with them. If you desire a Patron who was a commissar before earning her Inquisitorial seal, you are free to take Boons or Liabilities from the Astra Militarum Faction, for example. Similarly, the options listed here need not be exclusive to the Inquisition. The *Arms of the Alien Boon*, for example, would equally suit a Rogue Trader or Infractionist Patron dealing in bartered Splinter Rifles and other alien weaponry. Any of the Patron options in current and future books may make more sense for the particular Inquisitor you have in mind for your game. An Inquisitor's near-limitless authority allows them to acquire almost any benefit (or drawback) for their operatives.



PATRON CREATION SUMMARY

Creating an Inquisitor Patron follows a similar process to the one outlined in *Imperium Maledictum: Chapter II: Creating a Patron*, with a few minor changes. The following process offers an alternative to using the Ordo Hereticus and Ordo Xenos Faction Options presented in *Imperium Maledictum* (page 25).

If you have already created an Inquisitorial Patron and wish to make use of some of the options found in this book, you should feel free to do so. In justifying any changes, consider how the Patron may have changed and grown over time, and what information they may have withheld from their servants.

1) FACTION

Choose one of the Major Ordo Factions for your Inquisitor Patron to belong to: Hereticus, Malleus, or Xenos, outlined beginning page 26.

2) PHILOSOPHY

Choosing either Radical or Puritan. Additional advice is outlined on page 29.

Then, based on your choice, you may choose an Inquisition Philosophy from those available on pages 29–31. Not every Inquisitor adheres to these schools of thought, but they each carry a certain weight within the organisation. These individual philosophies offer no mechanical benefit, but choosing and discussing one with your GM can bring the group to a consensus on what aspects of the Inquisition you wish your campaign to explore. These philosophies and more are discussed in greater detail within the *Inquisition GM's Guide*.

3) Demeanour

Humanity is endlessly diverse, and the Inquisition encourages individuality in its members, meaning even two Puritans of the same Ordo will have markedly different personalities. Roll or choose an entry in the Patron Demeanour Table (*Imperium Maledictum*, page 28).

4) BOONS

All Inquisitor Patrons possess the *Limitless Authority* Boon (see below), and each Ordo grants a chosen Puritan or Radical Philosophy Boon, depending on your prior Philosophy choice.

Additionally, players can choose (or randomly determine) up to two more Boons for their Patron. Selecting Boons from their corresponding Duty's

Boons and Liabilities Table is a good place to start, but any Boon from this book (beginning page 32) or from *Imperium Maledictum* (beginning page 29) is available. Be aware that the GM will secretly apply a Liability for every Boon chosen.

5) LIABILITIES

The GM secretly chooses one Liability for each Boon the Patron has. Like Boons, selecting from their Duty's **Boons and Liabilities** Table is a great place to start, but any Liability in this book (beginning page 35) or from *Imperium Maledictum* (beginning page 37) is available to them.

6) BACKGROUND AND INFLUENCE

Each Inquisitor Patron has +2 Influence with the Inquisition.

Name your Patron (You can use the **Name** Table in *Imperium Maledictum*, page 82).

Your Patron offers a Standard Payment Grade (this can be modified, depending on certain chosen Boons and Liabilities).

The Gamemaster can continue to flesh out the Patron's character however they like, potentially using Adding Detail (*Imperium Maledictum*, page 81) and Bringing Your Character to Life (*Imperium Maledictum*, page 87).

Note: Any Boons and Liabilities marked with an asterisk (*) can affect your Patron's Influence. Any Boon or Liability listed in *italics* is sourced from *Imperium Maledictum*. Unless otherwise stated, each Boon and Liability can only be taken once. An Inquisitor Patron's Motivation is replaced by their Philosophy.



DUTY BOON: LIMITLESS AUTHORITY

Your Patron is an Inquisitor, empowered with theoretically limitless authority over the other Factions of the Imperium. When you use your Patron's Influence, you may choose to use their Influence with the Inquisition instead of the target's Faction. There is a chance that your target might find this insulting, find your particular Patron unimpressive, or even be outright heretical — ultimately, the Gamemaster determines the results.



FACTION: ORDO HERETICUS

Your Patron belongs to the section of the Inquisition chiefly concerned with identifying and eliminating heresy. Preachers and lay citizens deviating from the Ministorum's Imperial Creed, mutation, and witchcraft are cornerstones of the Ordo's work, but the Imperium's political power structures are so intertwined with its religion that 'heresy' can encompass almost any threat. Criminality, protests against oppression, consorting with xenos, and even genuinely pious individuals whose words or actions are politically inconvenient may fall under the gaze of the Ordo Hereticus.

Influence: Your Patron has +2 Influence with the Inquisition.

Duty Boon: All Inquisitors have the Duty Boon: Limitless Authority.

*'Assume nothing -
no writ no warrant,
no seal, save my
own - is truly valid.
The heretic hides
behind the titles
and honours of the
Imperium just as
surely as they lurk
among the wretched
and the malcontent.'*

- Inquisitor
Aegidius Halikarn

ORDO HERETICUS INQUISITOR BOONS

D10	PURITAN	RADICAL
1	Beacon of Judgement	Backchannel Contacts
2	Clandestine Inquisition Training Facility*	Cover Story
3	Contact Network	Death Cult Agents
4	Datavault Access	Dubious Allies
5	Fearsome Reputation	Hunting Hounds
6	Sanctum Obscurus	Plausible Deniability*
7	Sororitas Sanction	Psychic Instruction
8	Spy Network	Sanctum Obscurus
9	Strategos Extremis	Spy Network
10	Witch Hunt	Tentative Alliance

ORDO HERETICUS INQUISITOR LIABILITIES

D10	PURITAN	RADICAL
1	Abrupt*	Crisis of Faith
2	Be Ever Vigilant	Enemy*
3	Convolutated Communicae	Enemy Operatives
4	Dogmatic	Hidden Philosophy
5	Demands Discretion*	Known Meddler
6	Nemesis	Loose Cannon*
7	Paranoid	Sanction Denied
8	Pious Stipulations	Unorthodox Beliefs
9	Psyker Slayer*	Wheels Within Wheels
10	Sidereal Quests	Witch Hunter

ORDO MALLEUS INQUISITOR BOONS

D10	PURITAN	RADICAL
1	<i>Ceremonialist*</i>	<i>Auto-Seance*</i>
2	<i>Cleansing Flame</i>	<i>Blackmailer*</i>
3	<i>Contact Network</i>	Death Cult Agents
4	Daemonshield	Dubious Allies
5	<i>Datavault Access</i>	<i>Forbidden Archive</i>
6	Grey Knights Sanction	Hunting Hounds
7	<i>Psychic Protection</i>	<i>Null Sanctum</i>
8	<i>Purification Rituals</i>	Pall in the Warp
9	<i>Spy Network</i>	Psychic Instruction
10	<i>Strategos Extremis</i>	Witch Hunt



FACTION: ORDO MALLEUS

Your Patron is a member of the Ordo Malleus, the arm of the Inquisition devoted to eliminating daemonic threats. Unchecked heresy, Rogue Psykers and more may result in the warp and its terrible inhabitants spilling out into realspace, and the Ordo Malleus investigates all of these and more. Some are ruthless witch-hunters, who consider every psyker a catastrophe in waiting, while others are psykers themselves, using their powers to protect the Imperium against the daemonic. Preventing warp incursions is their primary duty, but when all else fails they alone have the authority to call upon the Grey Knights — the deadly and secretive daemon-hunting Space Marines.

Influence: Your Patron has +2 Influence with the Inquisition.

Duty Boon: All Inquisitors have the Duty Boon: Limitless Authority.

'Fear not, for the wards I've placed upon your bones will preserve your soul even if the flesh is flensed from them by the horrors duty demands you face.'

- Inquisitor
Ksenia Baek

ORDO MALLEUS INQUISITOR LIABILITIES

D10	PURITAN	RADICAL
1	<i>Abrupt*</i>	<i>Corrupt</i>
2	<i>Be Ever Vigilant</i>	Crisis of Faith
3	Deadly Assignments	Enemy Operatives
4	<i>Demands Discretion*</i>	Heretek Connection*
5	<i>Nemesis</i>	Hidden Philosophy
6	<i>Paranoid</i>	Lost and the Damned
7	<i>Psyker Slayer*</i>	Obsessive Objective
8	<i>Sidereal Quests</i>	Sanction Denied
9	Wheels Within Wheels	Sleeper Agent
10	<i>Witch Hunter</i>	<i>Unorthodox Beliefs</i>



FACTION: ORDO XENOS

Your Patron belongs to the Inquisition's alien hunters, the Ordo Xenos. Their mandate is to further the mono-domination of Humanity across the galaxy and protect the Imperium's borders from alien threats. They investigate and catalogue xenos species, seeking to discover their weaknesses and if they can be taken advantage of for the Imperium's gain. Ork infestations, Aeldari meddling, and insurrections fomented by the so-called diplomacy of the T'au, all fall within their purview. Puritans strive to destroy the alien and all their works without exception, while Radicals may exploit xenotech, ally with xenos temporarily, or even employ the services of alien mercenaries from time to time. When an alien threat is beyond the skills of the Inquisitor's operatives, they can call upon Deathwatch kill-teams; elite xenos-hunting groups of Space Marines, hand-picked from across the Chapters of the Adeptus Astartes for their expertise in eliminating xenos threats.

Influence: Your Patron has +2 Influence with the Inquisition.

Duty Boon: Your Patron has the Duty Boon: Limitless Authority.

'Flame, bolt, and blade - all are but tools. Your true weapon against the xenos is contempt. Let it fester in your heart, let it strengthen your will, and their wiles will not assail you.'

- Inquisitor
Konstan Serranus

ORDO XENOS INQUISITOR BOONS

D10	PURITAN	RADICAL
1	Beacon of Judgement	Arms of the Alien
2	<i>Clandestine Inquisition Training Facility*</i>	<i>Backchannel Contacts</i>
3	<i>Contact Network</i>	<i>Contrabandist*</i>
4	<i>Cover Story</i>	Dubious Allies
5	Deathwatch Sanction	<i>Forbidden Archive</i>
6	<i>Fearsome Reputation</i>	<i>Hunting Hounds</i>
7	<i>Oracular*</i>	Jokaero Technician
8	<i>Sanctum Obscurus</i>	Pall in the Warp
9	<i>Spy Network</i>	<i>Plausible Deniability</i>
10	<i>Strategos Extremis</i>	<i>Xenotechnician</i>

ORDO XENOS INQUISITOR LIABILITIES

D10	PURITAN	RADICAL
1	<i>Abrupt*</i>	Enemy Operatives
2	<i>Demands Discretion*</i>	Heretek Connection*
3	<i>Enemy*</i>	<i>Impostor</i>
4	<i>Hallowed Ignorance</i>	<i>Loose Cannon*</i>
5	Hidden Philosophy	<i>Meticulous Archivist</i>
6	<i>Nemesis</i>	<i>Offended the Omnissiah</i>
7	<i>Offended the Omnissiah*</i>	Sanction Denied
8	<i>Paranoid</i>	<i>Sidereal Quests</i>
9	<i>Rumoured Dead</i>	<i>Suspect</i>
10	<i>Unorthodox Beliefs*</i>	Xenogenetics

PATRON PHILOSOPHIES

There are as many opinions within the Holy Orders of the Emperor's Inquisition as there are Inquisitors to hold them. Though their Holy Order may guide an Inquisitor's focus, how they go about the business of protecting the Imperium varies wildly from one Inquisitor to another, informed by their own particular beliefs and principles. Some seek to burn every trace of their heretical foes to ash, while others preserve the tools of their enemies and seek to put them to better use. Some seek out heresy by casting a vast and terrifying net, watching for what unsurfaces with little regard for collateral damage. Others seek out corruption with scalpel-like precision, removing the malignancy without leaving any trace.

Nevertheless, certain common schools of thought have emerged over the millennia. Some of these philosophies have many adherents, and the actions they inspired have led to the salvation or damnation of entire worlds. Other philosophies are little more than fringe beliefs, shared in secret among the devoted, yet to fulfil their true potential.

PURITANS AND RADICALS

Inquisitors are universally strong-willed individuals, for who else could hope to serve the Emperor in such a task as theirs? However, few can confront the horrors facing the Imperium and not be shaped by them, no matter how iron their will. New Inquisitors often hold fast to the principles they held prior to their ascension, confident that the Lex Imperialis or the doctrine of the Imperial Creed will be sufficient to guide their hand in dispensing the Emperor's justice.

This is almost never the case. The horrors an Inquisitor must face are trying on even the most resolute soul. Coming to understand the true extent of corruption within the Imperium, the depths to which Humanity can sink, and the incomprehensible swath of alien foes that stand ready to assail every redoubt takes its toll, and most Inquisitors come to reassess their views.

Being Puritan or Radical is a broad spectrum. Some turn inwards, their faith in their chosen creed becoming an obsession that excludes any other consideration.

Such Puritan Inquisitors can become increasingly staunch and inflexible. They may not tolerate deviance, no matter how minor, and ultimately may start to see the Imperium itself as uncomfortably accepting of the heresies it supposedly rejects.

Other Inquisitors slip into more Radical mindsets, so blind to the nuances of reality that they do the Imperium few favours. They can feel driven to more extreme and questionable actions by what they see as necessity and lesser evils. They could take up the tools of the xenos and the heretic, believing they alone can resist the temptation and corruption that has claimed so many, or simply accepting that their own fall is a necessary cost that must be paid.

On a similar axis, Inquisitors at either end of this spectrum may overlook minor heresies to combat greater ones, judging the importance of their specific target over the broader missions of the Holy Orders. Others may become disillusioned with Humanity, no longer seeing people as anything other than pawns to be exploited in their private wars or putting the letter of the Imperial Lex above the people it's supposed to serve.

Just like the player characters, consider where your Patron's story began and how they'll grow as the campaign progresses. Based on their experiences past, present and future, and the choices they are forced to make — many will arise because of the player's actions — consider if they'll take a more Puritan or Radical approach and if that might shift their philosophies.

Apart from an initial stance of Puritan or Radical, you do not need to choose a specific Philosophy, you can choose or roll on the Inquisition Philosophies Table below, or wait to see how the character develops. The Inquisitor's actual Philosophy may even be a closely guarded secret to them alone. Below are six of the major Inquisition Philosophies prevalent within the Macharian Sector. While prevalent, not every Inquisitor subscribes to one of these Philosophies, or indeed to any other. Most Inquisitors find their outlooks changed by the nature of their work, often in uncomfortable ways, and many may change their outlook over time. Further Philosophies — many more esoteric or evolved — are discussed in the *Inquisition GM's Guide*. The following examples cover the Philosophies of Inquisitors characters may encounter within the Macharian Sector.

AMALATHIAN

The Imperium's institutions and the God-Emperor are one and the same. We must preserve both.

Atop Mount Amalath on Gathalamor, at the dawn of the 41st millennium, political, military, and religious leaders from across the galaxy renewed their oaths to the God-Emperor. This conclave, it is said, spurred Lord Solar Macharius to launch his crusade, eventually forming the sector bearing his name. Amalathians believe fervently in maintaining the status quo. The ancient institutions founded by the God-Emperor are themselves sacred, and to deviate from their laws is to question His divine plan. They seek to eliminate anything that might destabilise the Imperium's institutions, be it an upstart political movement or infighting between organisations. Amalathians typically promote strength through unity, adherence to tradition, and resistance to change. Unsurprisingly, this tends to endear Amalathians to many of the Imperium's hidebound Factions.

For some time, Amalathianism has been the prime philosophy of the Inquisitors in the Macharian Sector due to the need for unity in the face of the Macharian Heresies — rebuilding Imperial hierarchies as readily as purging what stood in their place. In recent years, many Inquisitors still exhort Amalathian tenets, but the dogma is a convenient guise for Inquisitors to hide their true beliefs, especially for the Radical.

ISSTVANIAN

The most terrible threats to the Imperium beget its greatest heroes. Conflict makes us strong.

Isstvanians argue that Humanity requires conflict to grow. They take their name from the atrocities marking the start of the Horus Heresy, believing it was a catalyst for greater things; did it not, after all, weed out the Primarchs and Astartes who betrayed the Imperium? Did it not allow the Emperor's divine Ascension to the Golden Throne? Isstvanians foster war and violence across the Imperium, ensuring the weak are sacrificed so the strong may grow stronger. An Isstvanian's mindset may frequently land on the decision to further conflict over forging an unsteady peace, but they do not operate recklessly; their end goal is to strengthen the Imperium as a whole. Though millions may die, their trials are carefully calculated to expose weakness and corruption, that the righteous will redouble their fury and forge their souls in the battle to exterminate it.

The Macharian Sector is ripe for Isstvanian meddling. Beyond the countless cults and xenos incursions, some noble families still resent bending the knee to God-Emperor during the crusade. With a small injection of power and manipulation, they could rise as a renewed enemy, to be crushed and purged by the Imperium's might, or expose a weakness that needs bolstering.

RECONGREGATOR

The Imperium stagnates. Corrupt pretenders rule the Macharian Sector. This must change.

Recongregators believe the Imperium's institutions are beyond saving. They must be torn down and replaced with organisations that better serve Humanity. The so-called Macharian Recongregators specifically believe that the root cause of the Sector's woes is the generals who succeeded Macharius upon his death, even those who remained loyal to the Imperium. Their descendants still hold positions of authority in the sector, from minor hive nobles to Sector Lord Sejanus himself, and are unfit for purpose in these dire times.

Macharian Recongregators work to undermine these rulers, destabilise their power bases, and research ancient lines of succession for any justification to depose and replace them. These actions brand them as Radicals and naturally bring them into frequent conflict with Puritan factions, especially Amalathians. There is also division within the movement between those who believe in slow, gradual reform and those who would topple the power structure and rebuild it all at once.

MONODOMINANT

Humanity can only survive if everything that threatens it is eradicated without remit.

By turns pessimistic and bombastic, Monodominants believe that Humanity will be wiped out if any enemy is permitted to survive, and thus, every enemy *must* be destroyed. Monodominants are utterly uncompromising and ruthless; there is no excuse for heresy of any kind, and the only punishment is death. Precisely what constitutes heresy can vary according to personal bias and prevailing attitudes of the time, but whatever a Monodominant's values are, they are applied strictly to the letter. The philosophy is prevalent among younger Inquisitors who believe their work has no shades of morality. They tend to be militant and likely to operate in the open, leading massacres, witch trials, and mutant purges.

Other Inquisitors are frequently accused of heresy by Monodominants, who believe that no one, not even another Inquisitor, is above suspicion. Inquisitors outside their beliefs usually find Monodominants narrow-minded and lacking perspective.

Any Monodominant Inquisitor will find plentiful work in the Macharian Sector. Set at the farthest reaches of the Imperium, with so many recently conquered worlds in its borders and xenos influence reaching in from beyond — an Inquisitor could overturn any Hive City at random and find heresy abundant in one form or another. Indeed, young Inquisitors might find themselves overwhelmed and their philosophy challenged just as quickly.

OBLATIONIST

To use the tools of the enemy is damnation. We acknowledge this; the Imperium is worth such a sacrifice.

Puritans claim that the enemy's works bring only damnation. Oblationists, unusually for a Radical philosophy, agree; they merely consider their souls a small price to pay for the safety of the Imperium. Oblationists are extremely secretive, knowing their beliefs would be cause for execution even in the Inquisition, and operatives who somehow learn of their Patron's beliefs are either sworn to secrecy themselves or eliminated. Being already damned, Oblationist Inquisitors are willing to employ any method to battle the darkness, swearing mighty oaths to destroy themselves before becoming that which they fight.

An Oblationist Inquisitor would have no qualms about supporting the rise of a heretical cult if they could ultimately wield it against a greater threat, especially if they expect or intend these operatives to die in their service. As such, an Oblationist's operatives are sometimes Infracionists or outright heretics, believing they work against the Imperium. The Macharian Sector lacks neither. The recent fragmentation of the sector has given rise to many small cults and gangs, ready to be manipulated into action, even against each other.

POLYPSYKANA

Psychic awakening is a gift. With guidance, Humanity may transcend mortal flesh and join the Emperor in immortality.

In almost every corner of the Imperium, psykers are necessary but never wanted. The Radicals of the Polypsykana see things differently. Like it or not, they argue, Humanity is becoming a psychic species.

Humanity's psychic potential must be carefully protected, nurtured, and explored so that when we are ready, we may transcend our physical forms and become purely psychic beings. Polypsykanans investigate and study all facets of the Warp and its interactions with consciousness. The majority join the Ordo Malleus or Hereticus, where they can find and shepherd Human psykers. Still, there are Ordo Xenos Polypsykanans who believe alien technologies may be key to Humanity's apotheosis. The most driven seek out alliances with the Aeldari, latent witches all, to learn what they can and apply it to their studies. Most Puritans see the Polypsykana as dangerously tolerant at best and at worst, no better than the witches they purge.

Due to the Noctis Aeterna, Polypsykana Inquisitors in the Macharian Sector have access to a massive backlog of imprisoned psykers, to recruit from or experiment on, to further their research. Too many Black Ships have been lost to the Warp or are significantly late to pick up their tithe; certainly, system officials wouldn't mind if a trusted Inquisitor took some off their hands.

THORIAN

The God-Emperor will walk among us again. We must find the perfect vessel for His Divine Will to inhabit.

The Thorian philosophy stands upon two pillars of belief. First, the God-Emperor was long ago shorn from the materium and now travels the Imperium in spirit, where he grants shards of His Divine Will upon chosen citizens, those who may exhibit saintly or psychic blessings for the good of the Imperium. Secondly, one day He will find a vessel capable of containing all of His might and return to us, renew the Imperium, and lead Humanity on a new galactic conquest.

The Thorian's goal is to seek out such a vessel or construct one in His stead to manifest this new age of the Imperium faster. Their opponents claim that if the God-Emperor resurrects in such a way, it would cause a civil war across the Imperium and tear the Imperial Faith apart, not to mention a host of other unknowns it would bring to bear, such as the continued function of the Astronomicon, or what would happen to the entity sat upon the Golden Throne. In the Macharian Sector, Thorians have countless worlds to explore, host to purported miracles or lost Imperium or xenos technologies that could all aid their research. The sector is a primed stage for the God-Emperor's return, rife with turmoil, ready to be led into a new era, and far from Terra's oversight.

BOONS

This section contains new Boons that Inquisitor Patrons can be granted to aid their Acolytes. Not every Boon is suitable for any one Patron, depending on their Puritan or Radical stance and what Philosophy they believe in. Your group should consider the corresponding **Boons and Liabilities** Tables (pages 26–28) for a base set of options. The Boons in *Imperium Maledictum* (starting page 29) are also available for selection during Patron creation.

Some Boons award Influence with a Faction and a factional effect during play, representing alliances your Patron has made through their illustrious (or infamous) career. Though not all Boons award Influence in this way, the Gamemaster might like to use these Boons as inspiration for modifying the Patron's future Influence gains.

ADEPTUS ARBITES TIES

Adeptus Administratum: +1 Patron Influence

Arbites from the local area, knowledge of the local area and the NPCs within.

Your Patron has deep ties to local Judges, Arbitrators, and Precinct Fortresses of the Adeptus Arbites, the Imperium's dedicated and deadly law enforcers. Once per Campaign, they can deploy a large force of Arbites to aid the party in a mission: enforce a particular law upon a populace, conduct a wide-scale investigation, hunt down a slippery target, or simply aid the party in battle.

Deploying these Arbites will negatively affect a party's Subtlety rating, as their presence demands reason. The party will drop to Rank 4 (Overt) or lose 1 Subtlety if they are already at 4 or lower.

ARMS OF THE ALIEN

Through battlefield loot, archaeological investigations, infiltrating the silent trade, or direct Xenos contact, your Patron can amass a collection of weapons produced by one xenos species. Wielding such weapons requires discretion, for most within the Imperium, if identified, would deem such arms heretical.

THE TIES THAT BIND

Similar to the *Adeptus Arbites Ties* Boon, and other Boons in this chapter, if a Patron has access to any of the following Boons from *Imperium Maledictum*, they can deploy a larger detachment of troops from that force. They may wish to assert control over larger Imperial populations, assault significant targets, or conduct a widespread infiltration of their organisation. They can do this once per campaign, with the additional cost of the party losing between 1 and 3 Subtlety, depending on the size of the deployment, and how airtight the characters' alibi or reasoning is for the force's sudden presence.

- ☠ Deploy Devout (*Imperium Maledictum*, page 31)
- ☠ Drop Squad (*Imperium Maledictum*, page 32)
- ☠ Psyker Support (*Imperium Maledictum*, page 34)
- ☠ Seconded Troopers (*Imperium Maledictum*, page 35)

Your Patron can take this Boon multiple times. Each time, choose a different type of xenos weaponry:

Aeldari: At the start of each mission, if they do not already have one, each character may gain either a Shuriken Pistol or a Shuriken Catapult

Drukhari: At the start of each mission, if they do not already have one, each character may gain either a Splinter Pistol or a Splinter Rifle.

Leagues of Votann: At the start of each mission, if they do not already have one, each character may gain either a Graviton Pistol or a Graviton Gun.

Kroot: At the start of each mission, if they do not already have one, each character may gain either a Kroot Pistol or a Kroot Rifle.

T'au: At the start of each mission, if they do not already have one, each character may gain either a Pulse Pistol, Pulse Carbine, or Pulse Rifle.

BEACON OF JUDGEMENT

Your Patron is one of the few Inquisitors that operates out in the open, terrifying the populations of whole worlds into turning on their heretical neighbours and directly challenging the hidden foe. Operatives using their Patron's Limitless Authority Boon may double the Patron's Influence with the Inquisition in social Tests. However, the group's Subtlety may never be at Covert Level (page 119) in the area of operation, as everyone knows the Inquisition is present.

CHAPTER TIES

Your Patron has deep ties to a Chapter of Space Marines active within the Macharian Sector (see page 23). These legendary warriors assert their strength, firepower and zeal to overcome most combative problems that an Inquisitor is likely to encounter. Once per Campaign, your Patron can call upon a deployment of Space Marines to aid the party. But each Chapter has an authority of its own; once the Patron's request is made, the Chapter's leaders will decide how many of their warriors they can spare — an individual marine, squad or company — a number they deem appropriate. Typically, the Inquisitor and their Retinue are expected to leave the area of operation entirely, allowing the Space Marines to complete their mission unhindered.

Deploying the Angels of the Emperor to any situation will negatively affect a party's Subtlety rating, as their presence demands significant reason. The party will drop to Rank 4 (Overt) or lose 1 Subtlety if they are already at 4 or lower.

DAEMONSHIELD

Your Patron bids you daub sigils upon your equipment with special unguents lest you encounter the daemon in your duties. Once each mission, you can choose to gain Advantage on a Test you make to resist Corruption, or an Opposed Test made against a psyker or daemon.

DEATH CULT AGENTS

Your Patron commands the loyalty or favour of a death cult, able to call upon their assassins to aid in the party's missions, releasing them upon foes deemed *Sanction Redactus*. Once per mission, your Patron can dispatch a **Death Cult Assassin** (*Imperium Maledictum*, page 334) to attempt to eliminate your designated target. The assassin is under the control of the GM and has been instructed to aid the party in eliminating the target only; acolytes should stay out of their way.

DEATHWATCH SANCTION

When the unholy works of the alien are too much for the operatives alone, their Patron can send a Deathwatch kill team as their Chapter Militant. This is not done lightly; the Deathwatch is an elite group of Adeptus Astartes dedicated to fighting the direst of xenos threats. There must be convincing evidence of alien activity and assurances that it is too great a threat for the agents to handle themselves. The Deathwatch usually operates alone, but they may expect the operatives to fight alongside them. If the Deathwatch are deployed without sufficient cause, repercussions will be harsh, costing the Patron substantial Influence with the Ordo Xenos. If an acolyte is judged responsible for this call, they will likely be put to death. (See page 22 for further information).

DUBIOUS ALLIES

Your Patron keeps odd company, up to and including those teetering on the brink of heresy — xenos mercenaries, former chaos cult members, unsanctioned psykers — but their position affords the Inquisitor some latitude in the company they keep. Your Patron and members of their retinue can supply you with contacts and hirelings from unusual origins, as described above, and you do not arouse suspicion when interacting with these characters (other than perhaps from within the Inquisition).



GREY KNIGHTS SANCTION

When a daemonic threat is beyond the operatives' abilities, their Patron can call upon the aid of the Grey Knights as their Chapter Millitant. This is a very serious decision; there must be a severe risk of the warp breaching reality or convincing evidence of daemonic activity, whether fully summoned daemons or possessed mortals. Extreme methods are implemented to maintain the Chapter's secrecy and the sanity of survivors. Most witnesses will be killed or interned in prison camps where they can be extensively monitored and prevented from spreading sedition, eventually processed through psycho-surgery and hypnotherapy to cleanse their minds. As members of the Inquisition, the characters may be given some latitude, but it may depend on how their loyalty is perceived. Misuse of the Grey Knights will result in loss of Influence with the Ordo Malleus for both Patron and operatives. (See page 22 for further information).

HUNTING HOUNDS

Your Patron keeps a kennel of vicious hunting beasts, be they cyber-mastiffs or something stranger. At the start of a mission, your Patron can issue the party a single **Cyber Mastiff** (page 112) or similar Familiar for the mission's duration. The Cyber Mastiff is controlled by one character through whistles, shouted commands, or more technologically advanced means and is returned to their handler once the mission is completed. The cost of keeping a Cyber Mastiff, or similar Familiar, for any party member is also halved.

JOKAERO TECHNICIAN

Your Patron's retinue includes a Jokaero weaponsmith, a silent, loping xenos species resembling a primate beast of ancient Terra (page 113). The alien is wholly uncommunicative but bears an incredible instinctual understanding of technology, enhancing the equipment of you and your Patron without command, explanation, or discernable reason. Before you embark on a mission, randomly determine one piece of equipment in your possession. That item gains a Quality (*Imperium Maledictum*, pages 121–122), randomly determined on the following **Jokaero Modifications** Table.

JOKAERO MODIFICATIONS			
D100	QUALITY	D100	QUALITY
01–25	Lightweight	51–75	Ornamental
26–50	Master Crafted	76–00	Durable

OFFICIO ASSASSINORUM TIES

Adeptus Administratum: +1 Patron Influence

Your Patron has deep ties to the Officio Assassinorum, the Imperium's temple of assassins, who train and deploy elite operatives secretly across the Imperium. Once per Campaign, they can call upon the Officio Assassinorum to aid the party, and eliminate a single target (such as a cult or gang leader, person of interest, or government official). The party or Patron must provide as much information as possible about their target to the Assassinorum. Unless the target has any unforeseen protections, the party will find no evidence the Assassin was even there, except for the resulting elimination of their target. Assassinorum Temples are notoriously independent; they will decide what Assassin is sent, and the methods they employ, choosing what is best available to eliminate the target.

Requisitioning the Officio Assassinorum will negatively affect a party's Subtlety rating, as the disappearance of their target is likely to heighten security in their area of operation. The party will lose between 1 to 3 Subtlety, depending on how high profile their target is, or how much of a mess the Assassin makes in their operation. Beware that improperly or haphazardly deploying an Officio Assassinorum Assassin could be considered treason — the next assassin the characters see could be sent for their Patron's head.

ORDO TEMPESTUS TIES

Astra Militarum: +1 Patron Influence

Your Patron has deep ties to Ordo Tempestus commanders within the Astra Militarum — the most outstanding soldiers within the Imperial Guard, trained to the peak of Human perfection, whose combat prowess is unmatched by rank and file guardsmen. Once per Campaign, they can deploy a battalion of Tempestus Scions to aid the party in a mission: enforce martial law upon a settlement or sector of a hive, conduct extensive reconnaissance, reinforce a battlefield, or simply stand with them in battle.

Deploying these soldiers will negatively affect a party's Subtlety rating, as their presence demands reason. The party will drop to Rank 4 (Overt) or lose 1 Subtlety if they are already at 4 or lower.

PALL IN THE WARP

A strange, disquieting psychic signature has been imprinted on operatives in this Patron's service — through methods of psycho-indoctrination (that the party may not be aware of), the implementation of poorly understood xenos technology, or even the Patron's overwhelming psychic presence. Psykers who oppose the party or other members of the Patron's retinue reduce their Resolve by 1, to a minimum of 1.

PSYCHIC INSTRUCTION

Your Patron is directly involved in the training of psykers or has close ties to the Adeptus Astra Telepathica. They can personally arrange training for psykers in their service. Whilst trained this way, the XP cost of purchasing additional psychic powers is reduced by 20 between missions.

PSYKER PREP

Adeptus Astra Telepathica: +1 Patron Influence

Your Patron can call upon a powerful psyker to conduct pre-mission rituals to strengthen the soul and psychic capabilities of those around them. The first time each allied character makes a Manifest Test on each mission, they gain +1 SL on the Test.

SILENT TRADER

Your Patron has a penchant for the silent trade and its dubious connections. This may be due to their profound fascination with xenos technology or as an avenue to root out heretical traders. If party members can recover any xenos weapons and artefacts during their mission and provide them intact to your Patron, everyone's Payment Grade temporarily increases by one step (*Imperium Maledictum*, page 28) for your next payment.

SORORITAS SANCTION

When a heretical threat is too great for the operatives alone, their Patron may call upon the Adepta Sororitas. This should not be done frivolously; the Sisters of Battle are an elite force of holy warriors devoted to the Imperial Creed and famously intolerant of deviation. Note that they will only grudgingly work with 'impure' operatives (criminals, psykers, Tech-Priests, etc.). Misusing the Sororitas will cause a loss of Influence with the Ordo Hereticus and the Adeptus Ministorum. Stat-blocks for Battle-Sisters can be found in *Imperium Maledictum*, page 332. (See page 22 for further information).

LIABILITIES

This section contains new Liabilities that Inquisitor Patrons can be granted to aid their Acolytes. As with Boons, not every Liability is suitable for any one Patron, depending on their Puritan or Radical stance and what Philosophy they believe in. Your group should consider the corresponding **Boons and Liabilities** Tables (pages 26–28) for a base set of options. The Liabilities in *Imperium Maledictum* (starting page 37) are also available for selection during Patron creation.

Some Liabilities reduce your Patron's Influence with one or more Factions, representing the negative consequences to your Patron's reputation caused by their past actions.

CRISIS OF FAITH

An event in the recent past has shaken your Patron's faith and they are more likely to slip farther into the realm of an opposing Radical or Puritan philosophy. They may have prevented themselves from breaking Imperial doctrine and witnessed a result more terrible than they anticipated. Perhaps they regret sacrificing a vital agent or cell for reasons that now make little sense in hindsight. After each completed mission, there is a chance, depending on the mission's outcome, that they will cross this line. Once this happens, remove this Liability from their Patron Sheet, change their Philosophy from Puritan to Radical, or vice versa, then add a new appropriately themed Boon and Liability of your choice. They lose 1 Influence with the Inquisition but gain 1 Influence with a faction of your choice. (Note: they cannot retake this Liability.)

DEADLY ASSIGNMENTS

Your Patron holds that the boldest servants will arise unscathed from the hottest flames, knowingly sending you on assignments that risk firefights, hazardous environments, or other deadly threats. Your Patron thinks nothing of sending you against overwhelming odds and often neglects to inform you of the full scope of the threats you will likely face.



ENEMY OPERATIVES

Your Patron has made an enemy of a team of skilled field operatives who have the means to pursue their acolytes almost anywhere. These may be a particularly well equipped gang of Infracionists, agents of an extremist cult (proscribed or otherwise), or elite xenos operatives. Whilst they lack the threat of influence that a higher ranking enemy could level, they doggedly and ruthlessly harass your Patron's plans on ground level through murder, sabotage, and occasionally providing a direct threat to your lives.

HERETEK CONNECTION

Adeptus Mechanicus: -1 Patron Influence

Your Patron regularly equips you with gear that falls far outside of the doctrines of Mars, with modifications even occasionally straying into the heresy of innovation. At the start of a mission, each piece of otherwise-legal equipment you carry has a 5% chance of having some tech-heretical modifications. If agents of the Adeptus Mechanicus are encountered whilst on a mission, they may try to confiscate and destroy the item and attempt to interrogate the character wielding it.

HIDDEN PHILOSOPHY

Your Patron secretly adheres to a different Philosophy than the one their operatives believe they follow. They may be outwardly Puritan while hiding Radical beliefs out of fear of repercussions, or perhaps they obfuscate their identity behind multiple false faces and beliefs for additional security. Choose another Philosophy from this book or *The Inquisition GM's Guide*. Missions will occasionally require unusual objectives suited to their Patron's true Philosophy; learning their Patron's true motives, and whether to side with or against them would make an adventure in itself.

LOST AND THE DAMNED

Your Patron considers themselves irreparably corrupted by the twisting forces of the warp. They have no hesitation in engaging with daemonic forces and using them for their own advantage. They expect the same attitude from you, considering you are already equally damned for serving them. If discovered, your Patron will likely be declared *Excommunicate Traitoris* (page 21).

OBSESSIVE OBJECTIVE

Your Patron holds a single objective above all others, a personal preoccupation or vendetta that claims dominance in your Patron's goals. They may call on you to investigate any relevant leads discovered whilst on an unrelated mission, even if this is at the cost of fulfilling the mission's primary objective. Failing to act on these new orders would undoubtedly draw their displeasure.

SANCTION DENIED

Your Patron may have called upon the Chapters Militant too often or insulted their honour by calling them to deal with unworthy threats. Either way, your Patron's requests to their Ordo's Chapter Militant will be refused. When interacting with members of these forces, if they learn the identity of the acolyte's Patron, their Influence with them drops to 0. Removing this Liability is a mission in itself, requiring operatives to work hard, build trust, and consolidate Influence.

SLEEPER AGENT

Your Patron is secretly in service to another power and utterly unaware of it – one within or outside the Inquisition. At any (suitably dramatic) point, the GM can choose for the Patron's hidden personality to be activated, potentially changing their allegiance entirely and the course of the campaign as a whole.

WHEELS WITHIN WHEELS

Your Patron spins such a complex web of lies, half-truths, favours, and debts that operatives rarely know who ultimately benefits from their actions or views their Patron favourably. Whenever the operatives' actions would gain or lose their Patron Influence with one Faction, it goes instead to another Faction (The GM may decide randomly or in accordance with a plan of their own). This does not affect Personal Influence; operatives who put in the work know who they can rely on.



INFLUENCE

Your Patron is one of the most powerful people in the Imperium, and much of their power is represented by their connections to leaders and characters within other Imperium Factions and organisations. No one can deny them, by the law of the Emperor Himself, but that won't stop them from slowing down requests or throwing a combi-tool into the works to satisfy their own secret vendetta. Conversely, those in thrall to your Inquisitor's influence may be eager to provide service and open up all doors within their organisation to you.

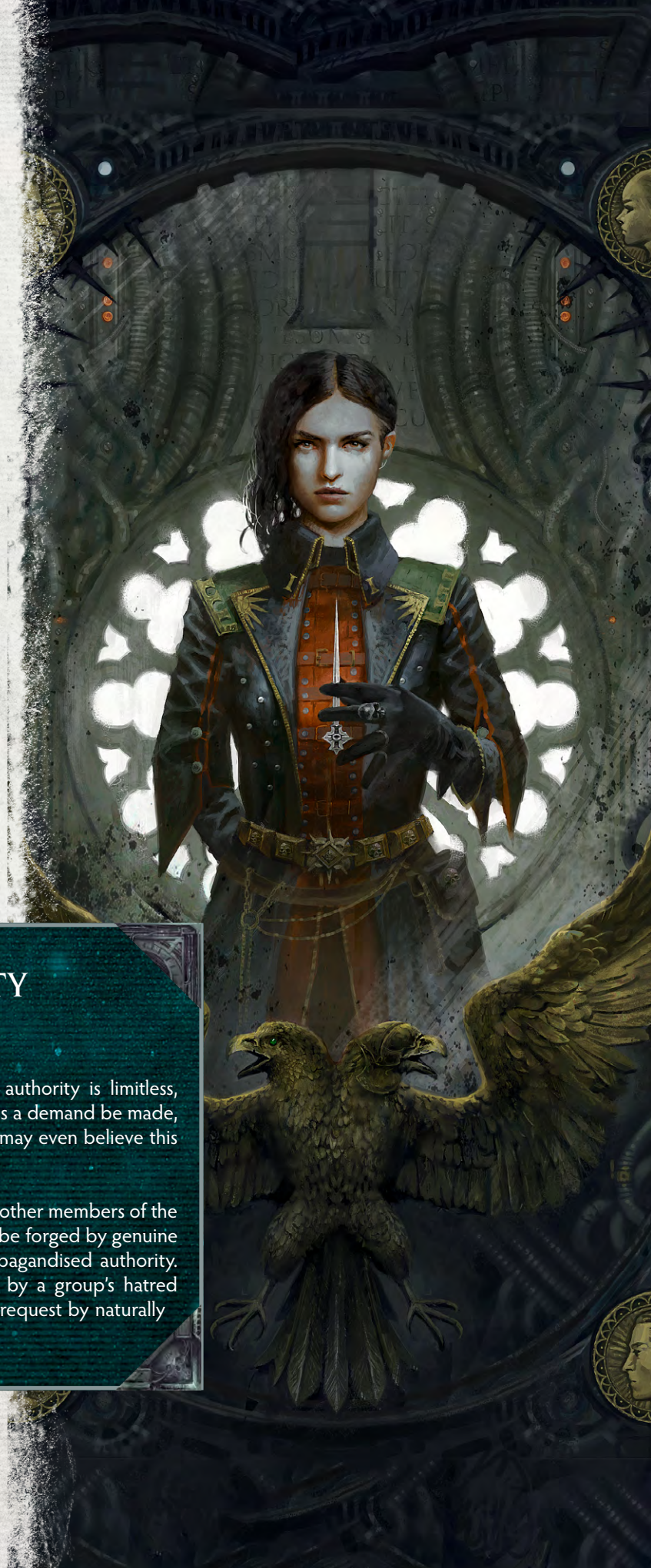
All Inquisition Patrons begin with +2 Influence and may have gained or lost some Influence depending on what Boons and Liabilities they acquired during creation. Your characters will be aware of your Patron's positive Influence when you start the game, but their Patron's Influence can change and is secretly tracked thereafter by the GM. Any negative Influence your Patron has is unknown to the players, but it can be revealed during your missions depending on who they interact with and what information they can gather. More information about Background and Influence is detailed in *Imperium Maledictum* (page 42).

Remember that your character's Influence is different from your Patrons, where they may turn you away or treat you as their enemy, your Patron's Influence may be more favourable, and vice-versa.

BUT MY AUTHORITY IS LIMITLESS!

You might find yourself asking why, if an Inquisitor's authority is limitless, Influence even matters. Surely all that needs to happen is a demand be made, and compliance must surely follow? Certain Inquisitors may even believe this to be true.

To Inquisitor Patrons, Influence is not so literal as it is for other members of the Adeptus Terra. A high Influence with one faction could be forged by genuine respect or even enrapturing fear bred from their propagandised authority. Similarly, a negative level of Influence may be borne by a group's hatred towards the Inquisition, as much as they might slow a request by naturally tripping over their protocols.



ACOLYTES OF THE INQUISITION

'Get yourself together before the Inquisitor gets a look at you. Lesson number one: fear her just as much as you would your enemies. She'll throw you out the airlock if you're not presentable for her court.'

— Savantas, Ordo Hereticus Interrogator

As acolytes of the Inquisition, there are many paths your character may walk in service to their Patron. This chapter outlines the essential elements of character creation from *Imperium Maledictum* alongside new options for building characters who form part of the Inquisition's guiding hand within the Macharian Sector. While not all aspects of core character creation are discussed here in detail, the following pages provide the overview you need to create your own acolyte of the Inquisition without referencing the core book directly.

Within this chapter of **The Inquisition Player's Guide**, you will find new Origins for characters hailing from various Inquisition-related backgrounds. Records of each of the Macharian Sector's existing Factions (*Imperium Maledictum*, page 54), their dealings with the Inquisition, how characters from these Factions might find themselves drawn into the Inquisition's orbit, and how their Faction may feel about this association.

The major Inquisition Ordos of Hereticus and Xenos receive deeper examination than the core book provides (*Imperium Maledictum*, page 70), with Ordo Malleus included as an entirely new Inquisition Faction to incorporate into your campaign. Four new Roles — the Assassin, the Cruciator, the Explicator, and the Seeker — flesh out the ways your character might serve the Inquisition directly, and a variety of Connections and Goals provide extra Inquisition flavour for characters of any Origin or Faction.

While this chapter outlines the entire character creation process, pages 46–90 of *Imperium Maledictum* go into much further depth regarding Characteristics, Talents, Duties, Divinations, Advances, and Experience Points that can assist in character creation and growth. Remember that the options in **The Inquisition Player's Guide** are expanded to be used with other *Imperium Maledictum* resources: feel free to combine elements until you've crafted the perfect character for your campaigns within the Macharian Sector.

Note that any Equipment or Talents listed in *italics* can be found in *Imperium Maledictum*.

ACOLYTE CREATION SUMMARY

To create your acolyte, there are eight steps to follow that should be recorded on your character sheet (see the back of this book or the downloads section of www.cubicle7games.com). Here, we provide a brief overview of these steps and relevant references. In many cases, you can roll randomly to select your character's traits and receive bonus XP to spend in return, or make more deliberate selections and receive no bonus XP.

1) CHARACTERISTICS

These are your character's raw physical and mental attributes: Weapon Skill (WS), Ballistic Skill (BS), Strength (STR), Toughness (TGH), Agility (AG), Intelligence (INT), Perception (PER), Willpower (WIL), and Fellowship (FEL). *Imperium Maledictum* (pages 50–51) provides greater detail about Characteristics and their applications.



2) ORIGIN

Your Origin describes the circumstances of your early life. Your Characteristics and possibly your Faction and Role should align with your chosen Origin. Choose from one of the following options; if you determine your Origin randomly, gain 25 XP:

- The planetary Origins from *Imperium Maledictum* (pages 51–54).
- The Inquisition Origins provided in this book (pages 40–45), a selection of Origins that would make a character stand out to an Inquisitor, making them ripe for recruitment.

3) FACTION

Your Faction is the group that raised and trained you, likely for a particular Duty. You can choose from one of the following options; if you determine your Faction randomly, you gain 75 XP:

- Characters from a Faction outside the Inquisition should consult *Imperium Maledictum* (pages 54–73) and pages 46–55 for ideas on how their character relates to the Inquisition.
- Characters having risen through the ranks of the Inquisition itself should choose one of the Major Ordo Factions on pages 50–55. This Faction choice may match that of your Patrons, but it is unnecessary.

4) ROLE

Your Role defines the way you serve your Patron. It determines how you play the game and approach scenarios. Note that any Talents listed with an asterix (*) are found in *Imperium Maledictum* (pages 102–117). You can choose a role from among the following or allow your Patron to choose one for you and gain 50 XP in return:

- The Core Book Roles: *Interlocutor*, *Mystic*, *Penumbra*, *Savant*, *Warrior* or *Zealot* (*Imperium Maledictum*, pages 74–80).
- The new Inquisition focused Roles: *Assassin*, *Cruciator*, *Explicator* or *Seeker* (pages 56–59).

5) EQUIPMENT

Your character begins with equipment determined by your Origin, Faction, and Role. Note their effects and statistics appropriately on your character sheet, and add any other relevant bonuses. Basic Equipment can be sourced from *Imperium Maledictum* (pages 118–157), and any Inquisition Specialist Equipment is highlighted in **Chapter 5: The Inquisition Armoury** (pages 76–99).

6) ADDING DETAIL

Name, physical appearance, distinguishing features, and age are all important parts of your character. *Imperium Maledictum* (pages 81–84) gives suggestions and tables to help select and inspire these details.

Character Goals are outlined in *Imperium Maledictum* (page 85), but there are more Inquisition-focused options on pages 60–61. As an option, your Group may choose to give each character a Random Talent via the table in *Imperium Maledictum* (page 74).

7) BRINGING YOUR CHARACTER TO LIFE

Consider answering the Ten Questions presented in *Imperium Maledictum* (pages 86–88). Roll for your character's Divination (*Imperium Maledictum*, page 89). And consider their connections to other party members and their Patron, using the **Inquisition Connections** Table on page 60 or the Core Book **Connections** Table (*Imperium Maledictum*, page 86).

8) FINISHING TOUCHES

Complete your character by calculating the following derived stats and final details:

- **Maximum Wounds:** This is equal to your Strength Bonus (StrB) + (2 x Toughness Bonus (TghB)) + Willpower Bonus (WilB).
- **Critical Wounds:** This equals your Toughness Bonus (TghB).
- **Initiative:** This equals your Perception Bonus (PerB) + Agility Bonus (AgB).
- **Fate:** Your character begins with 3 Fate.
- **Handedness:** Choose your character's dominant hand (left or right).

Further details on these stats can be found in *Imperium Maledictum* (page 88).

ADVANCEMENT

Each Advance in a Characteristic raises the Characteristic by 1. Unless stated otherwise, the Characteristics of a normal Human cannot rise above 60. Each Advance in a Skill increases the Skill by 5. You can have a maximum of four Advances in a Skill and four Advances in a Specialisation. Purchasing new Talents costs 100 XP each.

Additionally, during character creation, your character may gain Talents or Advancements that they do not meet the requirements for. This is the only exception to the rule; whenever you purchase any other Advance or a Talent with XP, you must meet the listed requirements. For further detail on Advancement, see *Imperium Maledictum* (page 90).



MACHARIAN ORIGINS

The myriad worlds of the Macharian Sector give rise to an almost infinite number of circumstances and environments your character could be born to or experience in their early life. Your character's Origin describes their formative years and impacts not just the Factions they are most likely to affiliate with and the type of world where they spent their youth, but other Characteristics relevant to their backstory and abilities. The Origins offered here provide possible starting points that denote your character having crossed paths with the Inquisition or its many enemies or highlight unique skills that make your character a worthwhile asset likely to be directly recruited by the Inquisition.

To determine your character's Origin, choose either of the following options:

- ☠ Roll 1d100 to determine your Origin randomly using the following **Inquisition Origins** Table or the **Origin** Table in *Imperium Maledictum* (page 51), then gain 25 XP.
- ☠ Choose an Origin from *Imperium Maledictum* (pages 51–55) and apply the bonuses.
- ☠ Choose an Inquisition Origin from the following pages and apply the bonuses. All Inquisition Origins have multiple choices within.

For customising your Origin further, note that any bonuses received typically add up to 100 XP. As always, the details and background of these Origins can be altered to better suit your character — though it is always best to discuss any changes with the GM.

INQUISITION ORIGINS TABLE

D100	ORIGIN
01–05	Damned Useful — <i>Daemonic Host</i>
06–10	Damned Useful — <i>Null Persona</i>
11–15	Death World Veteran — <i>Gland Warrior</i>
16–20	Death World Veteran — <i>Sole Survivor</i>
21–25	Hexorcist — <i>Banisher</i>
26–30	Hexorcist — <i>Apostate of the Creed</i>
31–35	Informant — <i>Manufactorum Overseer</i>
36–40	Informant — <i>Merchant House Servant</i>
41–45	Nomad — <i>Illisearean Fenstalker</i>
46–50	Nomad — <i>Iron Archipelago Pirate</i>
51–55	Penitent — <i>Cult Infiltrator</i>
56–60	Penitent — <i>Gang Infiltrator</i>
61–65	Strange Anomaly — <i>Mutant</i>
66–70	Strange Anomaly — <i>Unusual Augment</i>
71–75	Tabula Rasa — <i>Scraped Slate</i>
76–80	Tabula Rasa — <i>Vat Grown</i>
81–85	Vengeful Relict — <i>Cult Captive</i>
86–90	Vengeful Relict — <i>Xenos Captive</i>
91–95	Xenos-Dialogus — <i>Aide to the Orders Dialogus</i>
96–00	Xenos-Dialogus — <i>Rogue Trader Retinue</i>

DAMNED USEFUL

To be damned is commonplace in the grim darkness of the Macharian Sector — to be simultaneously useful, much less so. By either luck or fate, the crux of your suffering makes you a valuable tool for the Inquisition's needs. The circumstances of your birth or later experiences might cause respectable society to shun you or mean you are an earnest danger to anyone unfortunate enough to get close to you. Nevertheless, your misfortune comes with some unique capability that the Inquisition deems worthy of tolerating your less savoury traits to access.

Daemonic Host: You experienced the grave misfortune of being used as a Daemonhost by a chaos cult. While you survived this gruelling ordeal via chance or Inquisitorial exorcism, you will never again be the same. You are riddled with mental and physical scars, the experience of hosting a daemonic force tore ragged holes into your soul. Properly exorcised, that daemon will never trouble you again. But you are no more or less vulnerable to other daemons, and the Inquisition considers your experiences valuable in their plans.

You gain all of the following bonuses:

- ☠ The Tainted Vessel Talent (page 67).
- ☠ A pair of Shoddy Manacles.

Null Persona: You are a Human afflicted with the Pariah Gene — by an unlucky twist of fate you have been rendered soulless, with no psychic presence or connection to the Immaterium. This is an incredible boon for the Inquisition's purposes, as you are invisible to the daemonic forces of the Warp and sever all connection between realspace and the Immaterium within your vicinity. These qualities make you prized by the Ordo Malleus but also make you intolerable to normal Humans and anathema to any psyker.

You gain all of the following bonuses:

- ☠ The Blank Talent (*Imperium Maledictum*, page 103).
- ☠ A Shoddy Stabligh.

DEATH WORLD VETERAN

You have survived many tours of duty as a member of a Penal Legion, Astra Militarum regiment, or even a Planetary Governor's private militia. Your experiences in the antagonistic depths of Death Worlds, too grim to support long-term Human settlement, have been a cruel teacher, hardening you in ways that attract the attention of the Inquisition and provide valuable combat experience when their investigations stray far from the relative safety of well-populated worlds. Feral Worlds like Omyr (*Imperium Maledictum*, page 278) or Hrom (*Imperium Maledictum*, page 288) can offer the same trials by blood, xenos, and Chaos that could forge you into a veteran warrior worthy of an Inquisitor's time.

Gland Warrior: Genetically modified by the Adeptus Mechanicus to better survive harsh planetary conditions and particularly vicious xenos threats, your augmentations make you a powerful combatant on the most inhospitable Macharian worlds — including the Feral World of Illisear (*Imperium Maledictum*, pages 273), where unknown creatures decimate Imperium forces and heretical thought runs deep amongst the local population. Many of these veterans suffer from ongoing psychosis; they may hunger for battle, or remain haunted by the threats they have encountered and survived.

You gain all of the following bonuses:

- ☠ +5 Toughness.
- ☠ A Combat Gland augmetic implant (page 94).

Sole Survivor: Your entire regiment was destroyed by the churning maw of xenos or daemonic forces while deployed to a Death World, and you alone lived to complete your mission. You know it was damned luck that saw you win the pitched struggle for survival, but the skill and grit others saw in your victory led inevitably to promotion. Now, the Inquisition has recruited you as an asset in their most dangerous investigations, perhaps returning to the sort of worlds that forged your legacy, such as Eythlaer (*Imperium Maledictum*, page 286).

You gain all of the following bonuses:

- ☠ +5 Strength.
- ☠ +5 to either Toughness, Agility, or Willpower.

HEXORCIST

There have always been worlds mired deeper in the clutches of heresy and the lure of the void than others. You were born on such a world; a place that languishes half-forgotten or purposefully ignored, beset relentlessly by heretics and the vile forces they invite to your very doorstep. With the Imperium so far from reach and slow to respond, your survival rested on taking matters into your own hands. But no cult-infested stronghold can escape the Inquisition's notice forever, and your experience combatting the daemonic influences has drawn their scrutiny.

Banisher: Amidst the lurking daemonic shadows and relentless cults coaxing foulness into realspace on your homeworld, reaching adulthood was never guaranteed. More than one of your childhood playmates disappeared with little trace, or worse, returned speaking heresies and trailing dark entities in their wake. You have prevailed into maturity with your life and piety intact despite numerous encounters with daemonic creatures and their cultists, garnering knowledge and abilities uncommon amongst most low-class Humans.

You gain all of the following bonuses:

- ☛ +5 Willpower.
- ☛ +5 to either Discipline, Melee, or Ranged.
- ☛ One Shoddy Holy Icon.

Apostate of the Creed: As a former initiate of the Adeptus Ministorum, you tended the communities of your home world, conscientiously shepherding countless souls for the glory of the Emperor. This careful attention to your duties first alerted you to increasingly borderline heretical behaviour and a growing sense of shrouded corruption. But your brothers and sisters in the faith failed to see what dangers lurked in the darkness. You had no choice but to shed your vestments and strike out against the Emperor's enemies alone.

You gain all of the following bonuses:

- ☛ Two Specialisation advances in Forbidden (Various) or Theology (Restricted).
- ☛ A Shoddy Holy Icon.

INFORMANT

You grew up in one of the countless organisations established throughout the civilised space of the sector, from the bustling trade of Rogue Trader Dynasties and ambitious noble houses to the endless, careful work of adept artisans. Over time, though, you began to notice things amiss. Corruption seeps easily through any weakness of character or leadership, and its touch is bolder than ever since the Noctis Aeterna upended all order. While you initially may have thought it was a simple error, the truth of your organisation's corruption soon became clear. Whether gnawing fear or a pious heart motivated you, you dedicated significant time to seeking the Inquisition's attention for these ongoing crimes. When you finally gained it, they directed you to continue as if nothing was amiss and to feed them evidence that would damn your heretical peers.

Manufactorum Overseer: As an overseer, you have a degree of power and responsibility that can weigh upon your shoulders. When quotas aren't met, or defects occur, it falls squarely at your feet. It's no surprise that you began seeking Inquisition intervention when you realised the reallocated materials and unsanctioned alterations bore the chaotic hallmarks of a Heretek.

You gain all of the following bonuses:

- ☛ +5 Perception.
- ☛ +5 to either Intelligence, Rapport, or Willpower.
- ☛ A Shoddy Dataslate.

Merchant House Servant: Servants in the employ of the various wealthy, noble families who hold so much power over trade and supply within the system are uniquely positioned to uncover lingering corruption and active heresy. Your daily tasks place you directly in the path of various mercantile machinations, be it through indiscreet conversations or suspect recordkeeping. Perhaps you served House Klaskoloff or another merchant house (*Imperium Maledictum*, page 255), have seen unspeakable xenos artefacts pass through their halls, or have heard increasingly unclean theology murmured in your master's parlour.

You gain all of the following bonuses:

- ☛ Attentive Assistant Talent
- ☛ A Shoddy Chrono.

NOMAD

The uncharted and lawless corners of the Macharian system breed an entirely different kind of survivor. You are a nomad, flitting from haven to haven as the need frequently arises. To put down roots is to make yourself vulnerable to attack. Only by remaining on the move, ever vigilant, can you hope to keep yourself alive. You likely hail from Feral Worlds and pockets of dark, violent space, such as the wilds of Yix beyond Terminus latus (*Imperium Maledictum*, page 286) or the labyrinthine warrens of Arrian's Wrath (*Imperium Maledictum*, page 293) or the Iron Archipelago (*Imperium Maledictum*, page 289).

Illisearan Fenstalker: Fragmented whispers of the danger that lurks on Illisear (*Imperium Maledictum*, pages 273) sometimes reach the inner worlds. As a member of an Illisearan tribe, you've survived with this ever-present shadow your entire life. You have learned of the Fiends of the Deep Night since the cradle and know the wards and rituals passed down from the Emperor to protect your people.

You gain all of the following bonuses:

- ☛ +5 to either Weapon Skill, Strength, or Perception
- ☛ One advance in the Lore (Forbidden) Skill Specialisation related to Illisear's daemonic presence.
- ☛ A Shoddy Knife.

Iron Archipelago Pirate: You've spent much of your life in the unmappable and bizarre depths of the Iron Archipelago's (*Imperium Maledictum*, pages 289) various void habs, and the cobbled-together culture and language of this ramshackle hulk is your native tongue and tender. You consider unexpected dangers and odd heresies a normal occurrence, but such things are rarely found in the same subsection twice.

You gain all of the following bonuses:

- ☛ +5 to either Weapon Skill, Strength, or Perception.
- ☛ One advance in the Lore (Forbidden) Skill Specialisation related to one of the Iron Archipelago's Xenos factions (e.g., Kroot, Aeldari).
- ☛ A Shoddy Autopistol.

PENITENT

You managed to fall in with a troublesome crowd and get tangled up in numerous minor heresies... before an Inquisitorial agent caught up with you. However, for all that the Inquisition can be harsh, you were surprised at the Inquisitor's shred of mercy. You were offered the opportunity to repent and absolve your crimes against the God-Emperor by continuing to roam the dirty underbelly in service to the Inquisition, feeding them information and performing as commanded.

Cult Infiltrator: The dense populations throughout the Macharian Sector are a fertile breeding ground for cults of all kinds — and therein, you have the opportunity to atone for your wrongdoings. You have been tasked with worming deeper into a cult's inner workings to report any relevant findings. The ongoing Inquisition investigations surrounding the agri world of Goros Pok (*Imperium Maledictum*, pages 286–287), home to several large cults, are one such place your penitence could be served.

You gain all of the following bonuses:

- ☛ +5 Fellowship, +5 Stealth.
- ☛ A set of Shoddy Cultist Robes.

Gang Infiltrator: Gangs thrived in the dark days of the Noctis Aeterna, finding new dirty methods to consolidate their wealth and networks amidst the confusion. The Silent Trade in xenos artefacts glutted itself while those who might have otherwise stood in its way were struggling with the consequences of The Blackness. Your penitence takes the form of infiltrating the webbed networks of these gangs and delivering information on their operations. Persepolis is a Hive World of continuing Inquisitorial focus for the concerning lack of religious zeal amongst its populace that allows gangs to conduct their more heretical business unharried.

You gain all of the following bonuses:

- ☛ The Familiar Terrain Talent (*Imperium Maledictum*, page 108) matching an appropriate world option.
- ☛ A Shoddy Vox Bead.

STRANGE ANOMALY

Throughout the breadth of the galaxy, even the rarest and strangest twists of fate and circumstance can manifest with surprising regularity. You are one such strange anomaly. This could describe many quirks in biology, ability, augmentation, or experience that even a well-travelled Inquisitor would be surprised by. As a result of your odd traits, you find yourself in the position of being incredibly useful to the Inquisition's needs. Perhaps you are needed for a surgically-specific role in an ongoing investigation, or maybe they see a variety of situations where you might be put to use.

Mutant: Whether by birth or interference, there is no doubt that you are a mutant. More often than not, this would make you an enemy of the Inquisition. You are fortunate enough that your abnormality provides utility better for hunting enemies of the Inquisition than being wasted by your extermination. You could be some strain of abhuman, a product of Warp phenomena, or the result of some Genetor sect's ongoing experiments and manipulation.

You gain all of the following bonuses:

- ☠ The Subtle Mutation Talent.
- ☠ A Shoddy piece of clothing used to hide any physical mutations.

Unusual Augment: You have some kind of highly unorthodox bionic that offers a particular benefit to the Inquisition. It may allow an advantage in combat with xenos or daemonic forces, or perhaps it increases your ability to seek out or identify the crawling taint of corruption at its roots. Such an item would not have come from any legitimate source — perhaps you were experimented on by or defected from a heretical group such as the Vasari (*Imperium Maledictum*, page 259), who conduct extensive hidden augmentations, or hail from a world like Somrot (*Imperium Maledictum*, pages 283–284) with the Enumerator's willingness to spread suspect augmentation practices.

You gain all the following bonuses:

- ☠ Any Augmetic of your choice, with either the Bulky or Ugly Trait. You should work with the GM to decide the origins of this device, but it is far from typical. It may appear unusual or strange, and likely has abilities — and drawbacks — you do not fully understand.
- ☠ A Shoddy Combi-tool.

TABULA RASA

You are a blank slate, your memories purposefully wiped or somehow lost — or maybe you never had any, to begin with. Your body bears scars and marks in a visible history you cannot read. Whatever the truth is, you remain utterly unaware. The Inquisition has many uses for a tool unfettered by external influences or loyalties, and thus susceptible to their indoctrination, and will utilise your skills accordingly.

Scraped Slate: You have experienced horrors beyond comprehension that needed to be sealed away at the cost of any memory of your past. Whether this trauma resulted from your own deeds, those of fellow Humans, or foul xenos forces is now irrelevant — the Inquisition has a use for you, so you will not be thrown away.

Vat Grown: You were grown from zygote to full maturity to be a perfectly malleable slab of flesh in service to the Inquisition. Where others would have a past, you have nothing but a yawning void that echoes with the Inquisition's doctrines.

For either of the options above, you gain all of the following bonuses:

- ☠ Hypno-Indoctrination Talent (*Imperium Maledictum*, page 112)
- ☠ +5 in any characteristic of your choice.
- ☠ You receive no Influence from Character Creation.



DIGGING INTO YOUR PAST

You could choose to spend your downtime seeking information about your past, but be wary: your Patron may not react favourably if they discover you are doing this, or you may ultimately root out terrible truths you wish you could unlearn.

Remember that your character's lack of Influence is due to them not knowing their past, and also to balance the bonuses gained by taking this Origin. However, the GM may wish to note some secret positive and negative Influence values for your character, to be revealed at relevant points in the campaign.

VENGEFUL RELICT

Captured and held by any of the vicious enemies of the Imperium, you experienced unimaginable fear with no hope of escape. You managed to stay strong where others buckled, submitting to indoctrination or death. Eventually, a moment offered itself to your quick-thinking liberation, or you were retrieved unceremoniously as unintended collateral in an Inquisition mission. Your body still bears the ravages your captivity wrought – perhaps even to the extent of amputation that impacts your day-to-day life (*Imperium Maledictum*, page 217). You were hardened by what you experienced, and above all else, you have sworn vengeance against those who broke you.

Cult Captive: You fell awry of one of the many cults littered throughout the system. Some are relatively well-documented (*Imperium Maledictum*, page 259), while others continue to elude understanding as they go about their heretical business (such as the cults of Goros Pok, *Imperium Maledictum*, page 286). Whatever their particular beliefs or motives, they kept you as an unwilling guest — perhaps attempting to indoctrinate you or awaiting the ideal confluence of Chaotic energies to offer you up as tribute for their daemonic masters.

You gain all of the following bonuses:

- ☠ The Hatred Talent (*Imperium Maledictum*, page 112), related to the Ghaos god and cultists who captured you.
- ☠ A Shoddy set of cult robes.

Xenos Captive: For all that the average Human so rarely encounters them, numerous xenos groups share the shadows of the Macharian System. By either misadventure or pure bad luck, you found yourself held captive by one of these groups and suffered all manner of atrocities. Perhaps you had business on Xenophon and were captured and offered as tribute to the secretive, vicious Drukhari who take a tithe from the planet's population (*Imperium Maledictum*, pages 306-307) or were taken by a band of Orks or Kroot who boarded your unlucky vessel.

You gain all of the following bonuses:

- ☠ The Hatred Talent (*Imperium Maledictum*, page 112), related to the xenos species who captured you.
- ☠ A Shoddy Knife of related xenos origin.

XENOS-DIALOGUE

Very few citizens of the Macharian Sector have more than passing knowledge of the xenos forces that so often threaten to disrupt their worlds and livelihoods, and even fewer can boast an intimate understanding of xenos languages, cultures, and motives. You have the rare experience of regularly dealing with xenos artefacts, communiques, and even xenos themselves; working to understand their languages and the unwritten expectations of their social and political interactions is a part of your regular life. This dangerously heretical work leaves you vulnerable to corruption, but it also means you offer the Inquisition a useful (and expendable) tool for investigating xenos-driven heresies and corruption.

Aide to the Orders Dialogus: The Orders Dialogus of the Adepta Ministorum are home to some of the most learned and respected scholars in the Imperium. You have learned well of your mentor's work and are extensively versed in their xenos linguistic speciality. While it is rare to see a Sister removed from their datastacks to provide active support in the field, there are no such compunctions with plucking you from your duties to apply your mentor's work in isolated, unknown, or overtly dangerous locales.

Rogue Trader Retinue: Your ambitions led to spending several years in the service of a Rogue Trader House, aiding their mercantile operations with nearby xenos groups with enough regularity that you became familiar with their speech and customs. Arrian's Wrath (*Imperium Maledictum*, page 293) is rich with such opportunities, at a heavy price. The presence of Inquisition agents' unforgiving eyes draw you inexorably into the Inquisition's service.

For either of the options above, you gain all of the following bonuses:

- ☠ +5 Fellowship.
- ☠ One advance in the Linguistics (Forbidden) Skill Specialisation based on the xenos species you are familiar with.
- ☠ A Shoddy Auto-Quill.

FACTION

The Imperium Factions within the Macharian System represents a complex web of interconnected duties, functions, politics, and beliefs. While all Factions are ostensibly united in the ultimate goal of furthering the God-Emperor's conquests and glory, there are many ways in which relationships between them do not always flow smoothly. You served one of these Factions, raised and trained for a specific Duty that you performed until your Patron plucked you from monotonous obscurity. Your Faction has deeply influenced who you are, what you know, and your beliefs about the world. As such, choosing a Faction for your character is pivotal in determining the kind of person they might be.

Imperium Maledictum (pages 54–73) contains detailed information about all of the Factions and a selection of Duties your character might have been trained to undertake as their endless service to the Imperium. In this book, information on these Factions focuses on how they perceive the Inquisition and how a member of the Faction might find themselves crossing paths with the Inquisition and ultimately being recruited as an acolyte. Some Factions have more harmonious ties to the Inquisition than others, such as the Adeptus Ministorum or the Adeptus Astra Telepathica. Others have more opportunities for friction with the Inquisition, such as Infractionists or the Adeptus Mechanicus. If your character was born to one of these non-Inquisition Factions, the entries on pages 46–49 offer suggestions to build your initial feelings about the Inquisition and determine a backstory for how they came to be in an Inquisitor's employ.

Additionally, the Inquisition Faction has been expanded to detail characters with a background in the Ordo Hereticus, Ordo Malleus, and Ordo Xenos for those who wish to begin their journey as experienced Inquisition acolytes.

To determine your Faction, choose either of the following options:

- ☛ Choose a Faction and gain its benefits.
- ☛ Roll 1d100 to determine your Faction randomly and gain 75 XP.

Ignore any requirements for Talents and Skill Specialisations gained from your Faction.

FACTION

D100	RESULT
01–06	Adeptus Administratum (<i>Imperium Maledictum</i> , page 56)
07–12	Adeptus Astra Telepathica (<i>Imperium Maledictum</i> , page 58)
13–18	Adeptus Mechanicus (<i>Imperium Maledictum</i> , page 60)
19–24	Adeptus Ministorum (<i>Imperium Maledictum</i> , page 62)
25–31	Astra Militarum (<i>Imperium Maledictum</i> , page 64)
32–37	Imperial Fleet (<i>Imperium Maledictum</i> , page 66)
38–43	Infractionist (<i>Imperium Maledictum</i> , page 68)
44–50	Rogue Trader Dynasty (<i>Imperium Maledictum</i> , page 72)
51–75	The Ordo Hereticus (page 50)
76–85	The Ordo Malleus (page 52)
86–00	The Ordo Xenos (page 54)

ADEPTUS ADMINISTRATUM

The Administratum is the ever-grinding gears that move all things within the Imperium of Man. The unstoppable inertia of bureaucracy stills for no one, not even the hallowed duty of the Inquisition. Everything has its right place in the ledgers of the Administratum, and even the most powerful Inquisitor or acolyte is just another variable within a logic engine, just one of the many cogs the Administratum keeps churning into unknowable infinity. Of course, the Inquisition must frequently avail itself of the Administratum's wealth of information, connections, and power but, despite the immense weight behind the Inquisitorial rosette, members of the Administratum do not generally assign any particular importance to their workings or needs. Procedure must be upheld lest the entire unwieldy system shudder to an inconvenient or disastrous halt. In the Noctis Aeterna's tumultuous wake, the adepts of the Macharian Sector have all the more reason to focus inwards on the increasingly complex administrative tangles that continue to be uncovered or perhaps to look outwards in search of more direct methods to fill the gaping holes in their records and chains of communication.

Because Inquisitors often lack the time or inclination to deal with administrative tasks, hidden swathes of their retinue may be taken from the Administratum. An Administratum member who is more forthcoming than their peers is a valuable Inquisitorial asset for cutting through troublesome red tape. Such connections are courted frequently to varying degrees of success. The ciphers of the Administratum provide another point of interaction: the ability to deliver secured messages without the need to entrust them to the interpretation of an astropath or an interceptable transmission is a service some Inquisitors desire to avail themselves of. Conversely, a particularly zealous ordinate might find it expedient to make themselves useful to an Inquisitor's retinue for greater access to the worlds of the Macharian Sector and the records held there within.

ADEPTUS ASTRA TELEPATHICA

The sanctioned psykers and astropaths of the Adeptus Astra Telepathica have more reason than many to become intimate parts of the Inquisition's workings. Raised in the use of their powers for service to the Imperium, some members of this Faction may even have personal connections to psychically-potent Inquisitors who once shared the training grounds and halls at the Scholastica. Sending messages across the gaping maw of space requires the focus and grit of one trained to send and receive. So, some Inquisitors will retain the services of only trusted astropaths to ensure their communications remain secure, with no interference from rivals or enemies. Similarly, psykers might frequently find themselves in the employ of the Inquisition, whether for their abilities to combat the entities of the Warp or their more intimate skills to touch the minds of accused heretics and unravel their sins.

By their very nature, members of the Adeptus Astra Telepathica stare deep into the maelstrom of Chaos every time they reach for their psychic powers, and this proximity can bring their purity into disrepute. For all that they may work more frequently with the Inquisition than many other Factions, they are without a strong reason to mistrust the presence or continued scrutiny of Inquisitors and their agents — or to seek out security within an Inquisitor's employ. Some psykers and astropaths might be confident, without concern that they will be examined and found stained with intolerable Chaos, while others may find themselves nervous even if they have no concrete reason to fear.

ADEPTUS MECHANICUS

Almost an empire unto their own, the Adeptus Mechanicus spares no love for the suspicious gaze of the Inquisition. Their power and insularity as the primary holders of arcane technological knowledge provide them with a degree of untouchability not often seen within the Imperium. The Inquisition is well aware that any attempt to accuse heresy or pry into secrets within the Faction overtly would be met with staunch opposition not even their considerable influence could easily match. Many situations lead the two Factions to cooperate, grudging and tense as such cooperation may be. Members of the Adeptus Mechanicus are irreplaceable sources of knowledge about heretical technology and understand the deep workings of machines that agents of the Inquisition can barely begin to comprehend, including the ability to parse *lingua-technis*. Inquisitors might find themselves striking relationships with Adeptus Mechanicus members for access to people and places that would otherwise be closed to them as outsiders or consulting frequently with an adept regarding particular technological heresies.

Core to the friction between the Adeptus Mechanicus and the Inquisition is the Faction's worship of the Machine God, the Omnissiah. Outright conflict is avoided by the generally held belief that the Emperor of Mankind and the Omnissiah are one and the same. Still, wide ideological rifts exist even within the Macharian Sector. A member of the Adeptus Mechanicus may be loyal to belief in the Machine God and the Emperor, serving Inquisition agents without qualms. Others might cleave to more heretical underlying beliefs that the Machine God's avatar they worship so dearly is not the entity upon the Golden Throne — and should tread carefully within an Inquisitorial retinue to avoid being branded as a heretic or grouped in with their more zealous peers.



ADEPTUS MINISTORUM

From the perspective of the Adeptus Ministorum, the Puritan conception of the Inquisition represents a righteous fist and fire, burning out all trace of heretical thought and deed wherever they lay their anointed hand. If the Ministorum seeds and nurtures fervent belief in the Imperial Cult, the Inquisition identifies and prunes out any rot or strangling vines that, left unfettered, would threaten the health of the entire system. As such, relations between the two Factions tend to be good, with their respective roles in the Emperor's service cleanly defined. However, this is not always the case. The many interpretations of Imperial canon and the worldly political manoeuvring among the higher ranks create intrigues wherein acolytes and clergy might find their motives at odds.

The Ministorum plays a vital role in shepherding the populace in their adherence to the Imperial Cult and reporting any signs of psychic or genetic mutation. This occurrence seems all the more frequent in the Noctis Aeterna's receding tide. This duty often results in Inquisitorial recognition and recruitment as an acolyte, as uncovering heresy and corruption is another way to serve the Emperor's will. Clergy based in the holy halls of the Magna Basilica or any of the Macharian Sector's other shrines and cathedrals can pluck at different threads, quietly observing the political murmurs and creative interpretations of doctrine that could interest the Inquisition. There are even circumstances wherein an Inquisitor might seek out a member of this Faction for their retinue to lend legitimacy and piety to the public image they intend to project or to keep acolytes on the straight and narrow path of purity. Some may also act as confessors and intermediaries with locals.

ASTRA MILITARUM

In the years since the upheaval of the Macharian Heresy, unseen wounds and echoes of distrust have festered in the connections between the Astra Militarum and the Inquisition within the Macharian Sector. Perhaps it is a self-fulfilling prophecy — a lack of trust and quickness to paranoia would eventually sour even a strong underlying relationship. Of late, the Astra Militarum within the sector have been particularly committed to their home planets and systems, having fought and bled on home soil during the Noctis Aeterna. This connection breeds further distrust from the Inquisition, with some murmuring that the lack of movement to more pressing areas of galactic conflict edges upon defiance of the God-Emperor. Layered with questions of xenos exposure and almost imperceptible whispers of Sector Lord Aulus Sejanus eyeing another Crusade, many officers of the Astra Militarum are especially wary about dealings with the Inquisition, lest a wrong word or deed lead to unfortunate consequences.

Despite this, Faction members can find themselves employed by Inquisitors throughout the sector as they seek out the lingering poison of the Ruinous Powers. Those chosen are rarely the 'average soldier' but recruited for some particular trait the Inquisitor recognises: exemplary service, acts of valour, examples of combat prowess, or an unwavering faith. Even the means to follow orders to the letter is valuable, particularly the ability to kill without compunction. Lone survivors, witnesses to unique events, and those judged to be especially pious, or merely obstinately loyal, are all taken under the Inquisition's crimson wing to continue proving their mettle. Many eventually earn the title of acolyte in their own right.



IMPERIAL FLEET

The Noctis Aeterna took a terrible toll on the Navis Imperialis in the Macharian Sector, and those internal conflicts simmer still. Despite this, the voidships and their crews have, for the most part, taken full flight once more. Their role as naval support to the forces of the Astra Militarum draws regular scrutiny from the Inquisition — as their voidships undergo frequent exposure to the effects of the Immaterium, and the source of corruption therein.

Some Captains welcome an Inquisitor with open arms for their ability to root out the earliest suggestions of corruption within their crew. While the risk of being unjustly accused of the taint of the void goes hand-in-hand with Inquisitorial presence, the dangers of undetected corruption spreading throughout a ship are usually frightening enough to warrant cooperation.

In the course of their missions, Inquisitors and their agents interact frequently with naval personnel. Inquisitors often recruit capable pilots from within the Fleet and permanently second them to their retinues to ensure that someone is always on hand to get their operatives where they need to be at a moment's notice and provide support thereafter. Conversely, the Fleet crew might seek out the Inquisition to report suspicions of corruption amongst their crewmates or in the hopes of spiritual protection and succour from the ongoing horrors of the Warp.

INFRACTIONIST

The varied Human refuse that makes up the lowest rungs of Imperium society typically fall well below an Inquisitor's concerns or interests. An Infractionist may not even be aware of the Inquisition beyond glaringly exaggerated tales told by those seeking to puff up their importance and aura of danger. That said, the underbelly of society tends to engage far more freely in the kinds of heretical deeds and notions that could act as a beacon to an Inquisitor on the hunt. Infractionists who have their wits about them are smart to fold quickly on other loyalties and pander to any Inquisitorial forces that cross their path. There are, of course, far more powerful forces which have rejected the strictures of society; the cartels of the Trackless Chain or the criminal nobility of the Jau Clan (*Imperium Maledictum*, page 257) are well-organised and more than willing to play dangerous games with the Inquisition's attention. They have innumerable tricks and routes for throwing any Inquisitorial investigation off the scent and have successfully maintained their illegal webs of trade and influence.

Infractionists are disposable, often easily deniable tools for any Inquisitor, but their usefulness cannot be denied. No one knows the labyrinthine workings of a criminal underworld better than those born into or raised within it. Better still is having someone at hand proven to do terrible things without hesitation or guilt. Infractionists who have run with the bigger fish of the Silent Trade or other criminal cartels of the system may have tangled with agents of the Inquisition in the past and been marked by them as a potential asset for some time.



ROGUE TRADER DYNASTIES

As highborn merchants with Warrants of Trade, they were granted immense freedom to explore uncharted territories, create trade routes, and treat with xenos. The Rogue Trader Dynasties command considerable power within the Macharian Sector. These ongoing forays into unknown space and interactions with all manner of dangerous xenos and trade goods mean that the Dynasties, depending on the direction of their loyalties and political interests, are often either allies and confidants of the Inquisition or avoidant suspects frequently under some manner of investigation. Rogue Traders across this spectrum ply their trade in the Macharian Sector.

From the immensely powerful House Iaysus (*Imperium Maledictum*, pages 255-256) and their sprawling control over expeditions into the unmapped wilds of Yix, to the hard-up fortunes of Captain Ion Hawkscar (*Imperium Maledictum*, page 270).

The motives and desires of the Rogue Trader Dynasties are as deep as they are broad, but an undercurrent of pride and a need to see their lineage names lauded run common between them. A Dynasty will always ask: how do these deeds further the crest of your house and the lore of your name? A Rogue Trader might fall in with the Inquisition out of ambition or fear, a desire to build animosity and ruin towards a rival house, or a hope that their own ventures will benefit from Inquisitorial cooperation.

ORDO HERETICUS

'You think you know heresy? You think the warnings of the Ministorum, the edicts screeched from habway Lex hailers encompass the whole bounds of the law, and that the heretic merely exists beyond these strictures? There are laws so natural, so innate, that no good citizen of the Imperium could comprehend what it is to break them. The Heretic is an unnatural thing, a beast as foul as any mutant or xenos. To slay them is a mercy to be delivered without sentiment, without hesitation, and without doubt.'

— **Interrogator Caecilius Elbegdorj**

The Ordo Hereticus works tirelessly to ensure the purity of faith within the Imperium, eradicating deviant beliefs, or practices. They ruthlessly hunt and eliminate heretics and cults undermining the Imperial Creed, scouring every corner of the Imperium. Under the guidance of your Inquisitor and their retinue, you will learn the ins and outs of the Imperium, the political machinations between Imperial Factions and Noble Houses, for often heretics hide and fester where they can inflict the most damage. You will infiltrate the highs and lows of Imperium society; to understand if anything beyond the Holy Emperor's will drives them. You will come to know their weaknesses and what might lure them to corruption — only then can you protect their souls, often from themselves.

Despite the heights of secrecy within the Inquisition, the Ordo Hereticus is the most public-facing Holy Order, the closest to what the average citizen might envision as the Inquisition at large. When you are not undercover or covertly investigating a target, you will often work closely with other factions of the Imperium, particularly the Ministorum, Administratum, and the combined forces of the Astra Militarum and Imperial Fleet. In these dealings and with the citizenry, you must remember that you represent your Inquisitor first and foremost and the authority they bestow upon you. If you must utter their name, bring forth the weight of their authority with it; sowing fear and paranoia upholds the Inquisition's notoriety and perpetuates its strength.

Inquisitors of the Ordo Hereticus appreciate an acolyte's graft and cunning, studiousness to doctrine, diligence, and respect for rank. Due to the Ordo's perceived parallels with the Ministorum and Militarum, and those organisations' need for rank to reflect authority, any ascension within the Inquisitor's ranks may appear more official than other Ordos would bother with.

Though, with some Inquisitors, you may receive only as little as a nod of recognition to know you have ascended closer to the rank of Interrogator.

Puritans within the Ordo Hereticus are often fastidious fanatics of doctrine and their mission's exact definitions — to monitor the Imperium and its servants and purge the heretic wherever heresy is found, without mercy or remit. On the other hand, Radical Inquisitors know that working within the exact definitions of the Inquisitorial Mandate can cause more problems than it solves, especially needless loss of life. So they are more calculating and lax with these definitions. There may come a time when your Inquisitor asks you to act against the mission of the Holy Orders — to break Imperial Law or turn your gaze away — and it will be up to you to decide if defying them is worth risking the mission or your life.

Serving a Patron outside of the Inquisition, you must carry the weight of the Ordo Hereticus on your shoulders — do as these people say, but make sure they know that no one can ultimately control you, save your mission, your Inquisitor, or the God-Emperor Himself. In their naivety, they may view you solely as a tool to apply the Inquisition's leverage on their behalf, to purge their enemies or requisition resources beyond their grasp. Serve them as you see fit, but do not forget to aim your scrutiny at them as well.

ORDO HERETICUS BENEFITS

- ☠ You gain +5 Perception and +5 to either Fellowship, Strength, or Willpower.
- ☠ You have 5 Advances to spend on Awareness, Intuition, Logic, Melee, Rapport, and Presence.
- ☠ You gain the Ever Vigilant* or Cult Infiltrator Talent.
- ☠ You gain +1 Influence with the Inquisition.
- ☠ You gain a Laspistol or Shotpistol, an Armoured Bodyglove, and 400 Solars.
- ☠ You gain your choice of either a Multikey, Power Maul, or Soulguilt Scanner.



DUTY

Rather than picking from the options in the Ordo Hereticus Faction Benefits box, you can choose one of the following Duties to quickly create your character. Additionally, you have +1 Influence with the Inquisition, the Ever Vigilant Talent, a Shotpistol, an Armoured Bodyglove, and 400 Solars.

Seeking and hunting daemonic entities and influence requires the support of various duties. As a Hereticus acolyte, your background or particular skills could find you performing the following tasks:

DECEPTOR

Your duty is to weave intricate webs of lies and deceit, slither into heretical organisations and insidious cults, and gather information to expose hidden enemies of the Imperium. Deceptors are specialists in plain sight infiltration and espionage, armed with their silver tongues and ability to blend seamlessly into the crowd.

Characteristics: +5 Perception, +5 Fellowship.

Skill Advances: Awareness (1), Intuition (2), Rapport (1), Rapport: Deception (1).

Equipment: A Multikey.

MILITANT

Your duty is to fight on the Inquisition's front lines, seek out heretics hidden across the sector, and destroy them. Wield your faith in one hand, weapon in the other, hunt them down and let nothing stand in your way. They may not be the strongest or most skilled warriors, but perceptive enough to know a heretic when they see one.

Characteristics: +5 Perception, +5 Strength.

Skill Advances: Awareness (1), Melee (2), Melee: One-Handed (1), Presence (1).

Equipment: A Power Maul.

QUERENT

Your duty is to extract information through insidious investigation and interrogation. Querents employ a combination of astute inquiry, psychological manipulation, and keen observation to unveil concealed truths and unravel heretical underpinnings throughout the system. They are deceptively personable and charismatic.

Characteristics: +5 Perception, +5 Willpower.

Skill Advances: Intuition (1), Presence (1), Presence: Interrogation (1), Rapport (2).

Equipment: A Soulguilt Scanner.

ORDO MALLEUS

'Look upon this hammer I hold before me, it is far more than a weapon. It is a symbol of the Imperial Justice that smites the diabolic enemies of the Imperium. It is a symbol of my Holy Order and my office, of the authority granted to me by the God-Emperor and the great Inquisitor Ruad. Obey me without question, or it will also symbolise your punishment.'

— **Interrogator Damien Savantas**

The Ordo Malleus is the righteous hammer of the God-Emperor, whose primary goal is to hunt and repel the daemonic forces of Chaos. Wherever the Ruinous Powers curl their dark fingers into the fabric of reality, the Ordo Malleus aim to seek it out and make a righteous stand. Acolytes of the Holy Order draw upon generations of forbidden knowledge to detect the most subtle evidence of Chaotic incursion, be it the constant spread of heretical cults and suspect beliefs or outright daemonic presence. The touch of the Warp is a dangerous necessity within the spacefaring life of the Imperium, making the risk of ruinous corruption amongst astropaths and psykers also ever-present. In the face of so many unseen angles of insidious attack, the Ordo Malleus ensures daemonic forces cannot gain the footholds they need to overwhelm all existence. Moreso than any other Inquisitorial group, the Ordo Malleus has cause to wipe out or imprison entire populations — daemons are too dire a threat, so insidious an enemy, that survivors and witnesses often cannot be trusted to exist.

Over time, Ordo Malleus Inquisitors inevitably educate their acolytes the secrets of daemons and the Warp — and how to tackle them best — as far as their teachings encompass. This enlightenment will be meted out to you gradually, so as not to overwhelm your mind and, at the same time, measure your trust. If the Ordo's secrets ever fell into wrong and capable hands, they could cause system-wide panic or even be used against you and the Ordo. As such, you must apply the same knowledge and security to your fellow acolytes, and even your Inquisitor. Know that everyone is corruptible, even those who stand beside you.

In the field, it is not unusual for agents of Ordo Malleus Inquisitors to take on the livery of other Holy Orders to conceal the dark secrets of the Emperor's hammer. Your very existence is a secret; your purpose is known only to yourself and those ranked above you — and you must work hard to maintain this level of secrecy.

You must stop at nothing to keep the existence of Warp entities a secret — and your remit extends to mind-wiping and execution to do so. Use this work to prove yourself and your effectiveness. Only then will you be outfitted with the Ordo's secret arsenal or permitted the knowledge to create them yourself.

To attain status among their retinue and clearance to learn the Ordo's secrets, Ordo Malleus Inquisitors seek acolytes who are ultimately adaptable and capable of survival in the face of the unknown. Know that your life expectancy is calculably short when your duty is to seek out such constant evils.

Puritan Malleus Inquisitors will stick to the doctrine of the Order and expect the same as yourself — every trace of daemonic activity must be purged from sight and mind, in some cases even your own. Know that the Ordo Malleus consider *'The Daemon Within'* just as significant a threat as the *'Daemon Beyond'* — you may not know you are working for a Radical Inquisitor until it is too late, but it is expected you report them as soon as you do, lest you be branded for the same heresies.

Working for Patrons outside the Order, rumours of daemonic activity will have brought you to their service, whether this Patron is aware of it or not. You may have a cover identity or reason to be there that you must uphold at all costs.



ORDO MALLEUS BENEFITS

- ☠ You gain +5 Willpower and +5 to either Strength, Toughness, or Perception.
- ☠ You have 5 Advances to spend on Awareness, Discipline, Fortitude, Intuition, Logic, and Presence.
- ☠ You gain the Ever Vigilant* or Unwavering Will Talent.
- ☠ You gain +1 Influence with the Inquisition.
- ☠ You gain a Hand Flamer or Laspistol, an Armoured Bodyglove, and 400 Solars.
- ☠ You gain your choice of either an Instrument of Divination, Psyoculum, or Signal Jammer.

DUTY

Rather than picking from the options in the Ordo Malleus Faction Benefits box, you can choose one of the following Duties to quickly create your character. Additionally, you have +1 Influence with the Inquisition, the Ever Vigilant Talent, a Hand Flamer, an Armoured Bodyglove, and 400 Solars.

Seeking and hunting daemonic entities and influence requires the support of various duties. As a Malleus acolyte, your background or particular skills could find you performing the following tasks:

ADMONITOR

Your duty is to sift through the endless news and gossip the citizenry generates and find the traces and connections leading to true heresy. Admonitors may be the first to detect unauthorised knowledge spreading amongst the general populace or to draw attention to suspiciously cult-like activities.

Characteristics: +5 Willpower, +5 Toughness.

Skill Advances: Awareness (1), Discipline (1), Discipline: Fear (1), Intuition (2).

Equipment: A Signal Jammer.

CRUSADER

Your duty is to support your Inquisitor's retinue with religious succour and leadership in the face of the corrupting horrors of the Warp. A Crusader's strength of mind and ferocious purity of faith are essential when venturing into the path of daemonic entities and servants of the Ruinous Powers.

Characteristics: +5 Willpower, +5 Strength.

Skill Advances: Discipline (2), Intuition (1), Presence (1), Presence: Leadership (1).

Equipment: A Power Maul.

SENSOR

Your duty is to seek out Rogue Psykers and warp entities head-on and find those that hide among the Imperium's populace. Sensors are susceptible to the existence of aberrant entities; some even believe they are close to psychically attuned to the enemy's presence, an extension of their gut instincts.

Characteristics: +5 Willpower, +5 Perception.

Skill Advances: Discipline (1), Discipline: Psychic (1), Intuition (2), Fortitude: Endurance (1).

Equipment: An Instrument of Divination.



ORDO XENOS

'Heed my warning, Acolyte. The Imperial Creed teaches us that xenos are foul and corruptive beings, and that is true. But as servants of the Inquisition, we must stand as examples of utmost purity and unwavering devotion. You will be punished for showing any shred of leniency. You will be cleansed for showing any notion of corruption. How do you think Inquisitor Serranus lost his arm? He did that to himself.

— **Interrogator Arnaut Cisneros**

The Ordo Xenos commits to the unenviable duty of combating the vile alien species that threaten the sovereignty and survival of Humanity. From the savage Orks to the inscrutable Aeldari, the relentless Tyranids to the enigmatic T'au, and the supposedly endless number of undiscovered species hidden across the galaxy, Ordo Xenos Inquisitors must confront each and every one, to neutralise any potential threats that seek to destabilise the Imperium.

Under the tutelage of an Ordo Xenos Inquisitor and their retinue, you will learn the biologies and known behaviours of the xenos cultures the Imperium has encountered so far, the codes and procedures for contact, and what goals drive their inhuman minds so that they can be efficiently destroyed or manipulated. Their contemptible technologies are just as much a threat as the xenos who built them and must be understood all the same — every misinterpreted artefact is a weapon until proven otherwise. Any newly discovered technology must be thoroughly catalogued and methods devised to dispose of it properly. Xenos tech that surpasses the Imperium's capabilities is constructed by impure means and, even in concept alone, is a threat to Imperium doctrine and culture — it is your duty to shield the people from these terrible methods and ideas.

In the field, you will be sent all across the sector. Often to the farthest reaches of the Imperium, to planets and systems threatened by xenos invasion or pervasive influence. Voidships often serve Ordo Xenos Inquisitors best as mobile bases, allowing them greater freedom of movement among the galaxy's farthest reaches. There you will encounter the fringes of Humanity — possibly as strange as the xenos you hunt; souls led astray from the Imperial creed. You must cut out the cancerous xenos presence before it spreads further, leading citizens back into the Emperor's will.

But sometimes, you will be sent to investigate the heart of the sector; the xenos threat can reach any world by underhanded means. Among heretics, the thirst for xenos weapons and artefacts is insatiable, and groups such as the Rogue Trader Houses and Merchant Princes are continually finding ways to bypass regulations and import without oversight — infecting the imperium out of greed alone.

You will undoubtedly encounter ignorance and disbelief in your investigations — being privy to knowledge far beyond the remit of the average citizen or authority, few will understand the existence of a xenos threat, and fewer still have the clearance to know the entire truth — use your influence and authority to get what you need.

There are critical paths towards gaining your Inquisitor's favour and reaching a position within their retinue. Generating a high kill count of xenos is a formidable position to start — whether applied by your hand or in the form of revolutionary methodology. Know that some of the Ordo Xenos's most storied Inquisitors are behind the Imperium's greatest cases of mass xenocide. Otherwise, seek to become the utmost expert in a singular xenos species and culture. Then you can ensure your Inquisitor will see you travelling the galaxy and applying your knowledge where they feel is best, perhaps even joining them in Conclave.

ORDO XENOS BENEFITS

- ☠ You gain +5 Fellowship and +5 to either Toughness, Intelligence, or Perception.
- ☠ You have 5 Advances to spend on Intuition, Linguistics, Logic, Lore, Rapport, and Tech.
- ☠ You gain either the Ever Vigilant* or Logical Liar Talent.
- ☠ You gain +1 Influence with the Inquisition.
- ☠ You gain a Hand Cannon or Needle Pistol, an Armoured Bodyglove, and 400 Solars.
- ☠ You gain your choice of either an Auspex, a Bio-sample Extractor, or a Pict Recorder.



Puritan Patrons demand that you are unflinching in your duty, that you offer no quarter to those who consort with xenos nor traffic in their trappings. Radical Patrons, even those slightly astray, may be more flexible and understanding; they will ask you to exploit every opportunity, even if it means getting disgustingly close to the xenos at the heart of their investigation.

Working for a Patron outside your Ordo means contact with xenos is assured or highly suspected. You are there to be a specialist on behalf of the Inquisition — to bring all your knowledge and methodology to bear — but keep the secrets of the Ordo Xenos close to heart.

DUTY

Rather than picking from the options in the Ordo Xenos Faction Benefits box, you can choose one of the following Duties to quickly create your character. Additionally, you have +1 Influence with the Inquisition, the Ever Vigilant Talent, a Needle Pistol, an Armoured Bodyglove, and 400 Solars.

The duties of the Ordo Xenos are as diverse and complex as the myriad xenos species themselves. As a Xenos acolyte, your background or particular skills could find you performing the following tasks:

ANALYTICUS

Your duty is to dig deep into the endless records generated by all trade and movement within the sector. Auditors seek out hints of xenos activity in cargo movements among the merchant houses and traders, frequently the sources of contraband or unseemly xenos contact.

Characteristics: +5 Fellowship, +5 Intelligence.
Skill Advances: Intuition (1), Logic (2), Lore: Xenos (1), Tech (1).
Equipment: An Auspex.

XENOLOGIST

Your duty is to seek out and catalogue xenos biology and technology. Primarily working in the field and on the frontlines, Xenologists work with their hands to tinker with and understand new xenos artefacts, assessing them for correct confiscation, confinement, or destruction.

Characteristics: +5 Fellowship, +5 Toughness.
Skill Advances: Intuition (2), Logic (1), Lore: Xenos (1), Tech (1).
Equipment: A Bio-sample Extractor.

XENOLINGUIST

Your duty is to fill the pressing need for acolytes who can speak and read xenos languages. Xenolinguists aim to understand the idiosyncrasies of xenos speech and culture. Without such support, it would be difficult indeed to conduct interactions with xenos or effectively study their technology.

Characteristics: +5 Fellowship, +5 Perception.
Skill Advances: Linguistics (2), Lore: Xenos (1), Rapport: Xeno-Cant (2).
Equipment: A Pict Recorder.



ROLES

Your Role defines the purpose for which your Patron has chosen for you. Acolytes of the Inquisition may be assigned any Role from those available in **Imperium Maledictum**. But the Roles on the following pages are additional options for Inquisition acolytes; as per the rules in **Imperium Maledictum**, you can choose a Role and gain its benefits or allow your Patron to select your role and gain 50 XP.

ASSASSIN

‘May foul blood feed my blade this night.’

— **Shahin Vane, Hereticus Acolyte**

The Assassin is a dealer of righteous death, cutting down heretical voices and actions before they have a chance to take root. They thrive in the shadowy underbelly of society, infiltrating through the darkness to strike at corruption and cut out its fangs. The Assassin is equally adept at eliciting information as they are at delivering death, and the Inquisition makes frequent use of these dual-sided skills.

Inquisitors value Assassins for their discretion, focus, and duplicitous nature. While meting out mandated death lies at the heart of their role, an Inquisitor's retinue benefits from their ability to traverse the sticky intricacies of intelligence gathering and provide invaluable data to any investigation. They are often well-versed at guiding others in infiltrating groups of concern. They may find that they spend far more time engaged in subterfuge and information brokering than they do feeding the edge of their blade. Nevertheless, the Inquisitor's Assassin is always ready to move against the forces of Chaos and corruption.

Inquisitors draw Assassins from various backgrounds into their service. Some come from the Frateris Militia, chosen for their zeal and unwavering faith in the Emperor. Others might be plucked from the ranks of the Schola Progenium for their exceptional potential, where the Inquisition competes for prime candidates with the likes of the Officio Assassinorum. Some are proven warriors, enlisted Astra Militarum troopers who have survived gruelling campaigns and have notable skills in surviving behind enemy lines. Any of these would make for mighty Crusaders or Deceptors within their respective retinues.

Those chosen for this role are vital acolytes for any Inquisitor. You must be a stalwart death dealer, standing as a perpetual threat by your Inquisitor's side. You must enact brutal violence without question, be unwavering in your actions, yet be silent as the sharpest blade, and move through the herd like a wolf among the flock.

ROLE BENEFITS

Talents: Choose 2 Talents from *Aim Training**, *Burglar**, *Ever Vigilant**, *Hit and Run**, *Secret Identity**, *Shadow Operative*, *Skulker**, and *Unwavering Will*.

Skill Advances: You have 3 Advances to spend on *Awareness*, *Dexterity*, *Intuition*, *Logic*, *Reflexes*, and *Stealth*.

Specialisations: You have 2 Advances to spend on any Specialisations in *Awareness*, *Reflexes*, and *Stealth*.

Equipment: You gain a *Knife* with a *Mono-edge Modification*, a *Great Weapon* or a *Chainsword*, a *Laspistol* with an *Omnispex* or an *Autopistol* with a *Silencer*, a *Sniper Rifle* or a *Long Las*, a set of *Heavy Leathers*, a set of *Magnoculars*, and *Survival Gear*.



CRUCIATOR

'A doc's hands can help or hurt, easy as anything. All comes down to who's holding the leash.'

— Sliff, Trackless Chain Routerunner

The Cruciator, a surgeon skilled in the knowledge of the body and repairing injuries of the flesh, provides the invaluable service of managing all minor medicae issues and devastating injuries without needing to show vulnerability to unknown quantities. Many in this role are seen as cold and calculating, but to an Inquisitor, this is a prized quality; the colder the Cruciator's demeanour, the better they are at fulfilling their duty without complication.

Cruciators are, however, far more than just adept healers. With all of the Inquisition's staple dedication to wiping the Imperium clean of heretical corruption, Cruciators turn their steady hands to investigation, interrogation, and drawing out earnest repentance as readily as any acolyte. Their specific knowledge of the Human body (or xenos in rare subjects) increases their abilities in close combat and improves their chances at coaxing even the most recalcitrant of heretics into offering valuable information.

Inquisitors source their Cruciators from all corners of the Imperium. Some might have trained within the Priesthood of Mars as a Biologis, requisitioned for their knowledge of both man and machine. Others are drawn from traditional surgeon roles, such as the Orders Hospitaller, the Administratum's Officio Medicae, or even the Astra Militarum, where their skills have been tempered by front-line duty. But beyond a team's need for medicae support, a Cruciator can serve as a skilled Querent or Xenologist, if they have the grit and detachment needed to get their hands dirty.

Those chosen for this role should have an insatiable thirst for knowledge. The compact you make with your Inquisitor affords you incredible carte blanche to explore the absolute limits of Human anatomy and design, far beyond the sanctioned learnings offered to most within the Imperium. That's to say nothing of the mutants, xenos, and daemons you may otherwise encounter. What your Inquisitor expects in return is a trusted acolyte who can act as a versatile surgeon, interrogator, or even poisoner or researcher.

ROLE BENEFITS

Talents: Choose 2 Talents from *Applied Anatomy**, *Ballistic Forensics*, *Bone Breaker**, *Chirurgion**, *Field Medicae**, *Gut Instinct*, *Medicae Maverick**, and *Phlebotomist**.

Skill Advances: You have 3 Advances to spend on *Medicae*, *Logic*, *Dexterity*, *Discipline*, *Intuition*, and *Fortitude*.

Specialisations: You have 2 Advances to spend on any Specialisations in *Medicae*, *Dexterity*, and *Fortitude*.

Equipment: You gain a *Knife*, a *Laspistol* or a *Stub Revolver*, a *Web Pistol* or a *Hand Flamer*, a set of *Robes* or *Light Leathers*, a *Respirator*, a *Chirurgon's Kit* with 7 uses, a *Chrono*, a *Dataslate* or a *Pict Recorder*, and a *Writing Kit*.



EXPLICATOR

'It's true that the stain of ruinous knowledge can weigh heavy on a woman, but upholding His word and law will always be its own reward.'

— Carrhe, Second Voice of the Silent

Information is one of the most dangerous weapons the Inquisition wields, and the Explicator is a meticulous purveyor of this resource in all its forms. They are versed in various forbidden subjects, seeking out the depths of heretical and daemonic rituals, tomes, and dissertations via dusty research or actively pursuing new lines of inquiry in the field. Venturing blind into any encounter against the Imperium's enemies means almost certain death.

It is indispensable for Inquisitorial agents to have the ear of an ally with extensive knowledge of the Imperial laws, doctrines, and loopholes that intersect with seeking out heretical practices and influences. Their duty demands they cut through bureaucratic roadblocks to find the quickest path for Inquisitors to assert their limitless authority. The Explicator is no stuffy librarian; they are as well-versed in the arts of swift retribution as any acolyte in an Inquisitor's retinue.

Explicators are primarily drawn from Imperial factions that curate massive amounts of data. The most exceptional adepts of the Administratum are chief among their kin — rescued from the obscurity of datavaults and given greater purpose. Depending on where they specialise, Explicators can make excellent Admonitors, Exegists, Analyticus, and Xenolinguists. However, their function may rely upon how well they can withstand the heresies they face. They are effectively students of the Ruinous Powers and the vile xenos, but only in order to facilitate their elimination, disgusted and fascinated by their research in equal measure.

Those chosen for this role must have a nimble and highly analytical mind. As much as the Inquisition requires of its storied warriors, you must meet the same criteria as a wielder of law and information. Like the Cruciator, you will have access to texts far beyond the average scribe's remit — corruptive materials that have no place in the hands of any righteous citizen. But this you must endure to serve Emperor, Inquisitor, and Ordo, to unravel the sordid mysteries and secretive plots that heretics and cultists so pride themselves on.

ROLE BENEFITS

Talents: Choose 2 Talents from *Artistic (Literature)**, *Cypherist*, *Data Delver**, *Eidetic Memory**, *Forbidden Knowledge**, *Gothic Gibberish**, *I am The Law*, and *Lawbringer**.

Skill Advances: You have 3 Advances to spend on *Lore*, *Logic*, *Linguistics*, *Discipline*, *Intuition*, and *Fortitude*.

Specialisations: You have 2 Advances to spend on any Specialisations in *Lore*, *Linguistics*, and *Intuition*.

Equipment: You gain a *Knife*, an *Autopistol* or a *Stub Revolver*, a *Monotask Servo-Skull* with a function of your choice, a *Writing Kit*, a *Chrono*, a *Dataslate*, and a *Pict Recorder*.



SEEKER

'One world. Nineteen days. A hundred damned souls absolved in death by my hand.'

— **Confessor Tarn Laggarian**

Seekers are the unrelenting hounds of the Inquisition: the judge, jury, and executioners of heretics and xenos alike. They are operatives used to hunting their targets behind enemy lines — whether they wield the Inquisition's authority against them in battle or integrate themselves undercover to root enemies out from within. As much as they are expert hunters of their prey, they are also deft investigators, beating the streets to uncover clues and unravel mysteries — the Inquisition lacks for neither.

Seekers follow trails of corruption to where they are most promising, nose to the ground and teeth bared, courageous against the corruption they will face. They might be lone wolves on the hunt or leading a cell of other acolytes. In most cases, Seekers need to source local contacts and assets themselves to complete their mission successfully, to fill in skill gaps within their cell, or simply gain the advantage of superior knowledge against their foes.

Seekers are often procured from positions of minor authority within the Adeptus Terra. Many come from the ranks of the Adeptus Arbites, Macharian Vigilites, or Naval Security, where they now apply the same exacting authority against the Inquisition's enemies. No strangers to venturing forth into the void, some Seekers who are experts in hunting psykers were once officers aboard the Astra Telepathica's Black Ships. Those capable of dealing with xenos species may have held significant rank aboard a Rogue Trader's voidship. Regardless of origin, Seekers are favourable choices to fulfil the Duties of Admonitor, Deceptor, or Sensor.

Those chosen for this role must be exacting and authoritative individuals. Your Inquisitor will expect you to take charge of an investigation and wield their authority as your own, only turning to them in dire circumstances. It takes significant ambition to fill the role; you may even see yourself as an Inquisitor one day. If you prove yourself to them and, more importantly, survive, you may have a chance of taking the first step to becoming your Inquisitor's Interrogator.

ROLE BENEFITS

Talents: Choose two Talents from *Air of Authority**, *Attentive Assistant**, *Blunt Force Authority*, *Condemn the Witch**, *Dirty Fighting**, *Ever Vigilant**, *Gut Instinct*, and *Lawbringer**.

Skill Advances: You have three Advances to spend on *Awareness*, *Discipline*, *Fortitude*, *Logic*, *Navigation*, and *Presence*.

Specialisations: You have two Advances to spend on any Specialisations in *Fortitude*, *Navigation*, and *Presence*.

Equipment: You gain a *Knife*, any *Mundane Melee Weapon* or a *Chainsword*, a *Hand Cannon* or *Hand Flamer*, a *Shotgun (Pump Action)*, *Magnoculars*, a *Multicompass* or *Excruciator Kit*, an *Armoured Greatcoat*, *Manacles*, a *Vox Bead*, and a *Writing Kit*.



FINAL STEPS

Your acolyte is almost ready for their first mission. *Imperium Maledictum* (pages 81–90) provides options for naming your character, developing their appearance, and fleshing out their motives and ideologies. Finalising these elements will add the last layer of polish your character needs before it is ready for the table. Below, you will find possible goals and connections more befitting Inquisition characters. These details provide greater depth for your character, informing how they might behave in various scenarios and what decisions they will likely make when faced with difficult choices. They also allow you to build connective tissue between your character and other player characters, offering reasons that the eclectic individuals of your party might interact beyond the demands of a shared Patron. These tables should not be considered prescriptive or exhaustive; create your own connections and goals, or mix and match with the *Imperium Maledictum* suggestions as best suits your character and campaign.

INQUISITION CONNECTIONS

Connections are the shared histories and experiences that bind your party's characters. We suggest you choose at least two connections — one to your Patron and another to a player character. You can roll on the following table and negotiate how the connection could make sense with your fellow player/s and add any characterful flourishes. If you wish, you can create your own connections tailored to your character and the campaign your group will be playing.

GENERAL GOALS INTRO

Goals give your character things to strive for and motives to act. Before you select your character's goals, consider their Origin, Faction, Role, beliefs, and any other pertinent details about them to assist in determining the most fitting options. Regardless of how your character would feel about their goals, you should choose concepts you will find fun to play. Your character's goals are up to you. Still, it's recommended to discuss them with your GM and perhaps the other players in your group to check that they will align with everyone's overarching ideas for the campaign.

CONNECTIONS TABLE

D100	CONNECTION
01–05	_____ and I come from the same homeworld and were recruited together.
06–10	I know heretical secrets about _____'s past affiliations. They know I know.
11–15	_____ and I are competing for a position as an Inquisitor's apprentice.
16–20	I have confided doubts about my beliefs to _____.
21–25	_____ knows the truth about why I joined the Inquisition.
26–30	I suffered exposure to corruption, willingly or unwillingly, in _____'s stead.
31–35	_____ and I have a mutual agreement to share any information we discover with each other.
36–40	_____ and I once collaborated on an investigation that we both wish to leave firmly in the past.
41–45	I was responsible for a close confidant of _____'s being accused of heresy and it costing their life.
46–50	_____ misunderstood some activities I engaged in as heretical. I had to prove them wrong.
51–55	I promised to keep a secret for _____ in return for their ongoing cooperation with my goals.
56–60	I learned my interpretation of Imperial doctrine from _____.
61–65	_____ and I infiltrated a heretical cult together in the course of our service to the Inquisition.
66–70	_____ has always been my most trusted source for information about [a specific xenos species /daemonic cult / Infractonist group].
71–75	_____ once offered me a favour in return for my silence on a troublesome issue.
76–80	I asked _____ for their assistance in an ongoing experiment into some aspect of Chaos.
81–85	_____ tried to kill me when we were employed by different Inquisitorial retinues.
86–90	_____ knows that I was the one who accused them of borderline heretical methods in the past.
91–95	I have been arguing with _____ regarding finer points of doctrine for many years.
96–00	_____ gave me a strange relic on an investigation some time ago.

Short-term goals are objectives your character can expect to fulfil in the foreseeable future. They should reasonably be completed within days, weeks, or months of in-universe time — generally about two to three game sessions.

Long-term goals are much more ambitious drivers for your character. These goals may take many months or even years to achieve or become ultimately unachievable. As such, long-term goals can also be thought of as general life motivations and dreams rather than necessarily realistic or attainable outcomes.

SHORT-TERM GOALS

D100	SHORT-TERM GOAL
01–10	You acquired an unusual cult artefact in a previous mission and seek clues about its origin.
11–20	You are trying to acquire a somewhat problematic text relevant to your current investigation.
21–30	You desire to prove yourself to your Inquisitor or Patron by gaining a heretic's useful confession.
31–40	You seek to set a trap by injecting false information into a cult's or xenos' hidden networks.
41–50	You want to acquire a holy icon befitting your doctrine for use in the field.
51–60	You must send a packet of time-sensitive information to your Inquisitor without anyone knowing you have done so.
61–70	You await a moment to argue theology with a person who, to your perspective, continually butchers their interpretation.
71–80	You received a strange message of unknown origin implicating a person you have worked with previously in some minor heresy. You need to find out if it is true.
81–90	You seek to improve your collection of mission assets and gain the favour of a member of the Inquisitor's retinue.
91–00	You wish to visit a shrine so that you may engage in rites to cleanse your soul after a long period exposed to corruption on a mission.

LONG-TERM GOALS

D100	LONG-TERM GOAL
01–10	You wish to track the source of a particular line of trade in xenos weaponry and unearth the secrets at its roots, dismantling all access to the heretical artefacts that have continued to cross your path.
11–20	You are committed to uncovering the long-rumoured heresies whispered to hide within a noble house, despite the failure of all who tried before you.
21–30	You aim to gather enough data to write a treatise on the cults of a specific Chaos God within the sector, gaining the attention and influence of your Holy Order.
31–40	You strive to hunt and destroy a daemonic entity that has eluded you throughout many investigations and missions. You seek knowledge that will finally allow you to succeed.
41–50	You are confident you deserve promotion to Interrogator and manoeuvre to ensure the less-than-righteous circumstances of your formative years do not impede this eventuality.
51–60	You have committed grave sins against the God-Emperor. You seek to destroy and silence all evidence of your wrongdoings or repent so sufficiently via deed and service that your weakness is never uncovered.
61–70	You are unsure about various points of doctrine within the Imperial cult as you have been taught to practise it. You seek evidence that can prove the purest methods for living for the glory of the God-Emperor.
71–80	You have a vicious past with a specific subgroup of Macharian xenos or cultists. Perhaps they are centralised on one world and sprawl throughout the system. Regardless, you will not move on until they are scourged from existence.
81–90	You are devoted to the death of a specific Chaos or xenos entity responsible for the many scars you bear on your body and psyche. All other heresy you dismantle is a convenient dress rehearsal for your eventual vengeance.
91–00	You have witnessed a highly-respected Inquisitor's ongoing descent into increasingly explicit heresy. It is perilous to accuse them without sufficient void-tight evidence, but you vow to eventually bring them to justice.





SKILLS, TALENTS, & PSYCHIC POWERS

Acolytes of the Inquisition must be skilled and talented to pursue and purge the enemies of the Imperium. Some demonstrate these capabilities before joining the Inquisition, recruited due to their outstanding ability. Others continue to hone such talents in service to the Inquisition, adapting to new demands and the dangers of their duty.

This chapter expands on the Skills, Talents, and Psychic Powers of *Imperium Maledictum* (page 91) — representing some of the specialties that are to be expected in or valuable to an Inquisitor's retinue of acolytes. However, this chapter does not represent all available choices, the options in *Imperium Maledictum* are still required to build a well-rounded character.

As noted in *Imperium Maledictum*, these additions to Skill Specialisations are not the only possibilities. If a character seeks to Specialise in a Skill, or the GM would like to introduce a unique Specialisation useful for their specific campaign — they should feel free to do so. But it is essential to remember that Specialisations are supposed to be particular expertise within a given Skill; they should not be broad and should be tied to a given Skill easily.

Furthermore, many of the Talents have requirements that must be met before they can be purchased. If you no longer meet the requirements for a Talent you possess, you lose the Talent.

SKILL SPECIALISATIONS

The following Skill Specialisations are available to Acolytes of the Inquisition. Rules in full for Skill Specialisations are in *Imperium Maledictum* (page 92).

Lore (Int): Major Ordos (Various, Restricted). When choosing this Specialisation, select either the Ordo Hereticus, Malleus, or Xenos. You gain knowledge of the Ordo, including famous Inquisitors, the Ordos methods, iconic wargear, and typical foes. This Specialisation allows a character to requisition, commission, or craft wargear unique to the Ordo.

Rapport (Fel): Xeno-Cant. An assortment of etiquette, specific body language clues, and general knowledge of approaching and dealing with various xenos species, particularly ones that often make contact with Humanity. This Specialisation helps begin the process of conversation and interaction with xenos, guiding a character in how to approach on neutral terms.

Stealth/Dexterity (Ag): Disguise. Training in disguise, not merely in terms of clothes and accessories, but also in mannerisms, body language, and verbal cues. Avoiding discovery or suspicion is typically easier than attempting to mimic or assume the identity of another individual. Disguise is typically opposed by Intuition.

Medicae (Int): Chem-Use. Knowledge and expertise in chemistry, identifying chemical samples and the signs of poisons or toxins in a creature or corpse. Including an understanding of how to better craft chemical stimulants, poisons, and toxins.



TALENTS

This section presents new Talents available to all player characters. Refer to *Imperium Maledictum*, Chapter IV: Skills and Talents (page 102), for the complete rules about purchasing and using Talents.

AMALATHIAN APPRENTICE

Requirement: 2 Advances in Rapport.

Following the Amalathian philosophy of the Inquisition, you believe that the Imperium is strongest when all its elements work together. Rather than bully or use authority to force compliance, you are adept at coercing and manoeuvring the Imperium into cooperation. At the end of any positive interaction with the representative of another Imperial Faction, you can spend a Fate point to make a Rapport Test, the Difficulty determined by the GM. On a success, that representative becomes a Contact.

This Talent can be taken multiple times. Each time after the first, choose one of the following:

- ☠ **Coercive Favour:** When you seek to use Inquisitorial Requisitions, you gain +1 SL on a Rapport Test made to find who can aid you in this manner, and you gain +1 SL on a Rapport Test when requisitioning the aid.
- ☠ **Cooperative Spirit:** Once per mission, when you would lose Influence with a faithful Faction of the Imperium, you can attempt a Rapport Test to smooth over issues and prevent that loss. The GM determines how complicated the issue is and adjusts the Difficulty accordingly. On a success, the amount of Influence lost with the faithful Faction is reduced by 1, to a minimum loss of 1.
- ☠ **Suppression Orders:** You gain +1 SL on any Tests made to enlist the aid of, or convince, local authorities to suppress information, block communications, and shut down any investigations that might implicate or reveal the identities of you and your fellow acolytes.

APOSTLE OF THE LEX

Through extensive study and memorisation, you know the Lex Imperialis, the labyrinthine codes of law upon which the Imperium runs. This Talent can be taken multiple times. Each time, choose one of the following:

- ☠ **Imperial Law:** You have +2 SL on Lore Tests to recall law and law processes.
- ☠ **Judgement:** You have +2 SL on Presence (Interrogation) or Presence (Intimidation) Tests to interrogate or intimidate an individual who might fear the consequences of Imperial Law.
- ☠ **Enforcer:** You gain +2 SL on Rapport Tests to work with, or gain the help of, enforcers, Vigilites, or Adeptus Arbites.

BALLISTIC FORENSICS

Requirement: 1 Advance in both Logic (Investigation) and Ranged.

Through experience and dedicated training, you can identify weapons used at a scene by the marks, bullet hole shape, casings, and shrapnel left behind. When you investigate a scene and use Logic (Investigation), in addition to whatever information you would normally glean, you may also learn details of the ranged weapons used in any confrontation and what manner of ammunition was expended at the scene. A result with particularly high SL may indicate how trained or proficient the marksmen at the scene were.

BLUNT FORCE AUTHORITY

Requirement: 2 Advances in Presence (Intimidation).

Monodominant and Thorian Inquisitors often use their overbearing authority to force elements of the Imperium into aiding them. When leveraging your authority, you can choose to sacrifice Subtlety to gain Advantage on a Presence (Interrogation) or Presence (Intimidation) Test. You can also choose to decrease your Subtlety Rating by 1 to gain +3 SL on any Rapport Test that uses Influence.



CLANDESTINE

Requirement: 2 Advances in both Rapport and Presence.

The Inquisition uses a variety of methods in their pursuit of the foes of the Imperium. Though philosophical differences lead Inquisitors and acolytes along different paths, the paths of subtlety, deception, and infiltration often allow a team to expose corruption from within. While your party's Subtlety is at Suspicious or Overt Level (7–2) or less, you can spend 1 Fate Point to count your Subtlety as Covert (10–8) for a day, solely as an individual. The GM applies positive and negative Covert Effects to you alone for the day. Note that any decreases in Subtlety you may cause are applied to the whole party's Subtlety.

CONDEMNOR'S BOON

Requirement: Willpower 40, the *Psyker* Talent (*Imperium Maledictum*, page 114) or *Condemn the Witch* Talent (*Imperium Maledictum*, page 104).

Under the tutelage of an Inquisition-approved psyker, administering you with an intense and dangerous training regimen, the range of your anti-psyker capabilities has been improved. You can now deny their manifestations with greater strength and from a greater range.

You have Advantage whenever you challenge psykers with **Deny the Witch!** (*Imperium Maledictum*, page 163). This Talent can be taken multiple times. The second time, the range of your **Deny the Witch!** Increases to Medium Range instead of Short Range. The third time, the range increases to Long Range.

CULT INFILTRATOR

Requirement: 2 Advances in both Discipline and Rapport.

Through a combination of hypno-indoctrination and specialised training, you are prepared to infiltrate various cults and organisations at the behest of the Inquisition. This Talent can be taken multiple times. Each time, choose one of the following disguises, but you also gain 2 Corruption Points.

- ☠ **Heretek:** You have adopted a disguise including a prosthetic augmetic that passes as genuine only until inspected up close by a member of the Cult Mechanicus or someone equally knowledgeable. You have meme-coded technical secrets into your mind, granting you +2 SL on Tech Tests.

- ☠ **Aristocrat:** Psycho-linguistic and memetic routines have trained you to recall names and interconnected details useful for interacting with nobility, powerful merchant guilds, and the upper echelons of various levels of Imperial society — and you can recall this information perfectly. You have +2 SL on Rapport Tests when Interacting with characters you are knowledgeable about.

- ☠ **Tolerant:** Surgical alteration and biological conditioning have given you a surprising tolerance for various toxins and intoxicants, making you a viable candidate to infiltrate pleasure or pestilent cults. You have Advantage on Tests to resist intoxication, various drugs, poisons, and contact with filth or pestilence that conveys disease.

- ☠ **Tainted:** Prosthetics and temporary surgery allow you to disguise yourself with the tainted marks of Chaos, adorning your body in the foul symbols of the great enemy or creating prosthetic mutations of a body wracked with the corrupting influence of Chaos. You can adopt a disguise appropriately marked by Chaos to infiltrate the ranks of a cult dedicated to the Ruinous Powers.

CYPHERIST

Requirement: 2 Advances in both Linguistics (Cypher) and Logic.

You have developed remarkable proficiency in identifying codes, cyphers, and other symbols laden with meaning through comprehensive study and thorough testing. Some cults use obscure symbols to denote their members, some might mark buildings and locations within a hive with hidden signs, and others disguise their communications using a secret code. You have Advantage on Tests to recognise or decipher symbols, marks, and secret codes.



FAMILIAR BONDED

You have the knowledge and training to acquire a Familiar (see **Chapter VI: Familiars**, page 100). The first time you purchase this Talent, you can bond with a Regular Familiar, though they still need to be found and purchased. This Talent can be taken more than once. The second time you take this Talent, you can choose to become trained in Cyber- or Psyber-Familiars, and the third time you take this Talent, you become trained in bonding with the remaining type of Familiar. You can acquire any Familiar with which you are trained via this Talent and any Familiar that might be a combination, so long as you have all of the prerequisites of that combination.

GUT INSTINCT

Requirement: 2 Advances in Logic (Investigation).

You know or may have been mentored, that following your instincts can often lead to clues or connections that might otherwise go overlooked. When conducting an investigation or research, you can spend 1 Fate Point to gain a personal hint from the GM about where to go next, what to do, how clues might be connected, or who to talk to. This takes the form of a hunch and guides you toward new information at the GM's discretion.

HARDENED SUSPICION

Requirement: 2 Advances in both Awareness and Intuition.

A combination of mental conditioning, undying loyalty to the God-Emperor, and hard-won experience has left you suspicious and hardened against the threats of xenos and Chaos. Duplicity and corruption are second nature to such forces, and you are honed to expect and watch for such betrayal. You have +1 SL on Awareness and Intuition Tests against xenos and Chaos-aligned creatures, such as cultists, mutants, and daemons.

INSPIRED DEFIANCE

Requirement: 3 Advances in Discipline.

You have hardened your mind and soul against corruptive influences through psycho-conditioning and ritualistic meme-coding of liturgies and faithful hymns. Your mind and body are tempered by faith, such that encounters with malign influences only serve to inspire you to fight harder. You have Advantage on Fortitude and Discipline Tests you make to resist Corruption.



LOGICAL LIAR

Requirement: 2 Advances in Logic.

In preparation for missions, during downtime, and even during brief periods of quiet, you have trained your mind to create elaborate patterns of deception. You can create flowcharts of cover stories and articulated, modular lies to function with those cover stories based on preprogrammed scenarios and situations. When you make a Deception Test, you can spend 1 Fate Point to use Intelligence as the characteristic, instead of Rapport.

MANY MASKS

Requirement: 2 Advances in Stealth, at least one of them in Stealth (Disguise)

You are trained in adopting disguises and creating personas. You have Advantage on any Test to apply a Disguise Kit and adopt a new identity or persona.

This Talent can be taken multiple times. Each time after the first, choose one of the following:

- ☠ **Fall Guy:** You can choose to 'burn' a disguise or identity, sacrificing their persona by implicating them to reduce the loss of Subtlety by 1 Rating. This does not immediately end suspicion, as the former identity is implicated, and enemies and targets may still be alerted.
- ☠ **Unmasked:** As a Reaction before combat begins, you can dramatically unmask or reveal yourself, using pure surprise or revealing yourself as an agent of the Inquisition, to gain **Surprise** (*Imperium Maledictum*, page 199).

SECURITY AUGUR

Requirement: 3 Advances in Security (Tech).

You have an approved, or self-taught, swathe of technical skills related to security systems and their associated machine spirits. You have Advantage on all Tests to identify security systems, such as what they are and what they are capable of, as well as any Tests made to interact with those systems, to sabotage them, bypass them, or access them to learn more information.

This Talent can be taken multiple times. The second time you gain the following: When leaving any security system or control system you accessed, you can attempt to make a Tech (Security) Test to erase evidence of your actions, such as clearing access logs and clearance codes. The GM will determine how difficult the Test is, and a success could make it difficult to notice the system was breached, as well as minimise any evidence left behind for the purposes of affecting Subtlety.

SHADOW OPERATIVE

Requirement: 3 Advances in Stealth.

Stealth and deception have become second nature to you through rigorous training and the dangers of past experiences. You ignore the Disadvantage penalty to Stealth Tests due to your current Subtlety.

SUBTLE INFLUENCER

You know how to arrange secret meetings or convey requests in coded messages and passphrases. Taking this careful approach, you can requisition aid and interact with various Factions secretly and without drawing attention. The first time you would contribute to the loss of Subtlety Rating in a mission, this loss does not occur.

SUBTLE MUTATION

Something lies in your genetics that isn't quite Human, twisting you physically or mentally farther away from the average Imperial citizen. Your Patron may know about your mutation, letting it slide, or be oblivious to it. On face value, you can pass unremarked. But if anyone knew the truth, they'd likely treat you as another abomination.

When you gain this Talent, roll for a Positive Mutation and a Negative Mutation on the Subtle Mutations Table, and consult the entries on the Mutations and Malignancies Tables (*Imperium Maledictum*, pages 222–223) to see their effects. Additionally, whenever you gain a Mutation or Malignancy in the future due to Corruption, you may choose to roll on the Subtle Mutations Table instead, but you must roll for both a Positive and Negative Mutation (roll again if you would gain a duplicate).

SUBTLE MUTATIONS		
d100	POSITIVE MUTATION	NEGATIVE MUTATION
01–10	Dark Prophecies (<i>Malignancies</i> , 86–90)	Ashen Taste (<i>Malignancies</i> , 81–85)
11–20	Fleshmetal (<i>Mutations</i> , 91–95)	Awful Cravings (<i>Malignancies</i> , 06–10)
21–30	Inhuman Beauty (<i>Mutations</i> , 16–20)	Blackouts (<i>Malignancies</i> , 46–50)
31–40	Iron Skin (<i>Mutations</i> , 21–25)	Inescapable Itch (<i>Malignancies</i> , 61–65)
41–50	Photonic Irregularity (<i>Mutations</i> , 76–80)	Irrational Nausea (<i>Malignancies</i> , 21–25)
51–60	Psychic Awakening (<i>Malignancies</i> , 96–00)	Lolling Tongue (<i>Mutations</i> 86–90)
61–70	Swollen Brute (<i>Mutations</i> , 41–45)	Morbid Fascination (<i>Malignancies</i> , 56–60)
71–80	Warp Regeneration (<i>Mutations</i> , 96–00)	Searing Blood (<i>Mutations</i> , 21–25)
81–90	Warp Sense (<i>Malignancies</i> , 66–70)	Unshakeable Paranoia (<i>Malignancies</i> , 26–30)
91–00	Wheels Within Wheels (<i>Malignancies</i> , 56–60)	Wasted Frame (<i>Mutations</i> , 06–10)

SUBTLE PSYKER

Requirement: Willpower 40, the Psyker Talent, and 3 Advances in Psychic Powers.

Rigorous training has taught you to minimise the collateral effects of manifesting psychic powers. Your psychic powers are less noticeable to bystanders or witnesses, especially those that do not understand how psychic powers work or know to attribute esoteric effects to you as a psyker. When you roll for Psychic Phenomena, roll with a -10. Additionally, when manifesting psychic powers in a way that would decrease Subtlety, make a **Challenging (+0) Stealth** Test, succeeding means you prevent any loss of Subtlety Rating from your actions.

TAINTED VESSEL

You have been the vessel for a daemon, willingly or otherwise, and have survived a harrowing exorcism. The experience has left you mentally scarred, plagued with nightmares, and your hollowed soul numbs you to the world around you. Someone within the Inquisition has deemed you of use, but you will never again be the same, and any who discover you once served as a vessel for such an entity will attempt to kill you on the spot.

- ☠ You have -1 SL on all Fellowship Tests; the hollowing of your soul from the absence of the daemon leaves you detached.
- ☠ You are immune to the mutating effects of Corruption.
- ☠ You have +1 SL on any Awareness Test to detect the presence of daemonic entities or any phenomena associated with daemons.
- ☠ You are immune to being possessed again by the same specific daemonic entity.

UNWAVERING WILL

Requirement: Willpower 40 and 2 Advances in Discipline.

You have developed an implacable, unwavering will in the face of adversity. Whether derived from a zealous attribution of faith, battle-worn experiences, or a product of surviving the dismal conditions of the lower hives, you know how to draw on and focus that willpower. As a Free Action, you can spend 1 Fate Point to enter a focused state of unwavering Willpower. For the rest of the encounter, your Willpower Bonus is doubled.

YOU DIDN'T SEE ANYTHING

Requirement: 2 Advances across any of the following — Logic (Investigation), Stealth, or Tech (Security).

You have training in covering your tracks, minimising the evidence of your passage through violent and non-violent encounters. When you leave an encounter, you can negate the loss of any Subtlety you might have contributed to. The Test required depends on the situation, and the GM may ask for any of the following:

- ☠ Logic (Investigation) to remove physical evidence of your passage or to disguise a violent encounter as something less suspicious, such as simple ganger violence.
- ☠ Stealth to move in and out of the scene without attracting attention from bystanders or casual observers, making it less likely, or simply slower, for rumours to spread.
- ☠ Tech (Security) to sabotage or wipe devices such as pict-recorders, making it harder to identify you, but not entirely erasing suspicion.

Any Logic or Tech Test would take at least 10 minutes to complete.



PSYCHIC POWERS

This section presents new powers available to psyker characters. Refer to *Imperium Maledictum*, Chapter VI: **Psychic Powers** (page 185), for a full disclosure of psykers and their powers. Note that powers marked with an asterisk (*) are Overt powers.

PSYKERS IN THE INQUISITION

'Be saved, mutant, filthy as you are. Even a wretch like you can earn salvation serving the God-Emperor's Inquisition.'

— Ksenia Baek, Ordo Hereticus Inquisitor

Inquisitors are empowered to commandeer any resource, tool, or individual with little to no justification; thus, it is not uncommon that psykers are often called into Inquisitorial service, plucked from the Black Ships of the Adeptus Astra Telepathica or wherever else it suits the Inquisition to find them. Recruiting such dangerous personnel with impunity casts a long shadow over the Inquisition's reputation, but the organisation as a whole is unbothered. Their unparalleled power, supreme secrecy, and constant exposure to dark, insidious threats open the Holy Orders to continuous scrutiny. Still, few can openly criticise their actions and results. Moreover, the unsettling mystery and dread that psykers bring are often useful tools for performing Inquisitorial duties.

Despite their unilateral power, the Inquisition takes the risk posed by utilising psykers seriously. Considering the danger posed by untrained rogue psykers, most psykers in Inquisitorial service are sanctioned, though Radical Inquisitors are rumoured to employ unsanctioned psykers when conventional protocols prove insufficient.

Beyond the greater Imperium's attitudes towards psykers, those working within the Inquisition are afforded some protections — similar to their sanctioned positions within the Adeptus Astra Telepathica — but their survival generally depends on the philosophy of the Inquisitor they serve, or indeed are. Psykers are potent weapons in the fight to protect Humanity. They are uniquely well-equipped to thwart psychically formidable xenos, daemonic minions of Chaos, and lurking heretics and mutants. But, psykers are mutants themselves, literal conduits to the hellish Warp, and even the most disciplined psyker is never that far removed from the corruption of the Ruinous Powers.



MINOR PSYCHIC POWERS

These Minor powers are available to all psykers; they are easier to learn and use, requiring less contact with the Warp to manifest.

AUDITORY MANIPULATION

Cognomens: A Quiet Word, Exigent Voice

Warp Rating: 3

Difficulty: Difficult (–10)

Range: Long

Target: 1 Creature

Duration: Sustained

You stimulate a creature's auditory system, generating subtle vibrations within that register as sound. Choose a creature within Long Range. Until the start of your next turn, you cause the target to hear any series of sounds you wish. Only the target hears these sounds. You can effectively speak to the target by forming specific words if you generate a voice.

If you generate an overwhelming noise, the target must make a **Difficult (–10) Fortitude (Endurance)** Test Opposing your Manifest Test, ending the power immediately if it wins. If it loses, it becomes *Deafened* until the power ends.

Specialisation in Biomancy applies to this power's Manifest Test.

CIPHER SEED

Cognomens: Hypnotic Vault, Meat Vox, Unwitting Messenger

Warp Rating: 1

Difficulty: Easy (+40)

Range: Immediate

Target: 1 Creature

Duration: Permanent

You speak a short message, burying it deep within a creature's subconscious until the intended recipient's presence triggers the messenger to recite it unwittingly. Choose a creature within Immediate Range and speak up to 5 words per SL of your Manifest Test. The creature must be capable of speech and hear you speak to be a valid target. The target's mind stores the memory subconsciously; it doesn't remember what you spoke or that you implanted a message at all.

When you implant the message, you must also choose a specific name or discernable type of creature as the recipient, which remains unknown to the target. The next time the target is within Immediate Range of the recipient, it recites your implanted message aloud, exactly as you spoke it, though in its own voice. The target doesn't remember what it speaks, nor does it remember the delivery.

Specialisation in Telepathy applies to this power's Manifest Test.

FORCE BOLT

Cognomens: The Emperor's Fist, Witch's Hammer

Warp Rating: 3

Difficulty: Hard (-20)

Range: Long

Target: 1 Creature or Object

Duration: Instant

With a glance, you hurl a bolt of telekinetic force at your target, smashing it with an unseen blow. Choose a creature or object within Long Range. The target suffers Damage equal to 3 + your Willpower Bonus + the SL of your Manifest Test. If the target is a creature, you choose the location that suffers the Damage.

Specialisation in Telekinesis applies to this power's Manifest Test.

IMMOLATION DIRECTIVE

Cognomens: Patient Flame, Slumbering Fire

Warp Rating: 2

Difficulty: Challenging (+0)

Range: Immediate/1 metre per SL

Target: 1 Object

Duration: Permanent

You impart a small object with a smouldering mote of the Warp's destructive power. Touch an object with Encumbrance 0 and choose a triggering condition. If that condition occurs, the object disintegrates in warp-fuelled flame, destroying it instantly, leaving only ashes or slag.

This effect doesn't harm nearby creatures and objects, nor are flammable objects ignited; only the object is destroyed.

The trigger must be simple and unambiguous. Suppose the trigger depends on a specific event or the proximity of another object or creature. In that case, the condition must occur near the target (within 1 metre per SL of your Manifest Test) to activate the effect.

For example, you could cause a parchment or dataslate to combust once someone reads the message on it. A small cog within a larger device could melt when any person passes near it, sabotaging the machine. A bauble in your hand could burn when a specific person or object comes within range, indicating they are near when you might otherwise be unaware. A placard near a door could melt when someone circumvents the door's lock, evidencing the crime. You could also simply have the target destroy itself after a set amount of time passes.

Specialisation in Pyromancy applies to this power's Manifest Test.

MARK*

Cognomens: Empyrean Brand, Indelible Stain, Soul Scar

Warp Rating: 2

Difficulty: Average (+20)

Range: Immediate

Target: 1 Creature or Object

Duration: 1 Day per SL

You mark a surface with a physical symbol of your psychic power that is impossible to remove or deface. Touch a creature or object within Immediate Range. When you withdraw your hand, you leave behind an arcane symbol lasting for 1 day per SL of your Manifest Test. The symbol is physically visible and, therefore, can be physically obscured. However, psykers or those psychically attuned can see the mark within Medium Range through any barrier or means to obstruct it physically.

Applying the mark is evident under normal circumstances, but you can attempt to apply it undetected with a **Challenging (+0) Dexterity (Sleight of Hand)** Test.

Specialisation in Divination applies to this power's Manifest Test.

BIOMANCY

Biomancy powers target living flesh and matter, twisting them to other means or healing what has been damaged.

INDUCE PANIC

Cognomens: Chemical Frenzy, Corner the Beast, Fight or Flight

Warp Rating: 3

Difficulty: Hard (–20)

Range: Medium

Target: 1 Creature

Duration: Sustained

You assail a creature's biochemistry, sending its nervous system into a state of acute stress, resulting in a chemically-induced panic that circumvents training and mental discipline. Choose a creature within Short Range. The target must make a **Hard (–20) Fortitude (Endurance)** Test Opposing your Manifest Test. If it wins, the power ends immediately. If it loses, the target becomes *Frightened* of every other creature it sees, including its allies, until the start of your next turn.

If the target begins its turn within Immediate Range of a creature it fears, it must use its Action to make a melee attack against that creature, lashing out in panic. If there is more than one applicable target, determine the target randomly (including allies).

At the end of the target's turn, it repeats the Opposed Test. Once a target wins the Opposed Test, it is immune to this power for the next hour.

OSSIFY

Cognomens: Decrepify, Prison of Bone

Warp Rating: 3

Difficulty: Hard (–20)

Range: Medium

Target: 1 Creature

Duration: Sustained

Hijacking an enemy's biochemistry, you force their joints and muscles to stiffen beneath a rampant overproduction of calcified tissue. Choose a creature within Medium Range. The target must win a **Hard (–20) Fortitude (Pain)** Test Opposing your Manifest Test or become *Overburdened* until the start of your next turn.



At the end of the target's turn, it repeats the Opposed Test, ending the power immediately if it wins. If you win the initial Opposed Test or any subsequent ones by a number of SLs greater than the target's Toughness Bonus, the target also becomes *Restrained*. Once the target wins the Opposed Test, it is immune to this power for the next hour.

STIMULATING JOLT*

Cognomens: Shockstart, Wake the Sleeper

Warp Rating: 3

Difficulty: Difficult (–10)

Range: Immediate

Target: 1 Creature

Duration: 1 Round/SL

You flood a creature's nervous system with a jolt of psychic energy, briefly bolstering it against fatigue and rendering it incapable of losing consciousness. Touch a creature (including yourself) within Immediate Range. For a number of Rounds equal to the SL of your Manifest Test, the target ignores the effects of the *Fatigued* and *Unconscious* Conditions. Though this power suppresses their effects, it doesn't remove the Conditions. If a Condition's duration outstrips the duration of this power, the Condition's effects resume when the power ends.

The stimulation this power generates is intensely traumatic to nervous systems, so if the target benefits from this Power again before it Rests, it takes 1d10 Damage, ignoring Armour. This damage can't be prevented or reduced.



DISCERN FALSEHOODS TABLE

SL	YOU KNOW... (CUMULATIVE)
+1 to +2	When someone speaks an outright lie.
+3 to +4	When someone speaks something technically true, or with deceptive intent.
+5 or more	A general idea of the speaker's motivation for speaking a falsehood (greed, duress, malice, etc.).

DIVINATION

The powers of Divination exploit the Warp's irrational flow of time to glimpse into hidden truths and alternate probabilities that may occur.

DISCERN FALSEHOODS*

Cognomens: Liar's Bane, Stigma Veritas, Suffer No Deception

Warp Rating: 1

Difficulty: Challenging (+0)

Range: Self

Target: Your Zone

Duration: Sustained

You enter an extremely receptive state, attuning your senses to detect the subtle ripples false words leave amongst the Warp's undulating currents. You remain in this state until the start of your next turn. While in this state, you receive information about words spoken within your Zone depending on the SL of your Manifest Test according to the **Discern Falsehoods** Table. You need not understand the words spoken, but you must hear them and they must be spoken in person — recordings or vox transmissions do not carry the weight of the lies they bear.

This power is painful to your hyper-receptive senses. Each time you use this power, the first time you detect a falsehood in the encounter, you bleed from the ears and gain the *Bleeding* Condition, which ends when this power ends.

BEWARE THE WITCH!

GM's should be aware that any power which allows a character to detect truth from falsehood can impact certain plots and intrigues quite dramatically. Canny GMs will note that NPCs which believe something to be true, even if they are incorrect, do not appear to be lying to the user of Discern Falsehoods. Carefully worded answers may also subvert this power. For example, the statement, 'Heresy is forbidden, and my station binds me to report even a hint of it,' is a technically true response to questions such as 'Are you a heretic,' even if put to the most fervent follower of Tzeentch. Additionally, psychic powers are generally feared, and any psyker invoking their abhorrent power and then possibly bleeding from the ears is likely to find themselves drawing a great deal of unwelcome attention.

All of this should, of course, be balanced with a player's desire to put their character's ability to use. The Inquisition is a dogged foe, and likely to get to the truth of any matter in the end. A player interrogating a foe with the use of horrid witchcraft is inherently dark and interesting and should be allowed far more often than it is circumvented.

PATHFINDER

Cognomens: Psychic Trail, Witness to the Past

Warp Rating: 2

Difficulty: Challenging (+0)

Range: Short/Self

Target: Self

Duration: Sustained

You peer into a creature's past, examining the Immaterial to see the path their soul has taken through physical reality. Choose a creature within Short Range. Until the start of your next turn, you can see the target's past location every moment for the last 1 minute per SL of your Manifest Test. You don't actually see the target or what it was doing; you perceive a trail you can follow to learn the target's recent whereabouts.

You continue to see the path wherever it leads until the power ends, even if the target is no longer in your Zone. You don't see the target's location at any point after you activated this power; you only perceive the trail from that point backwards.

PIERCING SIGHT*

Cognomens: Empyrean Gaze, Tzeentch's Bright Eyes

Warp Rating: 3

Difficulty: Difficult (−10)

Range: Self

Target: Self

Duration: Sustained

Your eyes shine brightly with baleful light as your sight adjusts to recognise hidden details and patterns while transcending the limitations of conventional sight. Until the start of your next turn, you have Advantage on Awareness, Intuition, and Linguistics (Cypher) Tests, providing the Test relies on sight. Additionally, you can see through solid objects (up to 1 metre per SL of your Manifest Test) as though they were transparent, and you can see in total darkness. Your eyes cast light throughout your Zone, suppressing the *Dark* and *Poorly Lit* Environmental Traits.

PYROMANCY

Pyromancy powers transport the destructive essence of the Warp into realspace, transforming and manipulating it into various forms of flame.

IMPART FLAME*

Cognomens: Sleeping Inferno, Smouldering Gift

Warp Rating: 2

Difficulty: Challenging (0)

Range: Special

Target: 1 Object

Duration: 1 Hour per SL

With careful focus, you impart a spark of the Warp's roiling, destructive nature into an object. Touch an object with Encumbrance 0 within Immediate Range while concentrating for 1 minute. When finished, the object holds a mote of pyrokinetic potential for a number of hours equal to the SL of your Manifest Test. The charged object can be left in place, thrown, or given away as normal, but you sense its presence within Long Range.

While you can detect the object, you can use an Action to release the power stored within. You can make the object emit a small, illuminating flame for the remainder of its duration, or you can destroy it instantly, either in an explosion or a momentary gout of roaring flames.

If used as an explosive, the object has the following profile.

NAME	DAM	ENC	TRAITS
Exploding Object	3 + WilB	0	Blast, Loud

For the purposes of the Blast Trait, creatures make Reflexes (Dodge) Tests Opposing your Manifest Test. Charging the object is an Overt use of psychic power, but releasing the charge isn't.

If used to make a fiery eruption, the object has the following profile.

NAME	DAM	ENC	TRAITS
Erupting Object	-	0	Inflict (Ablaze), Spread



PASS THROUGH FIRE*

Cognomens: Portal of Flame, Via Ignus

Warp Rating: 2

Difficulty: Challenging (+0)

Range: 1 Zone per SL

Target: Special

Duration: Instant

From the perspective of a creature in the Immaterium, one fire in realspace is fundamentally the same as another, and exploiting that commonality allows you to step into one fire and emerge from another, eliminating the space in between. You can sense fires large enough for you to stand in within a number of Zones equal to the SL of your Manifest Test. If you are within Immediate Range of such a fire, you can enter the flames, teleporting within Immediate Range of another fire you can sense. If you would take damage from entering the flames, reduce the damage by an amount equal to double your Willpower Bonus.

CIRCLE OF FIRE*

Cognomens: Circle of Burning Wrath, Encircling Flame

Warp Rating: 3

Difficulty: Difficult (–10)

Range: Medium

Target: Zone

Duration: Sustained

You carve a ringlike rent in realspace, allowing the Warp to pour through as an encircling wall of intense flames. Choose a Zone with Medium Range. Until the start of your next turn, a 3-metre tall, 1-metre wide wall of fire appears along the entire border of the target Zone. Each creature or object crossing into or out of your Zone through the flames suffers Damage equal to 3 + your Willpower Bonus + the SL of your Manifest Test.

Additionally, creatures have Disadvantage on Awareness (Sight) Tests and Ranged Tests when looking through the flames into or out of the Zone.

TELEKINESIS

Powers of Telekinesis draw upon the Warp to alter the laws of physics, bolstering or guiding the forces of motion by will alone.

BURDEN

Cognomens: Leaden Judgement, Weight of Guilt

Warp Rating: 4

Difficulty: Very Hard (–30)

Range: Medium

Target: WpB Creatures

Duration: Sustained

You channel the Warp to amplify gravity's pull on your foes, burdening them beneath the magnified weight of their own mass. Choose a number of creatures within Medium Range up to your Willpower Bonus. Each target must make a **Very Hard (–30) Athletics (Might)** Test Opposing your Manifest Test. Each target that loses the Opposed Test is *Overburdened* until the start of your next turn.

At the end of each target's turn, it repeats the Opposed Test, losing the Overburdened Condition immediately if it wins. Once a target wins the Opposed Test, it is immune to this power for the next hour.

PSYCHIC BLADE*

Cognomens: Assassin's Right Hand, Mind Razor, Sword of Will

Warp Rating: 2

Difficulty: Average (+20)

Range: Self

Target: Self

Duration: Sustained

With a flourish of your outstretched hand, you conjure a sword of coruscating force into your grasp. Until the start of your next turn, you can wield the sword in either hand as a weapon with the following profile.

NAME	SPECIALISATION	DAM	ENC	TRAITS
Psychic Blade	One-Handed	3 + WilB	0	Penetrating (X)

With sufficient mastery; you can hone the plane of force comprising the blade's edge to impossible sharpness. Hence, the X of the sword's Penetrating Trait equals the SL on your Manifest Test. The sword disappears if it leaves your hand, ending this power immediately.

TETHER

Cognomens: Psychic Trammel, Ward Against Pickpockets

Warp Rating: 3

Difficulty: Difficult (–10)

Range: Medium

Target: 1 Creature and 1 Object

Duration: Sustained

You manifest an intangible strand of telekinetic force to bind an object to a creature, preventing them from being separated. Choose an object and a creature within Medium Range. Both targets must be within Immediate Range of each other. Until the start of your next turn, the object and creature must remain within Immediate Range of each other. If the creature tries to move beyond this range, it must use an Action to win a **Difficult (–10) Athletics (Might)** Test Opposing your Manifest Test to sever the bond and end this power. If it loses, it can't move beyond Immediate Range of the object. If the creature can carry or drag the object, it can bring the object with it. If the object can carry or drag the creature, it brings the creature with it.

If another creature tries to move one of the targets beyond Immediate Range of the other, it must use an Action to win a **Difficult (–10) Athletics (Might)** Test Opposing your Manifest Test to sever the bond and end this power. If it loses, it can't separate the targets, though, at the GM's discretion, a massive enough creature might drag both targets with it, bond unbroken, as it moves.



TELEPATHY

Telepathic powers exploit most living beings' thin connection to the Warp, affecting their mind, memories, or sense of free will.

HALLUCINATE

Cognomens: Apparition Daemonica, Warp Delirium

Warp Rating: 4

Difficulty: Very Hard (–30)

Range: Medium

Target: 1 Creature per WilB

Duration: Sustained

You flood creatures' minds with insidious power, causing them to hallucinate illusory situations fabricated at your whim. Choose a number of creatures up to your Willpower Bonus within Medium Range. Each target must make a **Very Hard (–30) Intuition (Surroundings)** Test Opposing your Manifest Test. Until the start of your next turn, each target that loses the Test perceives an illusory phenomenon of your choosing. The hallucination appears within a Zone of your choice within Medium Range, and each target perceives the same phenomenon simultaneously. The hallucination can include objects, creatures, and any combination of sensory details you wish as long as they appear to exist wholly within one Zone.

For example, you could make targets hallucinate the scene of a massacre with illusory corpses, alarm claxons, and still-wet blood, or you could make them hear voices shouting in argument as noxious fumes drift past. When you use your Action to manifest this power, you can alter the illusion during the Round to make the hallucination appear to move, speak, react, and otherwise seem realistic.

You must use your Action each subsequent turn to continue altering the hallucination, including moving the illusion to a new Zone within Medium Range of you. If you don't concentrate on updating the hallucination, it remains convincing, but it repeats the details from the previous round, potentially repeating speech, making figures walk in circles, or displaying the same sequence of vehicles rumble by repeatedly, which may seem suspicious.

Because the hallucination seems real to the targets, physical interaction cannot expose the illusion as false, and generate the appropriate reaction; for example, if an illusion of a person were shot or attacked, the illusion would react as a real person would. Still, at the GM's discretion, a target may repeat the Opposed Test at the end of its turn if the hallucination presents a suspicious or unbelievable situation. Once the target wins the Opposed Test, it is immune to this power for the next hour. Hallucinations can't physically harm targets, though they may feel genuinely threatened and imagine real pain if they believe they are injured.

INSINUATE

Cognomens: Faith Unearned, False Friend

Warp Rating: 3

Difficulty: Difficult (–10)

Range: Short

Target: 1 Creature

Duration: Sustained

Draping skeins of subtle empyrean influence over a creature's mind, you instil it with feelings of familiarity and trust toward you. Choose a creature within Short Range. The target must win a **Difficult (–10) Discipline (Psychic)** Test Opposing your Manifest Test or be forced to regard you as a trusted friend until the start of your next turn. Whether you win or lose the initial Test, the target is unaware of your attempt.

Whenever the target takes Damage, and at the end of its turn, it repeats the Opposed Test. If it wins, the power ends immediately, and the target realises you tampered with its mind.

Once the target wins any of the Opposed Tests, it is immune to this power for the next hour.



PACIFY

Cognomens: His Benevolent Calm, Lambs to the Slaughter

Warp Rating: 3

Difficulty: Difficult (–10)

Range: Medium

Target: 1 Creature per WilB

Duration: Instant

You momentarily disconnect creatures from their emotions, interrupting their feelings as though turning off a switch. Choose a number of creatures up to your Willpower Bonus within Medium Range. Each target must win a **Difficult (–10) Discipline (Psychic)** Test Opposing your Manifest Test or succumb to this power. A target can choose not to Oppose if it's aware you're using this power. Each affected target loses the *Frightened* Condition and instantly stops experiencing any emotion it currently feels. If circumstances cause a target to feel emotions later, they experience them normally.

For example, you can snap a *Frightened* ally back to their senses, but they could become *Frightened* again later. You could cause a furious creature to stop attacking by removing its anger, but it might resume hostilities if you provoke it later.





THE INQUISITION ARMOURY

The Imperium is plagued with war and strife, conspiracy and heresy. The Inquisition, and those who serve it, delve deeper into the darkness than anyone else, bringing with them the Emperor's light — and often, his fury. For this duty, the Inquisition must be well-equipped. This chapter contains a selection of wargear used by the Inquisition on the front lines of the hidden war for the soul of the Imperium, along with new essential tools for espionage and investigation.

AVAILABILITY

The iconic arsenal of the Inquisition is beyond rare among open markets or traders. Some weaponry takes years to craft, wrought from materials almost impossible to acquire, and anointed by the most faithful of the Ministorum. Others are appropriated from the enemy itself, reverse-engineered tools of the xenos, or handcrafted along the Radical path, from secrets torn from the enemy and used to shape weapons, fighting Chaos with Chaos.

Rare equipment might be possible to locate across a breadth of worlds using an Availability Test; see 'Trading Equipment' (*Imperium Maledictum*, page 119). Many of the items found in this chapter, however, are Exotic. These items might be unknown to many acolytes without specialised knowledge or research and beyond discovery in simple bartering. Exotic items are only available if the GM determines they are.

PATRON REQUISITION

Many Patrons firmly believe in using the right tool for the job, Inquisitors do not differ. As research or investigations begin to turn up more information, hints of the dangers ahead, or the peculiar nature of some of those threats, an Inquisitor might provide their acolytes with wargear that would otherwise be impossible to acquire.

ICONS OF ORDO AND PHILOSOPHY

The Holy Orders of the Inquisition are known to differ not only in their approach but in their preferred tools. Such pieces of wargear become commonplace among their warriors, even symbolic. Many within the Orders can recognise a Malleus acolyte by the Daemonhammer they carry or a Hereticus acolyte by the Inferno Pistol strapped to their thigh.

Beyond these philosophical and methodological differences, Inquisitors across the spectrum of doctrine and darkness attain vastly different wargear. Various equipment throughout this chapter may note that certain items are limited to specific Ordos or specific to the Puritan or Radical Inquisitors and are, therefore, only possible to acquire with the agreement of the GM and a compelling narrative explanation.



MELEE WEAPONS

The Inquisition has a unique arsenal of Melee Weapons; each forged to fight the specific enemies of each Major Ordo or draw upon their enemy's powers in unique ways to turn the tide. General rules for wielding Melee Weapons are outlined in *Imperium Maledictum* (page 126), along with related Weapon and Armour Traits (pages 124–125) and related Melee Weapon Types (pages 126–127).

EXOTIC MELEE WEAPONS

Exotic in both rarity and design, melee weapons of this classification draw on elements from multiple existing types or have wholly unique effects that confuse Imperial categorisation. Wielding most of these strange weapons would brand you a heretic by the Inquisition, often xenos in origin and effect.

BLINK-BLADE

Swords of common or non-descript designs, double-edged or single, as ornate or commonplace as any other blade across the galaxy. What makes the Blink-Blade special is how they are sheathed and unsheathed. The bearer does not carry a scabbard for such a weapon, as the blade is sheathed and unsheathed seemingly from thin air. These blades are unnaturally sharp, and the ability to make the blade disappear and reappear in a new grip or new orientation makes it difficult to defend against.

The weapon is unusual and exceptionally heretical, therefore not commonly found among the Inquisition; instead acquired from exceedingly Radical sources. The strange nature of the weapons demands a bond with its wielder, an attunement with their mind, to sheathe and unsheathe it. A character that wishes to bond with the weapon can make a series of **Difficult (–10) Willpower** Tests, one per hour, and when the character has earned 5 SL, they have bonded to the weapon.

The Blink-Blade is impossible to detect when sheathed. The wielder must succeed on a **Challenging (+0) Willpower** Test to unsheathe the weapon. If they fail, the weapon does not appear. When attacking with the blade, it ignores the *Defensive* quality of other weapons.

SCYTHIAN VENOM TALON

This dagger-like blade can deliver such a potent poison that it can incapacitate foes with a single scratch. Despite its martial features, a wicked curving blade, and slotted blade-catchers above the cross-guard, the weapon is obviously of xenos design. One would be foolish to ask why, or how, such a weapon has fallen in among the wargear of the Ordo Xenos.

The Scythian Venom Talon has the *Inflict (Bleeding)* and *Inflict (Poisoned)* Traits.

MUNDANE WEAPONS

These weapons often predate the Imperium. They were simple tools once made of metal and wood, derived from primal Human designs. Mundane Weapons typically have only a few simple Traits (*Imperium Maledictum*, page 126)

DUELLING GLAIVE

A weapon once seen in the hands of the Gland Warriors, guardsmen genetically modified to fight on the horrid fronts of war against Tyranids, the Duelling Glaive is a mighty halberd. Despite its length, the weapon is fairly lightweight, useful for keeping foes at a distance to guard against toxins or corrosive bio-weapons.

NEMESIS WEAPONS

Many of the Inquisition's weapons and armour are forged by faith. Anointed materials are wrought into staves and hammerheads, sanctified with holy oils and censers, and engraved with sigils to banish daemons and disrupt a psyker's powers alike.

Nemesis weapons deal bonus damage to daemons and creatures with a Warp Threshold equal to the Willpower Bonus (WilB) of the wielder.

DAEMONHAMMER

An anointed Warhammer forged from precious metals. The handles of such weapons are engraved with sigils and wards, wrapped in blessed leathers and purity seals. The heads of such weapons are stamped with the blazing symbol of the Inquisition, crackling with the power-field built into the weapon. Each smiting blow from the weapon resounds like a thunderclap, the wards particularly potent against daemon entities.

Daemonhammers are astonishingly rare and granted only to the most dedicated servants of the Ordo Malleus.



NAMING THE DAMNED

The secret of forging a Nemesis Weapon, if it is still known at all, is held by no more than a handful of Inquisitors within the Ordo Malleus. It is known that the price of doing so is high, and this must be so, for otherwise such efficacious arms would surely be more prevalent.

The Inquisitor Vesper Draal of the Ordo Hereticus is known to have set out to learn the means of forging such a weapon centuries ago, for he suspected his compatriots in the Ordo Malleus of corruption most foul. Though it is said he was successful, the endeavour would ultimately claim his life. His belongings are held within Vault of Follies on Suluk. These amount to a handful of his surviving written records, alongside a great hammer of a dark metal. His grimoire is said to contain, among other things, the most accurate account of the death of Lord Solar Macharius, and the true name of a Greater Daemon.

NEMESIS DAEMONHAMMER

Although more commonly found among the Ordo Malleus' allies, the Grey Knights, the Nemesis Daemonhammer is similar to its counterpart, the Daemonhammer. The Nemesis variant is consecrated in a series of rituals and amplified with silver sigils and the psychic circuitry of a force weapon. Anathema to warp-spawned horrors, a single blow can send daemons howling back to the Warp.

Nemesis Daemonhammers are extremely rare, found only among the Ordo Malleus. Nemesis Daemonhammers are also counted as Power Weapons (see *Imperium Maledictum*, page 127) and have the *Penetration* Trait while activated.

TRUENAME STAFF

Created by members of the Ordo Malleus, a Truename Staff is a length of cold iron etched with warding runes and sigils engraved with the names of nine and ninety powerful Daemons. Consecrated in elaborate rituals of daemon slaying and smiting, they are charged with potent energies, each strike of the weapon capable of sundering daemoniac entities.

This weapon gains Rend (X) against daemons, where the X equals the user's Willpower Bonus (WilB). Additionally, when the Truename Staff strikes a daemon whose name has been etched upon the staff, the daemon is *Stunned*.

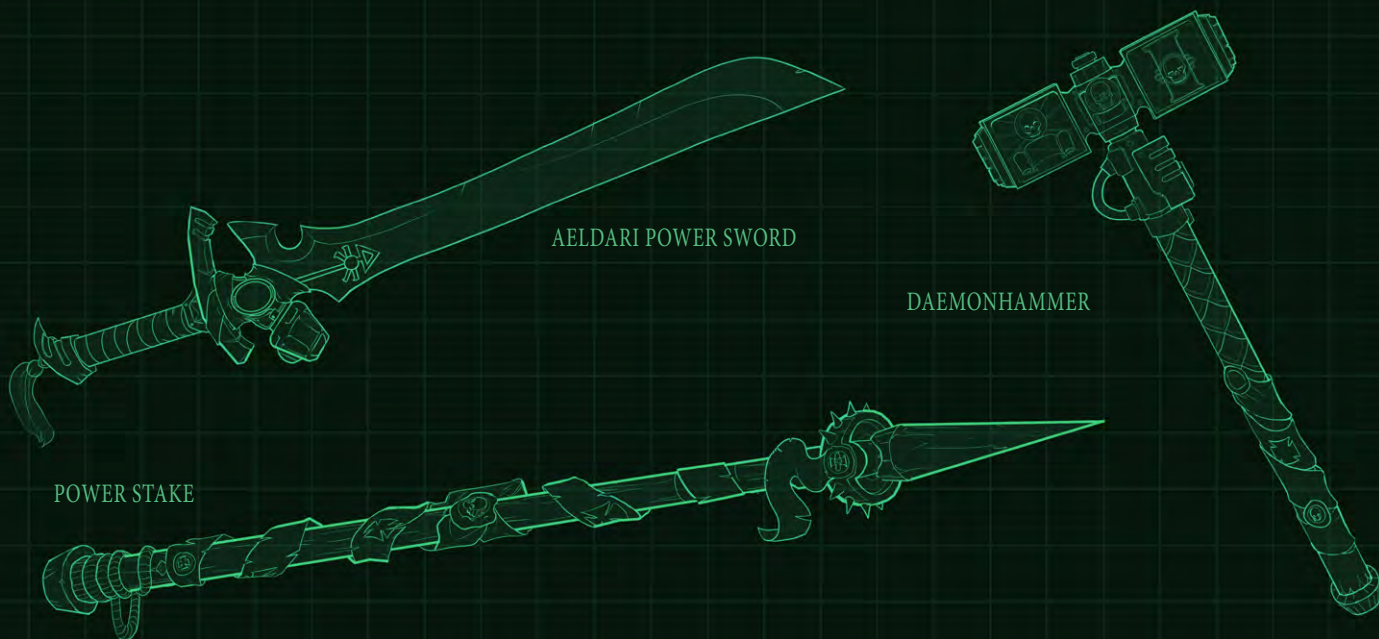
NULL

Null weapons are crafted to syphon away psychic energies, weakening daemoniac entities and robbing rogue psykers of their power. Tests made to Manifest a psychic power that targets the Zone of the wielder, any individual within that zone, or made within Short Range of a wielder of a Null weapon, suffers from Disadvantage. Additionally, daemons treat the Zone of a wielder with a Null weapon as a *Minor Hazard*.

NULL ROD

Null Rods are tall, obsidian rods, crackling with anti-psychic energy, nullifying warp power within its area. A blow from a Null Rod can tear apart daemoniac essence and trigger a cascade of cataclysmic energy within the mind of a rogue psyker. After battles and engagements, Null Rods must safely discharge their energy, lest they create rifts to the Warp.





A Null Rod is a weapon commonly employed by the Ordo Malleus but not exclusive to them. When a Null Rod strikes a creature with a Warp Threshold, it gains Rend (X), where the X is the current Warp Charge of the target. Additionally, the first time a Null Rod strikes a psyker each day, the psyker must immediately make a **Difficult (-10) Psychic Mastery Test** and, upon failure, suffer Perils of the Warp.

POWER WEAPONS

Typically reserved for the exceptionally wealthy, well-connected, or higher-ranking members of the Imperium's military. They are deadly close combat weapons that, by using little-understood technology, generate a disruption energy field that amplifies their lethality. Power weapons often deal high Damage and have the *Penetration* Trait while active (*Imperium Maledictum*, page 127). The following weapons have additional abilities, noted at the end of their entries.

AELDARI POWER SWORD

Lightweight and elegant, the power weapons of the Aeldari are like, and yet unlike, the power weapons of the Imperium. They typically possess a single cutting edge, so they are keenly balanced and effortless to use. They are sometimes seen as a symbol of status among the Ordo Xenos, looted from defeated xenos, or in more rare cases, a gift from unlikely allies.

Aeldari Power Swords are always Lightweight and are so precisely balanced that the wielder can use either their Strength Bonus (StrB) or Dexterity Bonus (DexB) when dealing damage.

EXECUTIONER GREATBLADE

A fearsome and finely-wrought greatsword with a wicked cutting edge of diamond-hard silica glass, the Executioner Greatsword is a weapon of ancient design. It harkens to the oldest days of witch-hunting and executions. The blade's exacting balance allows the wielder to combine duelling techniques with the ferocity of cleaving strikes.

Executioner Greatswords are always Master Crafted (see *Imperium Maledictum*, page 122).

POWER STAKE

A rod forged from a single piece of cold iron, one end is sharpened into a piecing stake, and the other wrought to house a potent power field generator. All along its length, the Power Stake is inscribed with warding runes and sigils. It can function as a simple power weapon, easily piercing armour, but when it strikes a psyker, their impure bodies are set ablaze.

A Power Stake is a weapon commonly found among the Witch Hunters. Functioning as a Power Weapon, when the Power Stake strikes a creature with a Warp Threshold, it inflicts the *Ablaze* Condition upon them.

XENOPHASE BLADE

The Xenophase Blade is an ancient weapon thought to belong to a long-dead alien dynasty. Although it appears to function as a conventional power weapon, the unusual metals of its composition and the unnatural energy field it produces cleave through armour, force fields, and even metaphysical wards or protections.

Questioning the weapon's origins, even among the Ordo Xenos, is cause for immediate termination. The Xenophase Blade is a Power Weapon that ignores at least half of the damage reduction from Armour, Force Fields, or any Psychic Power.

TAINTED WEAPONS

Used by the minions of the Dark Gods and by Radical Inquisitors who seek to use the enemy's tools against the enemy, there are many weapons wrought by corruption. Each time the wielder of a Tainted Weapon spends or burns a Fate Point in relation to using the weapon, they gain 2 Corruption Points. Additionally, Tainted Weapons gain bonus damage equal to the wielder's Corruption up to their Willpower Bonus (WilB).

DAEMONBLADE

The greatest symbol of the Radical Inquisitor's philosophy, to use the enemy against the enemy, a Daemonblade is a weapon bound with the essence of a powerful daemonic entity. Though the wardings and bindings placed upon the weapon render it less potent than the weapons wielded by Chaos, they are necessary, lest the wielder be driven insane from the insidious voices within the blade. No Daemonblade is like another, some so specific and potent that they have forged dark reputations.

Daemonblades are weapons wielded by Radical Inquisitors, commonly of the Ordo Malleus. When a Daemonblade is first encountered, the GM should roll, or choose from, both the Features and the Quirks columns below to describe the powers and nature of the weapon. Once per encounter, when a Daemonblade is drawn, the wielder must make a **Challenging (+0) Willpower Test**. If they fail, they gain 2 Corruption Points.

TAINTED BLADE

Controversial weapons, tainted by warp-magic or daemonic essence. They might be weapons once bound with a daemonic entity, now purged, or marked with runes of Chaos. Though less potent than true Daemonblades, Tainted Blades are stained and seething with warp energies, each strike wreaking havoc upon realspace as much as the wielder's foes.

The Tainted Blade is a Tainted Weapon, used by Radicals and heretics of the Ordo Malleus.

DAEMONBLADE FEATURES

d100	FEATURES	QUIRKS
01-10	Warpflame: The weapon gains the Inflict (Ablaze) Trait.	<i>A miasmic aura of choking smoke surrounds the blade, each strike trailing dark, foetid energy through the air.</i>
11-20	Foetid Touch: The weapon gains the Inflict (Fatigue) Trait.	<i>The blade's metal appears jagged and brittle, growing and reforming crystalline edges and jutting spikes before retracting and growing anew.</i>
21-30	Soporific Toxin: The first time this blade strikes a creature, they are affected by a hallucinogenic poison for 1d10 rounds. Each round therein, they must roll on the Hallucinogenic Effects Table (page 90).	<i>The blade is charred and blackened as if someone had attempted to destroy it with flames. The cracked and unnaturally blistered surface bleeds flames from some impossible depth.</i>
31-40	Mirrored: Opposed Tests when defending against this weapon, or attempts to Dodge this weapon, have Disadvantage.	<i>The weapon rings with a strange and eerie resonance when drawn as if struck with a tuning fork. Each strike and cut with the blade causes it to howl through the air.</i>
41-50	Howling Horror: The weapon gains the Inflict (Fear) Trait.	<i>The blade is wreathed in cold, multi-hued flames. Though they give off no light, they paint the world in eerie and unnatural colours.</i>
51-60	Syphon: The weapon gains the Inflict (Bleeding) Trait. Further, the wielder recovers 1 non-critical wound when it inflicts the <i>Bleeding</i> Condition.	<i>When drawn, the blade appears to pull at the light, dimming rooms and chambers, surrounding itself with a tainted miasma of light.</i>
61-70	Unholy Venom: The weapon gains the Inflict (Poisoned) Trait.	<i>A baleful eye sits within the crossguard, and many teeth grow from the hilt, encircling the wielder's hand in a none-too-subtle threat.</i>
71-80	Mind Leech: The weapon gains the Inflict (Stunned) Trait.	<i>The blade is surrounded by silent, flickering arcs of warp lightning, charging the air with invisible but potent potential energy.</i>
81-90	Aetheric Hunger: The damage bonus from Tainted is doubled.	<i>Covered in a sickly sheen, the blade leaks venom and sickness from pores and cracks, these droplets sizzle on contact with reality.</i>
91-00	Familiar: The weapon grants their wielder +4 to their Warp Threshold.	<i>The blade possesses an unnaturally beatific sheen and warps light about itself, so it is impossible to tell which is the blade and which is an illusory shaft of light.</i>

MELEE WEAPONS

NAME	SPECIALISATION	DAM	ENC	COST	AVAIL	TRAITS
EXOTIC MELEE WEAPONS						
Blink-Blade	One-handed	3+StrB	1	4,000	Exotic	Penetrating (2)
Scythian Venom Talon	One-handed	2+StrB	1	2,000	Exotic	Inflict (Poisoned)
MUNDANE WEAPONS						
Duelling Glaive	Two-handed	5+StrB	2	1,000	Rare	Defensive, Reach, Two-handed
NEMESIS WEAPONS						
Daemonhammer	One-handed	5+StrB	1	5,000	Exotic	Penetrating (2)
Daemonhammer	Two-handed	6+StrB	2	6,000	Exotic	Heavy (4), Inflict (Stunned), Penetrating (2), Two-handed
Nemesis Daemonhammer	One-handed	5+StrB	1	8,000	Exotic	Penetrating (2)
Nemesis Daemonhammer	Two-handed	6+StrB	2	10,000	Exotic	Heavy (4), Inflict (Stunned), Penetrating (2), Two-handed
Truename Staff	Two-handed	2+StrB	2	10,000	Exotic	Defensive, Two-handed
NULL WEAPONS						
Null Rod	Two-handed	1+StrB	2	1,000	Rare	Defensive, Two-handed
POWER WEAPONS						
Aeldari Power Sword	One-handed	4+StrB	1	5,000	Rare	Penetrating (4)
Executioner Greatblade	Two-handed	5+StrB	2	1,500	Exotic	Defensive, Heavy (4), Two-handed, Penetrating (4)
Power Stake	Two-handed	4+StrB	2	3,500	Rare	Two-handed, Penetrating (4)
Xenophase Blade	One-handed	4+StrB	1	4,000	Exotic	Penetrating (4 or X)
TAINTED WEAPONS						
Daemonblade	Two-handed	5+StrB	2	10,000	Exotic	*
Tainted Blade	One-handed	4+StrB	1	10,000	Exotic	Rend (4)



RANGED WEAPONS

Inquisitors and their acolytes have a diverse selection of ranged weaponry available to them, depending on whatever covert conditions their mission requires. Often they must go outside the Imperium's knowledge to acquire these armaments through xenos trade or syphoning energies from the very Warp. General rules for wielding Ranged Weapons are outlined in *Imperium Maledictum* (page 129), along with related Weapon and Armour Traits (pages 124–125) and related Ranged Weapon Types (pages 129–131).

BOLT WEAPONS

Standing alongside the Lasgun, Bolt weapons are the Imperium's most iconic firearms, especially within the arsenal of its higher-echelon warriors. A Bolter's rapid rounds of explosive death can tear most enemies apart in seconds, a much-needed trait against the enemies of Ordo Malleus Inquisitors. When loaded with standard Bolt ammunition, Bolt weapons have the *Penetrating* and *Spread* Traits (*Imperium Maledictum*, page 129).

PSYCANNON

Large Bolt weapons utilised by the Ordo Malleus, Psycannons fire massive bolts imbued with negative psychic energy, their truesilver tip inscribed with wards and anti-daemonic sigils. Each bolt devastates psykers and daemons, combining the destructive potential of typical bolt weapons with sanctified and psychically charged energy. A gravitic stabiliser supports the weapon — as large as a Heavy Bolter — making it far easier to bear into combat.

A Psycannon is a Bolt Weapon designed to cut through psykers, daemons, and other warp entities. In addition to the normal bonuses provided by its Psybolt ammunition, ranged attacks made with this weapon ignore any armour provided by psychic powers, daemonic Traits, or other effects. The benefits of the weapon's gravitic stabiliser are already included in its profile — it would otherwise suffer from the *Heavy* Trait.

A Psycannon can be loaded with ordinary Heavy Bolter ammunition (900 Solars) but many would see such an act as sacrilege and misuse of such a precious weapon.

CONDEMNOR BOLTGUN

A specialised combi-weapon, combining the ferocity of a Boltgun with a single-shot stake crossbow armature, which can be fitted with a variety of specialised stake rounds. While the Boltgun element easily tears common foes asunder, the potent stakes fired from the crossbow armature vary in effects. However, they all effectively thwart the foul warp magics and energies of psykers and daemons.

The Condemnor Boltgun is an iconic weapon of the Ordo Hereticus. It has two firing profiles, as noted in the Ranged Weapons Table. The Stake Crossbow attached can be fitted with specialised Stake ammunition (page 88) and gains additional effects from them.

CROSSBOW WEAPONS

The low-tech Crossbow is rarely seen on the battlefields of the 41st Millennium, only on some feral or feudal worlds. However, more specialised crossbows are still in use and have become iconic implements among some Ordo Hereticus retinues. Though often cumbersome, their boon comes from the specialist ammunition they can fire. Crossbow Weapons typically have the *Penetration* Trait.

HANDBOW

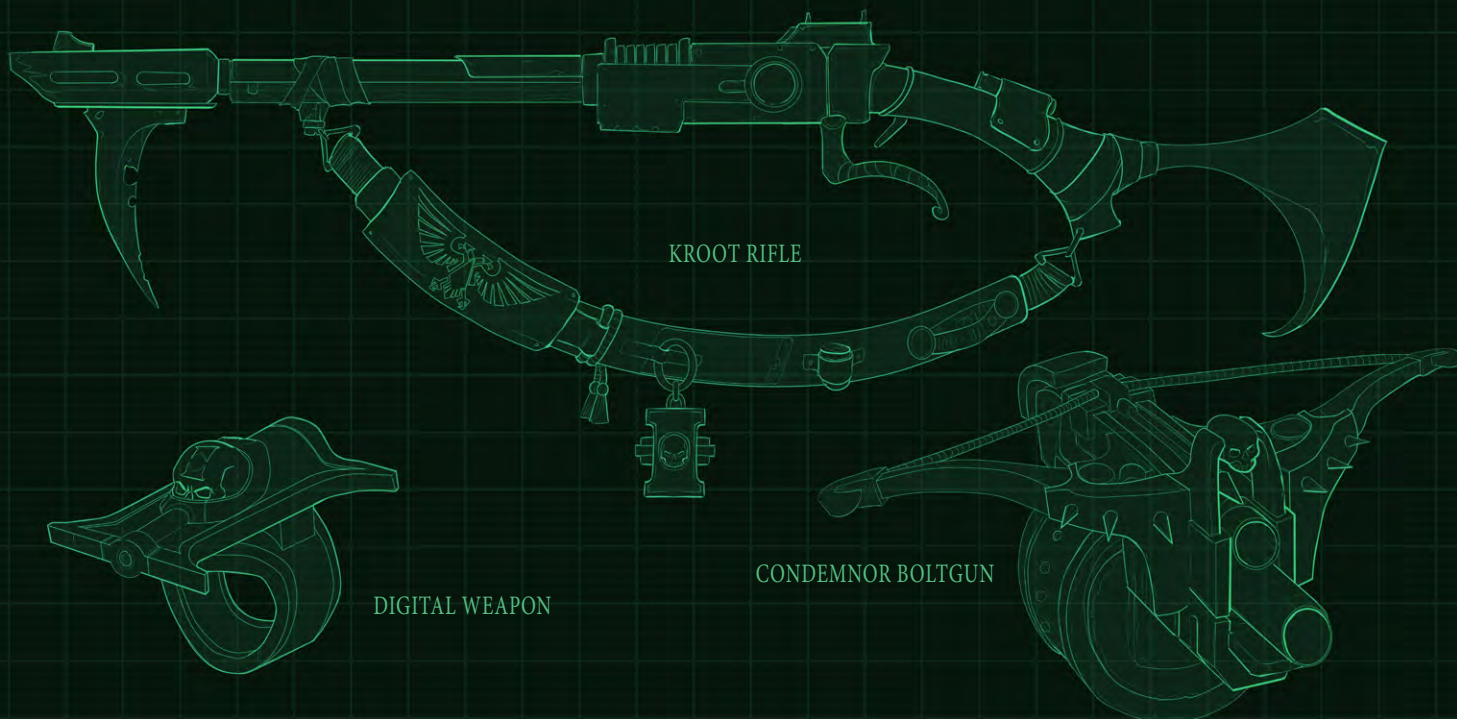
A peculiar and rare item, the Handbow is a miniaturised witch-hunting weapon. Though lacking in range, the complex bolt-loading mechanisms allow for a close-range surprise, as even the smaller bolts pack can easily pierce armour and flesh.

The Handbow is a favoured weapon of the Ordo Hereticus. Because of its compact design, it can be easily concealed. Though it may lack the stopping power of larger Crossbow weapons, it can still be fitted with specialised stake ammunition (page 88).

PURGATUS CROSSBOW

A fusion of shotgun and crossbow, the Purgatus Crossbow is an improvement over the ancient witch-hunting crossbows. Designed to launch specialised bolt ammunition, commonly in the form of stakes.

The Purgatus Crossbow, like many crossbows, are favoured and iconic weapons among Ordo Hereticus acolytes. While the basic bolts of the Crossbow are significant enough to kill most heretics, they can also be fitted with specialised stake ammunition (page 88).



STAKE CROSSBOW

Despite its somewhat primitive nature, the weapon's design is reliable, and the bolts it fires can punch through armour. Like its more potent variant, the Purgatus Crossbow, the weapon's true strength comes from the specialised ammunition it can use.

It is a favoured weapon of the witch-hunting Ordo Hereticus. Like the Purgatus Crossbow, it can be fitted with specialised stake ammunition (page 88).

FLAME WEAPONS

Despite their differences, the Imperium and their most foul enemies stand together in recognising the potency of wielding liquid flame upon the battlefield, a terrifying combination of destruction and purity. Flame weapons always have the *Flamer* and *Inflict (Ablaze)* Trait, and often have limited magazines (*Imperium Maledictum*, page 129).

INCINERATOR

A modified variant of the Heavy Flamer used by many forces within the Imperium, the Incinerator was designed specifically for a secretive branch of the Ordo Malleus. A smaller variant, closer to a conventional Flamer, has been made available to the breadth of the Inquisition and might be found among even the Ministorum. The Incinerator has modified fire projectors, and sanctified fuel containment vessels, to fire psyflame — psychically impregnated promethium that burns azure and purges away psychic protections and daemonic foes.

The Incinerator adds the wielder's Willpower Bonus (WilB) to the Damage when attacking a daemon or creature with a Warp Threshold.

GRAVITON WEAPONS

Graviton weapons date back to the Dark Age of Technology. They are extremely rare and jealously guarded by members of the Adeptus Mechanicus. The weapons are believed to fire exotic particles that affect the gravitational field within a small area. While the lowest power setting might knock a creature prone, the higher settings can crumple armour, rupture organs, and breach bulkheads.

Graviton Pistols are a pistol version of the larger Graviton Gun. Though the pistol version has a smaller magazine and slightly lower damage potential, they remain just as potent and exotic a weapon.

Graviton weapons deal additional Damage to a creature equal to their Armour. Any creature that takes damage from a Graviton weapon must make a **Challenging (+0) Endurance** Test or be rendered *Prone*. Targets wearing armour have -1 SL to this test, and armour with the *Heavy* Trait grants -2 SL instead.



KROOT WEAPONS

The deceptively crude appearance of the Kroot belies the potency and efficacy of their armoury, especially after their union with the T'au Empire. Such weapons might find their way into the hands of the Ordo Xenos.

The most common and iconic weapon of the xenos species is the Kroot Rifle. Modelled after their ancestor's fighting staffs, the rifle was once a slug-thrower that used a chemical propellant. T'au ingenuity has adapted the weapon to fire charged pulse rounds of significant stopping power. Despite this, the Kroot continue to affix blades to the muzzle and the stock of the Kroot Rifle, making it a surprisingly effective melee weapon. When used as a Melee Weapon, it counts as a Mundane Sword (2 + StrB Damage) using the Two-handed specialisation, with *Two-Handed* and *Defensive* Traits.

Kroot also utilise a longer range, sniper variant of their iconic rifles, bereft of the blades to preserve the weapon's balance. Other variations include the Kroot Gun, a heavy weapon commonly seen mounted upon lumbering warbeats, and Kroot Pistols, often paired with deadly hunting knives for furious close-quarters combat.

MALEFIC WEAPONS

Like Tainted Weapons, Malefic Weapons are touched by daemonic or warp energies. The wielder adds their Corruption, up to their Willpower Bonus (WilB), to the Damage the weapon deals.

HELLRIFLE

Despite the antique and ornate appearance of the rifle, it is a complex and tainted weapon, utilising warded arrays and galvanic impellers to fire rending shards of daemonic matter. The weapon is one of concern for puritanical elements of the Inquisition, and there are those among the Adeptus Mechanicus who are eager to recover one to determine how exactly they work.

The Hellrifle is a weapon favoured by Radical Inquisitors of the Ordo Malleus.

PULSE WEAPONS

Technology hailing from the T'au Empire, these Pulse Weapons are the iconic backbone of their Fire Warrior caste infantry. Recovered from Pathfinder and Fire Warrior teams who have encroached upon Imperial territory, such weapons might find their way into the hands of the Ordo Xenos for study. Compared to Imperial Plasma weaponry, Pulse Weapons are much more stable, have a greater range, and are significantly less prone to overheating, yet still powerful enough to burn clean through power armour. In addition to using refined induction fields to propel lethal bursts of plasma over great distances, most pulse weapons come with gyroscopic aim-stabilisation systems that cause the rifle to remain steady when firing such long distances.

SHURIKEN WEAPONS

Shuriken Weapons are those wielded almost exclusively by the mysterious Aeldari. Crafted from wraithbone, each weapon, no matter its size, uses gravitic accelerators to fire razor-sharp discs of plasti-crystal material. A volley of such razored discs can easily shred living matter, pierce metal, and even penetrate plasteel armour.

While Shuriken Pistols are a common and reliable sidearm among various Aeldari elements, the larger Shuriken Catapult is more commonly used among its citizen soldiers, corsairs, and pirates. Sometimes such weapons are gifted, in the rare and exceptional times when the perfidious Aeldari and the Holy Inquisition find their goals aligned. Even so, these weapons are rarely seen among the Ordo Xenos and avoided by more puritanical Inquisitors.

Shuriken weapons gain +1 SL on successful attacks.



SOLID PROJECTILE WEAPONS

The Inquisition maintain close ties to the Adeptus Arbites when operating within Imperial population centres. Through a legacy of joint operations, their specialised STC designs of the humble shotgun have repeatedly been requisitioned into many an Inquisitor's arsenal. Solid projectile weapons vary wildly in their statistics and Traits and tend to accept a wider variety of Custom Ammunition (*Imperium Maledictum*, page 131).

ARBITES SHOTGUN

The combat shotguns of the Adeptus Arbites are a cut above others, combining stopping power, intimidating form, and reliability into a brutally effective weapon. Despite appearing as an imposing large-bore shotgun with a smaller ammo capacity than a regular combat shotgun, these weapons have been painstakingly engineered for versatility and use a greater variety of ammunition than normal. The design also inflicts psychological intimidation: from the sound of chambering ammo or the pump action reload, all exaggerated and loud to emphasise a deadly threat.

The Arbites Shotgun can use any Solid Projectile or Shotgun ammunition.

SHOTPISTOL

A scoped pistol with the stopping power of a shotgun, the Shotpistol is used by specialist Adeptus Arbites operatives. Though smaller than the shotguns typically used by members of the Adeptus Arbites, the Shotpistol performs better at range; each shot enough to make a gory mess of criminal and heretic alike.

The Shotpistol can use any Solid Projectile or Shotgun ammunition.

SPECIALISED RANGED WEAPONS

Extreme rarities even among an Inquisitor's arsenal, Specialised Ranged Weapons defy standard categorisation. Most require an esteemed weaponsmith to craft or maintain, especially when such weapons hail from xenos origins. Specialised Ranged Weapons always come with a unique combination of Traits (*Imperium Maledictum*, page 131).

DIGITAL WEAPONS

Appearing commonly as jewellery, such as a ring or necklace, Digital Weapons are archaeotech devices capable of delivering a shot with the full strength of a pistol in exceptionally close quarters.

The Jokaero are renowned as the most proficient crafters of Digital Weapons. Exceedingly rare and nigh-impossible to buy, these subtle weapons are highly sought after and often find their way into the hands of Inquisitors.

A Digital Weapon can assume the function of a Laspistol, Inferno Pistol, or Needle Pistol. The Digital Weapon uses the Damage and any other Trait from the pistol it is modelled after, but its Mag becomes 1, and it gains the Subtle trait. Digital Weapons do not reload and instead recharge after an hour.

NEURO DISRUPTOR

A psycho-crystalline pistol of obvious xenos design, the Neuro Disruptor is commonly found among the Aeldari, particularly the Harlequin. The weapon appears to be a pointed mass of crystals emerging from a brass housing, lacking any obvious power source, or internal mechanisms. Rather, the weapon appears to use intricate circuitry and lattices to project a wave of particles to disrupt a target's neural function, with little impingement from armour.

Such weapons are exceedingly rare, and might only be found in the arsenal of Ordo Xenos Inquisitors.

SPLINTER WEAPONS

Splinter Weapons are the name given to various weapons used by Drukhari warriors, xenos notorious for raiding worlds and ships. These weapons use magno-electric impulses to shatter crystallised neurotoxins and propel them at supersonic speeds along the accelerator barrel. While these weapons might not reliably penetrate heavier armour, the splinters and shards fired from these weapons can debilitate and kill from even a single scratch.

Splinter Rifles are the mainstay weapon for the Drukhari. They are lightweight and have a considerably large ammunition chamber. Splinter Pistols are lightweight sidearms, and though they have a shorter effective range, the shots fired are no less toxic or virulent.

Some Splinter Weapons come with monomolecular blades affixed, whether to aid in close-quarters boarding actions or sadistic melee combat. These Splinter Rifles and Splinter Pistols count as having the Melee Attachment weapon modification (*Imperium Maledictum*, page 138), which are further improved with the Mono Edge weapon modification (*Imperium Maledictum*, page 138). Increase the listed price of these weapons by 300 Solars.

RANGED WEAPONS								
NAME	SPEC.	DAM	RANGE	MAG	ENC	COST (MAG)	AVAIL	TRAITS
BOLT WEAPONS								
Psycannon	Ordnance	12	Long	6	3	24,000 (2700)	Exotic	Loud, Penetrating (5), Rapid Fire (3), Spread, Two-handed
Condemnor Boltgun	Long Gun	8	Long	4	2	10,000 (2500)	Exotic	Loud, Penetrating (4), Rapid Fire (2), Spread, Two-handed
Condemnor Boltgun (Stake)	Long Gun	6	Long	1	-	10,000 (2500)	Exotic	Penetrating (4), Two-handed
CROSSBOW WEAPONS								
Handbow	Pistol	5	Short	1	0	500 (50)	Rare	Close, Penetrating (2), Subtle
Purgatus Crossbow	Long Gun	7	Long	1	1	900 (90)	Exotic	Penetrating (4), Reliable
Stake Crossbow	Long Gun	6	Long	1	1	700 (70)	Rare	Penetrating (2)
FLAME WEAPONS								
Incinerator	Long Gun	9	Medium	4	2	4,000 (200)	Rare	Flamer, Inflict (Ablaze), Loud, Two-handed
GRAVITON WEAPONS								
Graviton Pistol	Pistol	4	Short	3	0	1,000 (200)	Exotic	Blast, Close
Graviton Gun	Long Gun	5	Long	5	1	1,500 (300)	Exotic	Blast
KROOT WEAPONS								
Kroot Gun	Ordnance	8	Long	8	3	1,500 (100)	Exotic	Heavy (4), Loud, Penetrating (2), Rapid Fire (4), Two-handed
Kroot Pistol	Pistol	6	Short	6	0	800 (40)	Exotic	Close, Loud, Penetrating (2)
Kroot Rifle	Long Gun	7	Long	4	1	1,000 (50)	Exotic	Loud, Heavy (4), Penetrating (2), Rapid Fire (2), Two-handed
Kroot Sniper Rifle	Long Gun	8	Extreme	6	2	1,200 (80)	Exotic	Loud, Penetrating (2), Two-handed



RANGED WEAPONS								
NAME	SPEC.	DAM	RANGE	MAG	ENC	COST (MAG)	AVAIL	TRAITS
MALEFIC WEAPONS								
Hell Rifle	Long Gun	10	Extreme	6	2	10,000 (1000)	Exotic	Loud, Rend (4), Two-handed
PULSE WEAPONS								
Pulse Pistol	Pistol	6	Short	6	0	800 (80)	Exotic	Close, Loud, Penetrating (6), Subtle
Pulse Carbine	Long Gun	7	Medium	4	1	1,000 (100)	Exotic	Close, Loud, Burst, Penetrating (6)
Pulse Rifle	Long Gun	7	Long	8	1	1,200 (100)	Exotic	Penetrating (6), Rapid Fire (2), Two-Handed
SHURIKEN WEAPONS								
Shuriken Pistol	Pistol	6	Medium	4	0	800 (80)	Exotic	Burst, Close, Penetrating (4), Reliable
Shuriken Rifle	Long Gun	8	Long	6	1	1,200 (120)	Exotic	Penetrating (4), Rapid Fire (3), Reliable, Two-handed
SOLID PROJECTILE WEAPONS								
Arbites Shotgun	Long Gun	8	Long	8	1	1,000 (50)	Rare	Inflict (Prone), Loud, Reliable, Two-handed
Shotpistol	Pistol	7	Medium	4	0	800 (40)	Rare	Close, Inflict (Prone), Loud, Reliable
SPECIALISED WEAPONS								
Digital Weapons	Pistol	*	Short	1	0	5,000 (500)	Exotic	Close, Subtle
Neuro Disruptor	Pistol	8	Short	3	2	2,000 (200)	Exotic	Close, Inflict (Stunned), Penetrating (6)
SPLINTER WEAPONS								
Splinter Pistol	Pistol	5	Short	4	0	1,000 (100)	Exotic	Burst, Close, Inflict (Poisoned), Penetrating (2)
Splinter Rifle	Long Gun	6	Long	6	1	1,500 (150)	Exotic	Inflict (Poisoned), Penetrating (2), Rapid Fire (3), Two-handed



CUSTOM AMMUNITION

Bolt and Crossbow weapons in the Inquisition's Arsenal rely upon their specialist rounds to work effectively. They are crafted by specialist acolytes of the major ordos. The exception is Tainted Rounds, which can be manufactured for a wider selection of armaments but remain a tool of the Radical due to their volatile nature. General rules for custom ammunition are outlined in *Imperium Maledictum* (page 132).

BLESSED ROUNDS

The classification of Blessed ammunition covers a broad range of hand-crafted and sanctified ammunition. Whether they are bolts and solid slugs engraved with wards of warp-banishment, or promethium purified and consecrated with holy oils, or crossbow bolts and stakes tipped with silver, inscribed with prayers and devotions, blessed ammunition is useful when hunting the most impure heretic or warp-spawned horror.

Blessed ammunition adds the wielder's Willpower Bonus (WilB) to the Damage when attacking a daemon or creature with a Warp Threshold.

EXITUS ROUNDS

Exitus Ammunition comes in three varieties:

The **Hellfire** Round contains a core of mutagenic acid and virulent bio-toxins that can reduce a living creature to sludge in seconds. It grants an Exitus Weapon 2 additional Damage and the *Inflict (Poison)* Trait.

The **Shield-breaker** Round is psychically-charged. It uses complex phase circuitry to bypass force fields and psychic protections, to grant Exitus Weapons Rend (6).

The **Turbo-penetrator** Round is a hypervelocity, magno-sealed, adamantine-tipped shell that can penetrate a target so quickly it disrupts the molecular structure. It grants an Exitus Weapon 2 additional Damage and the Penetration (8) Trait.

POISONED STAKES

Where subtlety is demanded, Witch-Hunters can make use of poisoned stakes to deliver a toxic melange of poisons to their target.

Poisoned Stakes grant Crossbow Weapons the *Inflict (Poisoned)* Trait.

PSYBOLT ROUNDS

Psychically charged ammunition, with truesilver tips carefully inscribed with powerful wards and runes, each bolt fired glows an eerie glow. Each shot strikes with greater force than a standard bolt round and is effective ammunition to use against heretical psykers and daemonic entities.

Psychbolt Ammunition is used with Bolt Weapons. It is particularly effective against daemons and characters with the *Psyker* Talent. After any reductions due to armour or other effects, double the damage inflicted by Psychbolt Rounds against such foes.

PURGATUS STAKES

Each handcrafted stake, explicitly designed for the Purgatus Crossbow, is carefully prepared through extensive sanctification. Each bolt is made of thrice-blessed wood, consecrated in holy oils, and the purified silver tips are engraved with wards and runes that can affect the Immaterium itself.

Purgatus Stakes are used with the Purgatus Crossbow only. Against daemons or creatures with a Warp Threshold, this weapon gains Rend (X), where X is equal to the wielder's Willpower Bonus (WilB).

SILVER STAKES

Though less potent than the Purgatus Bolts, each bolt is inscribed with wards and runes to sever connections to the Warp, particularly effective against heretical psykers or warp-spawned horrors.

Silver Stakes grant Crossbow Weapons the *Inflict (Stunned)* Trait against daemons or creatures with a Warp Threshold.

TAINTED ROUNDS

A heretical form of ammunition crafted by Radical Inquisitors, each projectile or bolt is inscribed with abominable runes of warp sorcery, tainted by foul magics. Each shot brings the volatile and tearing power of the Warp to shred realspace.

Tainted Ammunition is used by Radical Inquisitors. Solid Projectile or Bolt Weapons using Tainted Ammunition gain bonus Damage equal to the wielder's Corruption, up to their Willpower Bonus (WilB).

CUSTOM AMMUNITION

NAME	DAM	COST	AVAIL	USED WITH	TRAITS
BOLT WEAPONS					
Blessed Rounds	+X	x2	Exotic	Any Bolt weapon, Crossbow, or Solid Projectile weapon	–
Exitus Hellfire	+2	x2	Exotic	Exitus Weapons	<i>Inflct (Poison)</i>
Exitus Shield-breaker	+0	x3	Exotic	Exitus Weapons	<i>Rend (6)</i>
Exitus Turbo-penetrator	+2	x3	Exotic	Exitus Weapons	<i>Penetration (8)</i>
Poison Stake	+0	x2	Exotic	Crossbow Weapons	<i>Inflct (Poison)</i>
Psybolt Rounds	+0	x3	Exotic	Bolt Weapons	–
Purgatus Stake	+0	x2	Exotic	Crossbow Weapons	<i>Rend (X)</i>
Silver Stake	+0	x2	Exotic	Crossbow Weapons	<i>Inflct (Stunned)</i>
Tainted Rounds	+X	x2	Exotic	Solid Projectile Weapons, excluding Shotguns	–

GRENADES AND EXPLOSIVES

The Holy Orders have a unique array of Grenades and Explosives that act towards debilitating the enemy rather than causing them direct harm, making them effective tools for capturing opponents or placing them in a weakened state to better deal with later. General rules for using Grenades and Explosives are outlined in *Imperium Maledictum* (page 134), along with related Weapon and Armour Traits (pages 124–125).

EMPYREAN BRAIN MINES

Thought to be created from technology discovered on a Ghost World, these small, grenade-shaped objects are directly attached to their targets. When attached, they send pulses of energy through the victim and into the brain, wreaking havoc on their motor functions and leaving them unable to act. The effect is temporary, and the Brain Mine burns out within seconds, but it is long enough to leave an enemy vulnerable.

A character armed with an Empyrean Brain Mine can attempt to plant it, waiting for an enemy to enter a Zone where it automatically triggers. The Brain Mine attempts to latch onto the triggering creature, who can make a **Difficult (–10) Reflex (Dodge)** Test to avoid it. On a fail, the Mine latches onto the target, and they are Stunned for 1d5 Rounds.

Alternatively, a character can attempt to Grapple a foe and attach the Brain Mine to them. Once *Restrained* through the Grapple, the target must make a **Difficult (–10) Reflex (Dodge)** Test to avoid it. On a fail, the Mine latches onto the target, and they are Stunned for 1d5 rounds.

HALLUCINOGEN GRENADE

These grenades release clouds of invisible, hallucinogenic gas or mind-altering energies to induce short-term psychological episodes. Some effects leave an opponent fumbling around, grasping for delusions only they can see. Other effects induce potent paranoia and delirium, causing them to turn on anyone nearby with rapid ferocity. Despite the short-term effects, these grenades are powerful crowd-control weapons.

Hallucinogen Grenades fill the target Zone with hallucinogenic gas for three rounds. A creature starting their turn in the Zone, or who enters the Zone during their turn, must make a **Difficult (–10) Fortitude (Poison)** Test or suffer the hallucinogenic effect of the grenade for 1d10 rounds (roll on the **Hallucinogenic Effects** Table). Characters in Power Armour, other sealed armour, or wearing Filtration Plugs or similar equipment can apply their benefits to the Test.

PSYCHOTROKE GRENADES

More potent than regular Hallucinogen Grenades, they are filled with a powerful, sweet-swelling nerve gas that induces debilitating visions in the enemy. The psycho-reactive nature of the gas makes it very difficult to filter and protect against.

Psychotroke Grenades fill the target Zone with hallucinogenic gas for three rounds. A creature starting their turn in the Zone, or who enters the Zone during their turn, must make a **Difficult (-10) Fortitude (Endurance)** Test or suffer the hallucinogenic effect of the grenade for 1d10 rounds (roll on the **Hallucinogenic Effects** Table). Characters in Power Armour, other sealed armour, or wearing Filtration Plugs or similar equipment can apply their benefits to the Test.

HOW CAN THIS BE?!

Hallucinogen and Psychotroke Grenades are an excellent way for the GM to engage with characters, tailoring their induced visions to elements of their backstory. A lost friend bearing a timely warning, a latent fear made manifest, or a forgotten encounter that might suddenly prove relevant — a canny GM can evoke these elements and provide suitable disruption to the character's current actions. GMs should feel free to ignore the **Hallucinogenic Effects** Table if such a tailored vision would be more appropriate and engaging!

HALLUCINOGENIC EFFECTS

d100	EFFECT
01-10	False Death: The character believes they have died and is <i>Prone</i> and <i>Incapacitated</i> for the duration.
11-20	Greatest Fear: The character becomes <i>Frightened</i> by something only they can perceive within the Zone for the duration.
21-30	Mortal Enemy: Overcome by paranoia and murderous frenzy, the character randomly attacks the nearest enemy for the duration.
31-40	Falling Endlessly: The world shifts suddenly and spins on a terrifying new axis, forcing the character to move in a random direction at full speed for the duration, changing direction each turn.
41-50	If I Don't Move, It Won't See Me!: In avoiding or hiding from some perceived danger, the character immediately goes <i>Prone</i> for the duration and refuses to get up or take other Actions. However, they can take Reactions as normal.
51-60	It's All Over Me!: The character is overcome by their hallucination, believing bugs or rats are swarming them or that their body is melting or ablaze, and counts as being <i>Stunned</i> for the duration.
61-70	Lost in the Void / The Emperor's Light!: The character believes they are consumed by darkness or lost in a blinding flash of unnatural light for the duration. The character acts as if <i>Blinded</i> .
71-80	I'm Sinking!: The character believes the floor is obstructed by rubble or melting, and they are desperately trying to escape. The character's Speed becomes <i>Slow</i> for the duration.
81-90	Something In The Walls: The character perceives horrifying creatures coming out of the walls or bursting out of the ground and attacks them in random directions for the duration. Randomly determine the direction of their attack, and if there are any creatures in that line of fire, randomly determine one to be the target.
91-00	Trapped In A Maze: The character thinks that the battlefield has shifted, such that new barriers have fallen into place, or perhaps they have wandered into an elaborate trap. The character cannot leave their current Zone for the duration, believing there are impassable barriers surrounding them.

GRENADES AND EXPLOSIVES

NAME	SPECIALISATION	DAM	ENC	COST	AVAIL	TRAITS
Empyrean Brain Mines	Engineering	–	1	1,000	Exotic	Loud, Inflict (Stunned), Unstable
Hallucinogen Grenade	Thrown, Ordnance	–	0	200	Exotic	Blast, Loud, Unstable
Psychotrope Grenade	Thrown, Ordnance	–	0	300	Exotic	Blast, Loud, Unstable
Psyk-out Grenade	Thrown, Ordnance	–	0	400	Exotic	Blast, Inflict (Stunned), Loud, Unstable
Rad Grenade	Thrown, Ordnance	–	0	400	Exotic	Blast, Inflict (Fatigued), Loud, Unstable

PSYK-OUT GRENADE

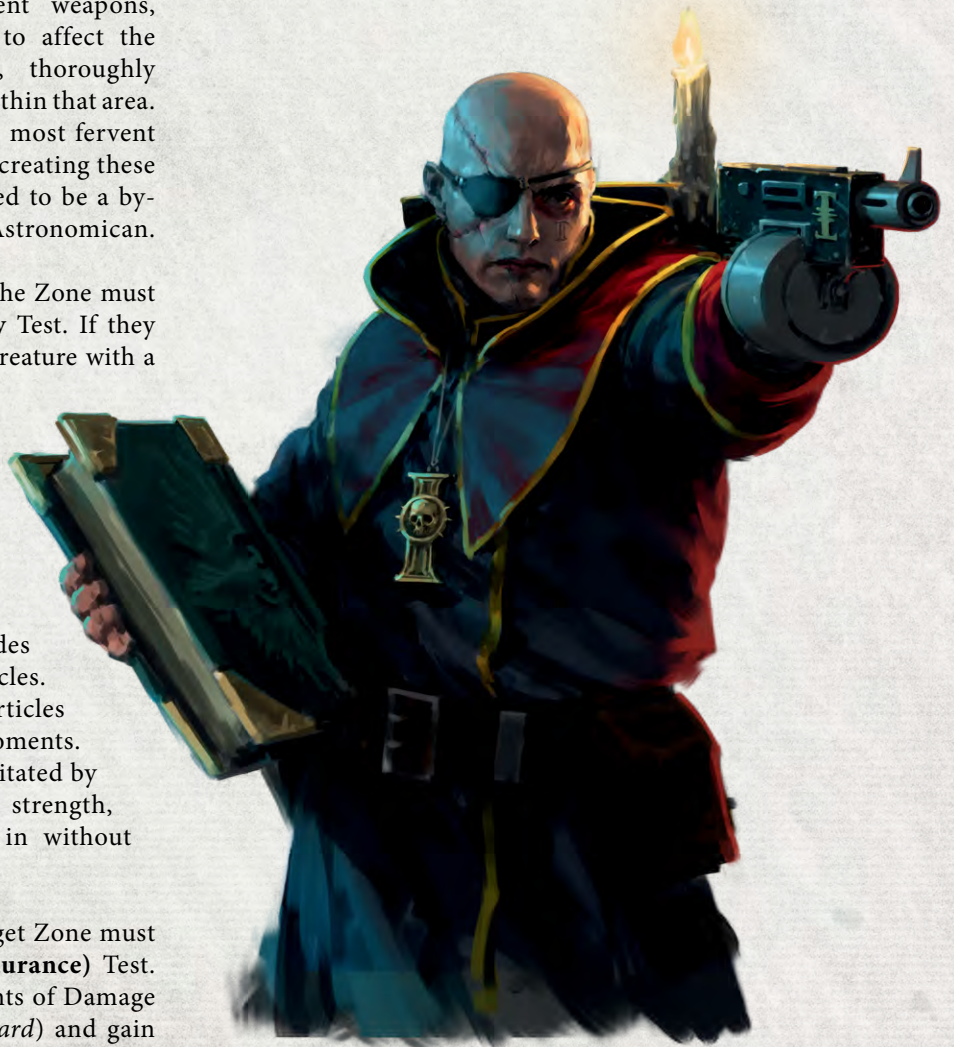
These grenades are scarce and potent weapons, using negatively psi-reactive particles to affect the Immaterium within a given radius, thoroughly weakening psykers and psychic powers within that area. These grenades are available only to the most fervent in the Imperium's service; the process of creating these grenades relies upon a substance believed to be a by-product of the process that sustains the Astronomican.

All creatures with a Warp Threshold in the Zone must make a **Difficult (–10) Psychic Mastery** Test. If they fail they are *Stunned*. Furthermore, any creature with a Warp Threshold in the Zone has their Warp Threshold reduced by 2. Some creatures might not be perceptive, or disciplined, enough to notice the danger, such as rogue psykers. The effects of the grenade linger for 3 rounds.

RAD GRENADE

Difficult to manufacture, Rad Grenades contain deadly, contaminated particles. When the grenade detonates, the particles shower an area, existing for mere moments. Enemies in the area are thoroughly debilitated by potent radioactive effects sapping their strength, while the wielder can quickly charge in without fearing the effects.

When detonated, all creatures in the target Zone must make a **Difficult (–10) Fortitude (Endurance)** Test. If they fail, they immediately take 5 points of Damage (treated as if they entered a *Minor Hazard*) and gain the *Fatigued (Minor)* Condition.



PROTECTION

Inquisitors know that their enemies regard them as the ultimate target and that their death would cause a mighty blow to the Imperium. As such, most Inquisitors wear or wield unique armour designed to deter or stifle their enemy's powers, constructed from rare and esoteric materials. General rules for Protection and Armour are outlined in *Imperium Maledictum* (page 138) and related Armour Traits (pages 124–125).

CRUSADER STORM SHIELD

A tower shield crafted from layers of plasteel and ceramite. The Crusader variant storm shield is a suppression shield re-designed to combat the enemies of the Ordo Malleus. The shield is sanctified with holy oils, its surface engraved with various hexagrammic wards and sigils against the Immaterium, making it a reliable defence against daemons.

A daemon, or a creature with a Warp Threshold, has a –10 penalty to all Tests against the bearer of a Crusader Storm Shield (additional rules and benefits for wielding Shields are in *Imperium Maledictum*, page 142).

ICON OF THE JUST

Often appearing as a symbol of the Inquisition or a hammer sigil of the Ordo Malleus, the Icon of the Just contains a powerful force field generator. Sanctified and blessed with wards against the Immaterium, channelling the righteous fury of the bearer, the Icon is particularly effective against the foul powers of the Warp.

A daemon, or a creature with a Warp Threshold, has a –20 penalty to all Tests against the bearer of an Icon of the Just. It also counts as a Conversion Field (*Imperium Maledictum*, page 142) with 1d10+5 Protection, 15 Overload, and 0 Encumbrance.

ARMOUR

NAME	LOCATIONS	ARMOUR	ENC	COST	AVAIL	TRAITS
Crusader Storm Shield	Special	*	4	1,000	Exotic	Shield (4)
Praesidium Protectiva	Special	*	4	1,500	Exotic	Shield (6)
Truesilver Weave	Arms, Body, Legs	3	3	5,000	Exotic	
Warded Armour	Arms, Body, Legs	5	4	8,000	Exotic	Heavy (4), Loud

FORCE FIELDS

NAME	LOCATIONS	ARMOUR	ENC	COST	AVAIL	TRAITS
Icon of the Just	1d10+5	15	0	7,000	Exotic	Shield (4)



PRAESIDIUM PROTECTIVA

Believed to contain a shard of the Emperor's armour, this shield is wrought from layers of armaplas and ceramite, forming a protective barrier equal to Power Armour. Whatever additional anointments have blessed these shields over time, they carry an inherent righteousness and purity. Exclusively issued to members of the Adepta Sororitas, these icons of faith and devotion nonetheless have been known to be gifted to Inquisitors who distinguish themselves alongside the Sisters of Battle.

The Praesidium Protectiva is a Shield that can only be carried by a character in Power Armour. Further, a daemon, or a creature with a Warp Threshold, has a -20 penalty to all Tests against the bearer of a Praesidium Protectiva. (additional rules and benefits for wielding Shields are in *Imperium Maledictum*, page 142).

TRUESILVER WEAVE

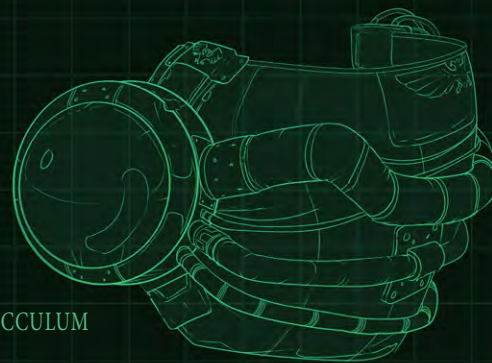
Sanctified silver and iron, known as Truesilver, can be crafted into many forms as a potent weapon against immaterial powers and daemonic entities. Bands woven into the fabric of storm coats, and filigreed into plasteel plates, form cohesive protection against daemons and rogue psykers. They shine with a pure, silver-white light against the foul touch of the Immaterium.

A daemon, or a creature with a Warp Threshold, has a -10 penalty to all Tests against characters wearing Truesilver Weave.

WARDED ARMOUR

Carefully prepared layers of plasteel and ceramite, similar to Carapace Armour, form the bulk of a suit of Warded Armour. However, this armour's true strength lies within the wards and sigils engraved into each heavy plate. Blessed by faithful artisans, each sigil of protection, each hexagrammic ward against the Immaterium, protects the wearer from daemonic entities and psychic powers.

Attempts to manifest a Psychic Power, targeting the wearer of Warded Armour or their Zone suffers from Disadvantage. daemon creatures have a -10 on all Tests against the wearer of Warded Armour.



PSYOCULUM



PSYK-OUT GRENADE



CRUSADER STORM SHIELD

TOOLS, EQUIPMENT, AND AUGMETICS

NAME	TYPE	COST	AVAIL	ENC
Bio-sample Extractor	Tool	150	Scarce	1
Combat Gland	Augment	10,000	Exotic	-
Consecrated Scrolls	Tool	250	Exotic	1
Engram Implantation	Augmetic	10,000	Exotic	-
Hexagrammic Wards	Augmetic	5,000	Exotic	-
Hexagrammic Wards	Personal Equipment	1,000	Exotic	0
Implanted Digital Weapon	Augmetic	3,000	Exotic	-
Liber Heresius	Tool	1,000	Exotic	0
Listening Vox	Tool	300	Rare	0
Memory Partition Cogitator	Augmetic	10,000	Exotic	-
Null Hood	Personal Equipment	5,000	Exotic	1
Polymorphine	Tool	1,000	Exotic	0
Psyoculum	Personal Equipment	5,000	Exotic	0
Soulguilt Scanner	Tool	2,000	Exotic	1

TOOLS, EQUIPMENT, AND AUGMETICS

Weapons and armour are all well and good when facing an enemy head-on. Still, most of an acolyte's investigation is spent skulking in the shadows, surveilling or gathering information on their targets. The Inquisition at large utilises several unique tools to aid them in their missions. Each of the following items is noted, whether it is a Tool, piece of Personal Equipment, or an Augmetic. Rules for each are outlined in *Imperium Maledictum*: Personal Equipment (page 143), Tools (Page 145), and Augmetics (page 152).

BIO-SAMPLE EXTRACTOR (TOOL)

A complex tool used primarily by the Adeptus Arbites to pursue criminals, the Bio-sample Extractor consists of a small array of clinical extractors and analysing tools. Despite functioning more accurately with strong physical products — such as flesh or blood — the Bio-sample Extractor can also follow pheromone traces. The device can additionally function as an auspex, using the gathered samples to gain an unerring trace on the criminal or heretic.

The wielder can use the Bio-sample Extractor to make a **Challenging (+0) Tech (Security)** Test at a scene to attempt to gather biological samples. The presence of blood or flesh may make this test easier, while reliance on trace pheromones may make this test more difficult.

With a bio-sample locked into the extractor and analysed, the wielder can use the device to follow the target. The wielder may be required to make additional Tech Tests to follow a weak signal, especially while at Long Range or further, but the extractor becomes more accurate closer to the target.

COMBAT GLAND (AUGMETIC)

More than modified adrenal and endocrine glands, the Combat Gland is a potent and dangerous augment that rapidly secretes powerful drugs into the system to aid in battle. Derived from the Gland Warrior survivors of the Lostock 23rd, Tech-Priests and medicae officials in service to Inquisitors have adapted — but certainly not perfected — the process. Combat Glands can secrete Frenzon, Onslaught, and Spur on the augmented character's command as a free action.

Frenzon: This combat stimulant induces a frenzied state, eliminating fear and driving the combatant forward in a fanatical rage. A dose of Frenzon increases the character's Strength Bonus (StrB) by +1, and the character becomes immune to the *Frightened* condition. A dose lasts for 1d10 rounds.

Onslaught: Also known as 'Slaughter', this neural enhancer boosts reaction times, and agility, heightening a combatant's perception. Prolonged use can cause neural damage, as the drug destroys a creature's neural pathways and synapses. A dose of 'Slaughter' increases the character's Agility Bonus (AgB) and Perception Bonus (PerB) by +1, and the character's Speed becomes Fast. A dose lasts 1d10 rounds.

Spur: This is a potent stimulant of endless variation, so no two doses are alike. Every dose hyper-stimulates the imbiber's reflexes, shown by visible twitching on the subject. A dose of Spur increases the character's Agility Bonus (AgB) and Ballistic Skill Bonus (BsB) by +1, and the character has Advantage on any attempt to Dodge. A dose lasts 1d10 rounds.

When the effects of any Gland stimulant ends, the character must make a **Challenging (+0) Fortitude (Endurance)** Test or become *Fatigued (Minor)*.

CONSECRATED SCROLLS (TOOL)

Scrolls blessed with sacred incense and unguents, bearing the scriptures and tenets of the God-Emperor in anointed inks, Consecrated Scrolls are used by Inquisitors with a measure of psychic might. Each scroll is carefully crafted for the wielder, requiring their devotion and presence. When the scroll absorbs a touch of the Warp, it is said to crumble to dust.

When the wielder of a Consecrated Scroll rolls on the **Psychic Phenomena** or **Perils of the Warp** Table, they can choose to reroll the result. If they do, the Consecrated Scroll is destroyed.

ENGRAM IMPLANTATION (AUGMETIC)

Engram Implantation is primarily used in conjunction with mind-cleansing processes — psycho-viral and mimetic rituals that edit a creature's thought patterns and memories. Used to protect loyal servants from dangerous recurring memories, or punishment for crimes, mind-cleansing can leave portions of a creature's memory as a blank slate.

Engram Implantation is then used to introduce various useful skills directly into the creature's mind, making their reconditioned state useful. Some specific subsets of engrams can be used to meme-code thoughts, identities, or specific information, such that it cannot be removed safely by any but the most powerful and surgical psykers.

A subject can undergo engrammatic induction to implant useful skills into their mind. The acolyte chooses a specific Skill when purchasing the augmetic and undergoing surgery. As a Free Action, the acolyte can activate the engram programming to gain Advantage on a Test of that specific Skill. Once used, it cannot be used again until after the acolyte completes six hours of rest, as the brain recovers from sudden neural activation and dissonant memories.

HEXAGRAMMIC WARDS (PERSONAL EQUIPMENT OR AUGMETIC)

Often a collection of power charms and canticles of faith, they are worn to combat the minds of powerful and rogue psykers. Blessed parchment carefully inscribed with liturgies of the God-Emperor, or truesilver charms engraved with wards and sigils against the power of the Immaterium are banes to unclean minds and their warp-spawned powers. Such tools are commonly used by Ordo Hereticus Inquisitors and acolytes, but not exclusively.

While worn, the first time a creature attempts to manifest a Psychic Power targeting the wearer has Disadvantage. The Hexagrammic Ward then briefly burns out and can be restored by spending an hour in meditation and devotion.

Additionally, Hexagrammic Wards can be surgically grafted to an acolyte. This involves carefully engraving wards into the skull, crafting sigils and potentially weaving truesilver filigree beneath the skin. The Hexagrammic Wards become very difficult to notice, except in face-to-face encounters.

Surgically grafted Hexagrammic Wards function the same as above and can be restored over an hour, requiring a Chirurgeon's Kit or a specialised Medical Service (*Imperium Maledictum*, page 156).

IMPLANTED DIGITAL WEAPON (AUGMETIC)

Though an expensive and delicate procedure, an Implanted Digital Weapon can become a deadly and powerful surprise. Though more commonly seen among Rogue Traders, implanting a Digital Weapon as a last resort contingency falls within the methods of the Inquisition.

An Implanted Digital Weapon functions as an augmetic commonly replacing an eye or a finger. The Implanted Digital Weapon functions as a normal Digital Weapon (page 85) but can be fired as a Free Action. The Digital Weapon follows the rules for Repairing Augmetics (*Imperium Maledictum*, page 152), but the Difficulty increases by -20.

INQUISITORIAL TOME (TOOL)

An armoured and heavy tome containing protocol, knowledge, and secrets of the Inquisition. A text assembled by former Inquisitors or the collective knowledge of the Ordos, such as the *Liber Heresius* or the *Rubric of Protocol*. No single Tome contains the same knowledge as an other, containing bespoke knowledge and accounts of cults, their cyphers, the tactics of the heretics, and their multitude of plans and schemes.

An Inquisitorial Tome can be read as an Endeavour, and grants you Advantage on your next Test related to identifying and otherwise gaining knowledge about heretical cults, their methods, and ways to oppose them. Furthermore, it reduces the XP cost of your first Skill or Specialisation Advance in Lore (Forbidden), Rapport (Inquiry), or Presence (Interrogation) to 25 XP instead of 50 XP (advances beyond the first still cost the same).

In addition, when the acolytes enter combat with a heretical cult, they can use knowledge within the Tome to 'Know Thy Foe' for the purpose of gauging Superiority (*Imperium Maledictum*, page 196). But any Tome can only be used against a specific cult in this way once.

LISTENING VOX (TOOL)

The Listening Vox is a more compact and long-range version of a Vox Caster, designed to continuously record and relay audio waves within a close vicinity and fit within a closed grasp, allowing an acolyte to eavesdrop on conversations or listen for particular occurrences. Despite their small size, they work best when concealed carefully in an environment to prevent them from being spotted.

A Listening Vox can record audio within the range of a Zone. For transmitting, the device has a range of 100 miles and must be paired with a Vox Caster (*Imperium Maledictum*, page 151) or a prepared Cogitator unit to receive the signal. Unless the Listening Vox is hooked up to a continuous power supply, the unit's battery lasts around 24 hours until it needs to be replaced. Appropriate tools, such as a Signal Jammer (*Imperium Maledictum*, page 150), can interfere with the Vox's signal, and devices such as an Auspex can detect the Listening Vox's presence by their operator making a **Hard (-20) Tech (Security)** Test to pick up its signal or electronic field.

MEMORY PARTITION COGITATOR (AUGMETIC)

This cogitator unit is specifically designed to function with the brain, consisting of various synaptic accelerators and deep-coding partitions to allow for far greater storage of information than the typical hippocampus, with an accelerated and accurate recall of information. A favoured form of augmetic for various Administratum savants, whose worth depends on the amount of information they can hold and the speed at which they can deliver it. They know well that knowledge is power.

The user gains +1 SL on Logic (Investigation or Lore) Tests. The user also gains +5 Intelligence.

NULL HOOD (PERSONAL GEAR)

Also known as a Psychic Hood, this device features a large and heavy collar with a rising hood-like projection over the head of the wearer. The Null Hood uses a delicate array of specially aligned crystals to create a nullifying psychic matrix about the wearer's brain, dampening and dispersing enemy psychic attacks or effects. The Null Hood is commonly used by members of the Inquisition who are psychic themselves, especially members of the Ordo Malleus, who confront the foul powers of the Immaterium.

An enemy psyker has Disadvantage on all Tests made to manifest a psychic power targeting the wearer of a Null Hood.



POLYMORPHINE (TOOL)

A dangerous and exotic drug used primarily by the Callidus Assassins of the Officio Assassinorum, it allows the imbiber to mould their flesh and shapeshift into another creature. The training and biological engineering of a full Callidus Assassin allows them to adopt an array of forms, even impersonating xenos creatures. Still, an acolyte without such training is limited to mimicking Humans.

The Polymorphine transformation takes 1d5 Rounds and a **Challenging (+0) Fortitude (Endurance)** Test. If the Test fails, the character is caught part way through the transformation, suffers the *Fatigued* condition, and remains that way for 30 minutes. If the Test succeeds, the character transforms into the new form for up to 2 hours. For the duration of the transformation, the character gains Advantage on any Test where the disguise or form would be useful.

PSYOCULUM (PERSONAL EQUIPMENT)

Known as witch-finder glasses, the arcane assembly of this visor combines psychically-treated lenses and psycho-reactive circuitry to allow the wearer a glimpse into the Immaterium, highlighting the movement of daemons and psykers. While tracking such creatures, however, the shifting and distorted images of the Warp confound perception of reality.

A creature wearing a Psyoculum has Advantage on all Tests to perceive daemons or creatures with a Warp Threshold and Disadvantage on all regular Perception based Tests. The wearer gains +10 to all Ranged Attacks against daemons or creatures with a Warp Threshold.

SOULGUILT SCANNER (TOOL)

An amalgam of unusual investigative instruments, the Soulguilt Scanner can identify present threats to Adeptus Arbites and acolytes alike, divining malcontent within a crowd of citizens. While primarily comprised of specialised, conventional tools such as trace pheromone sniffers and scanners that can read a target's brain's broad electromagnetic activity to glean their intentions and mood — the heart of a Soulguilt Scanner is more esoteric. Using a similar arcane assemblage as the Psyoculum, psycho-reactive circuitry and a focused lens can read the flickering emanations of the Warp around a creature's mind. The guilty, the impure, the dangerous, or the doubtful will create a warbling resonance that the scanner can pick up and use to isolate the target.

The wielder gains +2 SL on Awareness and Intuition Tests to identify and hunt malcontents, heretics, or criminals.



REQUISITIONS

In pursuit of the Inquisition's duty, Inquisitors frequently use their authority to call upon elements from within the Imperium or specialist services found only among the Holy Ordos. Inquisitorial Requisitions represent the unique nature of such authority.

INTERFACTIONAL SUPPORT

You can use Influence to requisition support from other Factions. This can typically be achieved by contacting a local senior member of a Faction, presenting your Rosette, and negotiating some form of aid. The two important elements of any requisition are the target and the resource. The target is an individual with a position of power within their Faction. The resource is what you want to requisition, such as the use of a location or the command of operatives and agents specific to that Faction.

When you use Interfactional Support in this way, you're essentially 'borrowing' a Boon from an individual that could be considered a Patron. For example, if your group of acolytes were storming the headquarters of a cultist cell, you could contact a Senior Officer of the Astra Militarum and requisition some Seconded Troopers (*Imperium Maledictum*, page 35) until the end of the mission. It is also possible to requisition your own Patron, or another Inquisitor, to acquire resources or services permitted only for the Holy Ordos.

You can make these requisitions using your **Personal Influence** or the **Patron Influence** of your Inquisitor through **Limitless Authority**. Any requisition requires a Rapport Test modified by Influence. If you succeed, the target temporarily grants you the resource.

'WHO SHOULD WE ASK?'

Both *Imperium Maledictum* **Chapter II: Patrons** (page 16) and **Chapter II: Patrons of the Inquisition** (page 24) in this book contain a wealth of Patrons and Boons that are useful resources when making requisitions.

If you know there's a powerful Astropath in the area, you can take a look at page 19 of *Imperium Maledictum* and assume that they can provide you with their Duty Boon: *Astropathic Communication*, as well as potentially any of the Boons in their Table, provided you can petition them successfully using Influence with the Adeptus Astra Telepathica. Similarly, if you need a voidship to travel freely and without notice, you might petition a Rogue Trader or Voidship Captain.

During your Inquisitorial investigations, you might find yourself on unfamiliar worlds needing support but uncertain who to petition for aid. Typically, you can make a Rapport (Inquiry) Test to determine who wields power in the local area and which Faction they belong to. The Gamemaster might also allow more difficult Rapport (Inquiry) Tests to determine an individual that can provide you with a specific Boon you've identified as crucial to your mission.

'LIMITLESS AUTHORITY?'

These rules effectively extend the **Limitless Authority** Boon that almost all Inquisitors possess. Officially, the legitimate Factions of the Imperium (all but the Infraktionists) cannot refuse a call for aid from the Inquisition. However, life's impediments in the grim darkness of the 41st Millennium often mean such requisitions go unfulfilled.



Some may not believe the request comes from a genuine acolyte and may believe their request is a subversive attempt by Infracionists who've heretically falsified Inquisitorial connections. Others may be unable to fulfil the request because they are understaffed or undersupplied; the acolytes might be unable to gain backup if no such squad of troopers is available to join them. Unscrupulous individuals of power use the very mechanisms of the Imperium itself to obstruct the Inquisition and hoard resources for themselves; the Administratum might bury requisitions under mountains of obtuse paperwork, while the Imperial Fleet might hold a ship with requested supplies 'under inspection' for days or weeks.

For all these reasons and many more, a request made by the supposedly undeniable Inquisition might not be fulfilled or delayed indefinitely. Any 'failed' requisition can be narrated in your games of **Imperium Maledictum** using these principles. Without a doubt, players and GMs should consider the party's Subtlety Level when making requisitions (**Chapter VII: Subtlety**, page 116). Any inquiry could stir up suspicion, whereas the more exposed the party are, the more likely they are to be taken seriously.

PATRON INFLUENCE

You can use your Patron Influence with a Rapport Test to make a requisition of a powerful representative of an Imperial Faction. You may use the **Limitless Authority** Boon to do so. If you succeed on the Test, you gain the requested resource.

Typically, such requisitions cannot be denied, but negative SL might indicate that the requisition takes time to be fulfilled, isn't fully completed, or is an absolute failure, as determined by the Gamemaster and the circumstances, keeping the points outlined in '**Limitless Authority?**' in mind. Note that the party's Subtlety may be affected when spending Patron Influence outside of Overt or Exposed Levels.

PERSONAL INFLUENCE

If you have personal Influence or a Contact (**Imperium Maledictum**, page 193) within a Faction, you can make a requisition of them. If you succeed on the Test, you gain the requested resource. If you fail the Test, it will threaten to decrease your party's Subtlety Rating.

ESOTERIC WARGEAR

The primary purpose of Inquisitorial Requisition is to represent the ability of the Inquisition to call upon various Factions within the Imperium. It is also used for more specific resources that most factions would not have access to, such as requesting the services of a Blank for a mission to hunt down a rogue psyker, or a daemonologist, to aid in a ritual of binding. Inquisitorial Requisition should not simply allow acolytes to borrow or purchase wargear; instead, wargear requisitions should use Endeavours or Patron Boons. Additionally, Inquisitorial Requisitions should not be used for the severely radical or outright heretical, such as acquiring Daemonblades, using daemonhosts, or receiving xenos wargear. Such things are remarkably difficult to acquire or require forbidden knowledge and are better represented by pursuing Endeavours (see **Chapter VIII: Between Missions**, page 125).



FAMILIARS

To serve the Inquisition is to know isolation on a grand scale. True knowledge of the Imperium's foes would drive most of its citizenry to despair or madness, and many Inquisitors and their acolytes come to view most of Humanity as weak, corrupt, or hopelessly naive. It is little wonder, then, that some look beyond their fellow Humans for assistance. Though varied in origin and ability, all such non-Human servants can be referred to as Familiars.

Familiars often possess skills entirely alien to even the best-trained Human acolyte. The Adeptus Mechanicus has little understanding of xenos technology, but the Jokaero have astounding technical skills and are willing to work with almost any mechanical artefact. Psyber-familiars offer an extension of a psyker's will and senses while avoiding the dangers of confronting another Human soul with their powers. And few can match the speed and ferocity of a cybercanid.

Once you have the funds and experience required to bond with a Familiar, you will need a **Companion Sheet** to keep track of their stats and conditions, which you can find in the Appendix.

FAMILIARS AND OTHER FACTIONS

While **The Inquisition Player's Guide** focuses on the Inquisition, Familiars are not exclusive to them. Anyone with enough wealth or influence may acquire and bond with a Familiar; Inquisitors merely have enough of both and the authority to avoid awkward questions towards the more exotic Familiars they employ. The Adeptus Arbites and bounty hunters often use cyber-mastiffs, Tech-Priests are rarely without a Servo-skull, and even certain Chapters of the legendary Space Marines train fierce beasts to serve as companions. However, remember that some Familiars would be illegal to own in certain parts of the Imperium — particularly xenos species. Not many have the clout or influence to bend the rules like an Inquisitor.



FAMILIAR RULES

The following rules of Communication, Obedience, Instincts, Upkeep, and Advancement apply to all Familiars. In this section, we also cover rules for using Familiars in and out of Combat and acquiring one.

COMMUNICATION

Except for Mechanicus constructs, Familiars do not communicate in Human language. Most of them possess the equivalent of animal intelligence, communicating basic needs and ideas ('need food', 'follow me', 'I smell enemies nearby', and similar concepts) instead through body language and sound. Likewise, a Familiar's Master communicates through spoken commands and specialised gestures. Due to the time spent bonding with their Familiar, a Master explicitly understands what a Familiar might be trying to communicate, and vice versa. Anyone else must pass a **Difficult (-10) Rapport (Animals)** Test to decipher what either is saying to the other. Particularly security-conscious operatives may train Familiars to communicate in deliberately misleading ways, such that an onlooker suffers further penalties to the Test.

OBEDIENCE

Familiars are most effective when acting under their Master's orders and perform poorly when acting on their own initiative. When a Familiar acts without orders or circumstances require it to be ordered by someone other than their Master, all relevant rolls are made with Disadvantage. This includes orders to attack unless they are in keeping with the Familiar's Instincts.

INSTINCTS

Without orders, a Familiar defaults to its Instincts. Instincts represent a creature's natural inclinations, training, or a set of contingency protocols to engage in the absence of orders. There are two types; Combat Instincts (what role they serve in combat); and Preservation Instincts (how likely they are to run when damaged). Familiars begin with the Instincts described in their Bestiary entries. Instincts can be changed with the Familiar Training Endeavour (page 130). A Familiar's base Instincts are difficult to overcome, so the Familiar Training Endeavour can only modify one Instinct at a time.

UPKEEP

Familiars need food, shelter, and regular training to remain effective. Rarer Familiars need augmetic maintenance, and some may have even stranger requirements. Each Familiar has an Upkeep cost, representing the minimum cost in Solars that must be spent to prevent their Attributes and Skills from deteriorating from malnutrition or neglect. The base Upkeep cost depends on the Master's Pay Grade (*Imperium Maledictum*, page 28), the Familiar's Size, and the number of purchased Talents.

The base Upkeep Cost of a new, Average Sized Familiar is 10% of its Master's Pay Grade. Each Talent purchased for a Familiar increases the Upkeep Cost by 4 Solars. The **Familiar Size** Table (page 109) modifies all costs associated with the Familiar. Therefore, a Small Size Familiar would have a base cost of 5% of the Master's Pay Grade, and each Talent would increase the Upkeep Cost by 2 Solars.

Miserly or cruel characters may elect to spend less than the Upkeep Cost of their Familiar, but this comes with consequences. Every week, the Familiar must make a **Challenging (+0) Fortitude** Test or become *Fatigued (Minor)* until the full Upkeep Cost is paid. Failing this Test twice in a row causes the Familiar to become *Fatigued (Major)*. Failing the Test a third time, it dies or is otherwise removed from the character's service.

ADVANCEMENT

When training a Familiar, the Master must work just as hard to ensure the bonds of trust and communication remain strong. Improving a Familiar's Characteristics and Skills is therefore done primarily by spending XP from their Master's pool. At the GM's discretion, a Familiar may be awarded XP if its Master used them particularly creatively. Use the rules for Character Advancement (*Imperium Maledictum*, page 90). A Familiar's maximum Characteristics and Skill levels are different from Humans and may also differ between Familiars (see page 109). Familiars also have access to a special list of Talents that can be purchased with Master's XP or their own (and additional Solars to cover training and materials), detailed on page 103.

The Master can also upgrade a Familiar to a Cyber- or Psyber-Familiar, which incurs an additional cost. A Familiar cannot be both a Cyber- or Psyber-Familiar; making this upgrade will alter them forever.

FAMILIARS IN COMBAT

'I have people for information gathering, armaments, and whatnot, but when I finally make my move, it's always just me and my two Cyberhounds. Never trust someone with free will and a gun at your back.'

— Jeremus Wrax, Hive Oberyll bounty hunter

Many Familiars are trained or augmented to assist their Master in combat. Hired help and allies are intelligent and independent enough to understand an Inquisitor's plan of attack and execute their part without supervision, but Familiars lack such autonomy.

The following new rules apply when using Familiars in combat:

- ☛ Familiars with Combat Instincts do not suffer Disadvantages to Tests in combat so long as they are in keeping with those Instincts. A Familiar with Melee Instincts using a ranged attack still takes the penalty, for example.
- ☛ A character with a Familiar must spend *their* Move or Action in a Turn to order their Familiar. The Familiar moves and acts on its turn in the initiative order.
- ☛ A Familiar cannot take more than a single Move and Action in a Round unless special Abilities or psychic powers compel them.
- ☛ Familiars are assumed to follow close to their Master unless ordered otherwise. An avian Familiar might perch on their Master's shoulder until ordered to fly overhead and watch for threats, for example.



FAMILIARS OUTSIDE COMBAT

Not all Familiars are made for fighting. A Servo-Skull might possess vast data archives for quick reference in the field instead of weaponry. They all augment their Master's capabilities in some manner.

- ☛ Familiars with an appropriate Skill can Help their Master on Tests (see *Imperium Maledictum*, page 189). This includes Opposed (non-combat) and Extended Tests. Unless they have a Talent saying otherwise, Familiars cannot Help on attack rolls or Tests to activate psychic powers. As the Character with the highest relevant Skill makes the Test, this may result in the Master helping the Familiar.
- ☛ At the GM's discretion, a Familiar may provide benefits in other relevant situations. An Aeldari might be impressed with a Character who has managed to tame a particularly wilful Psyber-Familiar and be more inclined to hear them out, for example.

ACQUIRING A FAMILIAR

Obtaining a Familiar is a challenge; what markets the Imperium allows are carefully controlled by the Administratum and various guilds, and the most suitable creatures and machines are deliberately more expensive than most citizens could ever afford. It also takes time and effort to earn its trust and loyalty, never mind training it to the point where it becomes a workable asset.

A fully trained Familiar, ready for service, is, therefore, a significant investment in terms of both Solars and XP. Purchasing the Familiar Bonded Talent (page 65) allows you to own and command a Familiar; The Familiar itself must still be bought with Solars. Three levels of access may be purchased with the Talent. A Familiar may also be upgraded to a Cyber- or Psyber-Familiar, as long as the Master meets the requirements and can afford it.

Characters cannot own more Familiars than their Fellowship Bonus (FelB). In practice, very few operatives keep more than one or two Familiars; it is hard enough to feed oneself in the Imperium, let alone several dependents.

TRAINING A FAMILIAR

With time and proper care, a Familiar can become a formidable creature in its own right, excelling in its ordained role. Though they require a great deal of training, they repay their Master's efforts with unquestionable loyalty, dedication, and genuine friendship; a rare commodity in the 41st Millennium.

THE PRICE OF LOYALTY

Newly purchased Familiars are assumed to be previously trained to follow and obey their Master and can immediately begin to play alongside them. The Master must take charge of all further training. A Character with one or more Familiars must undertake the Familiar Training Endeavour (page 130) at least once between every two missions. Neglecting training risks a Familiar failing at a critical moment; if left too long, a -10 penalty is applied to all of the Familiar's Tests, as it takes too long to register a command, hesitates, malfunctions, or simply refuses to listen.

FAMILIAR TALENTS

Although Familiars tend to favour a specific role, their Master can further tailor the niche they fill with additional training. The following Talents can only be purchased for Familiars. It costs 100 XP (of the Master's or the Familiar's combined XP) to gain a new Talent, following the same rules for player characters (*Imperium Maledictum*, page 102).

GENERAL FAMILIAR TALENTS

These Talents are available to all Familiar types.

ENTWINED FATES

Whether through the Emperor's favour, vagaries of chance or something else entirely, the destinies of the Familiar and its Master are linked. As long as it remains within line of sight of its Master, the Familiar may Spend or Burn its Master's Fate Points.

INDOMITABLE

The Familiar is extremely resilient, pulling through even when dangerously wounded. This Talent can be taken multiple times, but no more the Familiar's Toughness Bonus (TghB). The Familiar ignores the first number of Critical Wounds equal to the number of times they have this Talent.

INFLECTING ATTACK

Requirement: Must be taken during Familiar Creation or costs an additional 500 Solars for Cyber-Familiars.

Some Familiars possess a venomous bite, can spin webs, or even spray incendiary chemicals. Cyber-Familiars may be upgraded with similar abilities, claws lined with toxin injectors, or ranged weapons equipped with specialised ammunition. If purchased for a Cyber-Familiar, this Talent counts towards its augmetic limits. It may be purchased for each different attack a Familiar has. If purchased twice for the same attack, the Master must choose which effect to use before their next mission and may change the effect during rest or downtime. The possible effects are:

- ☠ **Galvanic:** *Inflict (Stunned)*
- ☠ **Venomous:** *Inflict (Poison)*
- ☠ **Thermal:** *Inflict (Ablaze)*
- ☠ **Exsanguinating:** *Inflict (Bleeding)*
- ☠ **Webbing:** *Inflict (Restrained)*

JUDGE OF CHARACTER

The Familiar has an uncanny knack for identifying a specific character trait in others. When purchasing this Talent, choose a descriptive trait (e.g. untrustworthy, wealthy, drug user, etc.). When in the presence of a person who shares that trait, the Familiar communicates this fact subtly to its master, such as a soft growl and unusual mechanical noise, gripping tighter to their shoulder or some other minor display.

NATURAL IMPLEMENTS

Requirement: Can only be purchased at Familiar Creation.

Most Beasts have evolved their own set of natural tools to fulfil the role of a natural predator or allow natural prey some protection. These could be sharp claws, teeth, beaks or spined tails. In others, this aspect may present as a naturally borne viciousness or the use of a tool. The Familiar gains the following attack:

- ☠ Improved Unarmed: Melee (Brawling), 2 + StrB + SL Damage.

This Talent can be purchased an additional time to add a Trait to the Attack. Choose from *Defensive*, *Reach*, *Rend (1)*, *Subtle*, or *Thrown (Short)*, so long as it makes sense for the type of Familiar being created.

RITE OF FORTIFICATION

Requirement: Spend 500 Solars each time the Talent is taken.

Armour plating is attached to the Familiar, implanted subdermally or bolted onto mechanical frames. A Familiar with this Talent gains +1 Armour. This Talent may be purchased a number of times equal to the Familiar's Strength Bonus, but each purchase after the first weighs them down, inflicting a cumulative -5 to Agility.

UNCANNY BOND

The Familiar is so attuned to the needs of its Master that it responds almost before a command is issued. When Helping their Master with a Test, the Familiar also counts as an extra source of Advantage (*Imperium Maledictum*, page 189).

TRAINING A CYBER-FAMILIAR

Upgrading an existing Familiar to a Cyber-Familiar is a costly and gruelling process for both Familiar and Master. The Adeptus Mechanicus dislikes granting the blessings of the Omnissiah to those without proper faith in the Machine God but accepts that it is necessary to maintain the Imperium's manufacturing and military capabilities. Providing augmetics to Familiars, less worthy again than Imperial citizens, is often viewed as a waste of a Tech-Priest's skills and resources; as the creatures lack the proper comprehension to appreciate these gifts of steel fully, and their remaining organic components are the cause of inefficiency and aberrant behaviours and emotions. Nevertheless, demands from the wealthy and influential persist; perhaps they want to enhance existing pets or allow a valued companion to continue serving them despite critical injuries. And so the Adeptus Mechanicus charge disproportionately high fees for their service.

CORE TALENTS

Familiars may purchase the following listed Talents from *Imperium Maledictum*, Chapter IV: Skills and Talents (pages 102–117), with the same functions and requirements outlined there. Talents not listed tend to require a measure of full sapience and cultural knowledge only available to player characters. But no one Familiar is the same as another — discuss with your GM if you find a Talent elsewhere that you think is suitable for your Familiar.

- ☠ Acute Sense
- ☠ Adrenaline Acceleration
- ☠ Agile Attacks
- ☠ Attentive Assistant
- ☠ Bone Breaker
- ☠ Bulwark
- ☠ Burglar
- ☠ Close Quarters Discipline
- ☠ Combat Master
- ☠ Contortionist
- ☠ Counter Attack
- ☠ Coup de Grâce
- ☠ Deadeye
- ☠ Directed Strikes
- ☠ Dirty Fighting

- ☠ Disarm
- ☠ Distracting
- ☠ Drilled
- ☠ Dual Wielder
- ☠ Duellist
- ☠ Ever Vigilant
- ☠ Exploit vulnerability
- ☠ False Retreat
- ☠ Familiar Terrain
- ☠ Flanking Fire
- ☠ Full-Auto Fanatic
- ☠ Frenzy
- ☠ Guardian
- ☠ Gunslinger
- ☠ Hatred

- ☠ Hit and Run
- ☠ Holdout Expert
- ☠ Inspiring Presence
- ☠ Lickspittle
- ☠ Porter
- ☠ Quickdraw
- ☠ Shock Assault
- ☠ Skulker
- ☠ Slippery
- ☠ Suppressing Fire
- ☠ Sure-Footed
- ☠ Tactical Movement
- ☠ Tenacious
- ☠ Unremarkable
- ☠ Void Legs

The procedure removes or replaces almost all of a Familiar's organic components. Most of the brain is retained to preserve the Familiar's behaviour, abilities, and personality and avoid the blasphemy of creating an Abominable Intelligence. Their circulatory system may be a template for a new transport system, pumping fuel to the machine and nutrients to the remaining organics. Their crude sensory organs can be replaced with blessed pict-lenses and augurs. Nerves are interfaced with cogitators grafted to the brain and a suite of pistons, micro-servos, and gyro stabilisers, allowing the creature the same or even greater range of movement than muscle and bone.

To upgrade an existing Familiar to a Cyber-Familiar, a Character must first have the required level of Familiar Bonded Talent (page 65). The Master must pay Solars equal to the Familiar's base cost for the procedure. Then make the following changes:

- ☠ The Familiar gains 1 point of Armour. Toughness maximum increases by +20. Toughness increases by +5. The Master chooses a separate Characteristic to increase by +5.
- ☠ The Familiar gains 1 advance in the following Skills (or Specialisations, if they already have the Skill): Fortitude (Endurance), Tech (Augmetics).
- ☠ The Familiar gains 2 Augmetic Replacements (*Imperium Maledictum*, page 152). **Note:** These do *not* count towards the usual limit of the Familiar's Toughness Bonus (TghB). Further Augmetic Replacements can be purchased now or later, counted against the usual limit.
- ☠ Damage and Critical Wounds to the Cyber-Familiar's augmetic locations are treated with Tech (Engineering) instead of Medicae. See *Imperium Maledictum* (page 152) for full details on repairing augmetics.

CYBER-FAMILIAR AUGMETICS

The following augmetics are only available to Cyber-Familiars. Each one counts against the Familiar's maximum limit as defined by their Toughness Bonus (TghB). Each has a cost in Solars, covering the parts and services required to implant them. Cyber-Familiar Augmetics can be removed simultaneously as new ones are gained, but no Solars or XP are given in return.

AUTO-MEDICAE SUITE (3,000 SOLARS)

The Cyber-Familiar is outfitted with an array of medical tools, databanks on medical care, and highly specialised cogitators that allow it to act on its initiative to provide that care. Helping a character with a higher Medicae Skill counts as two helpers (Advantage and a +10 Skill bonus). If the Cyber-Familiar has the highest Medicae Skill, Helping it does not grant Advantage, but every helper after the first grants a +10 bonus as normal.

AUXILIARY BEHAVIOURAL COGITATOR (5,000 SOLARS)

The Familiar is implanted with a cogitator capable of monitoring and overriding its instinctual behaviour. The Familiar's Master may use a Free Action to order their Familiar to change its Combat or Preservation Instincts to any other. See the **Familiar Instincts** Table on page 110 for options.

CHAIN-MAW (1,800 SOLARS)

This Augmetic cannot be taken by Tiny-sized Familiars. The creature's upper and lower jaws are replaced with piston-powered steel structures lined with miniaturised Chainsword teeth, capable of chewing through almost any armour. The Cyber-Familiar's Bite attack gains +2 Damage and the Traits Loud and Rend (2).



DATA ARCHIVE (800 SOLARS)

The Cyber-Familiar is outfitted with memory banks, data storage devices, or even physical shelves lined with tomes containing vast knowledge about a particular subject. The addition of quick search and cross-referencing routines makes them effectively a walking (or flying) archivium. The Familiar merely stores the information; it lacks the intellect to use it. When purchased, choose a Lore Specialisation. So long as its Master has access, the Familiar grants Advantage and a +20 bonus to Tests involving that subject. This Augmetic may be purchased multiple times, choosing a new Specialisation each time.

DISCREET STORAGE (2,000 SOLARS)

Redundant organs are removed, and the remaining ones are repositioned, creating a cavity within the Cyber-Familiar, accessible via a concealed hatch on the creature's exterior. The size of the cavity depends on the Familiar's Size rating; Tiny Familiars could store a single digi-weapon; Small Familiars a pistol (Enc. 1); Average Familiars a rifle (Enc. 2); Large Familiars could potentially store a heavy weapon (Enc. 3). This storage cavity is undetectable to a cursory glance but may be identified automatically by Auspex scanners or with a **Challenging (+0) Awareness** Test. This Augmetic can be purchased an additional time, adding a shield that hides the cavity further from physical and scanned inspection, requiring a **Very Hard (-30) Awareness** Test or **Hard (-20) Tech (Security)** Test, respectively.

MOUNTED WEAPON (1,500 SOLARS)

A specialised machine interface and a paired weapon mount are added to the Familiar's body. They can aim and fire a ranged weapon (purchased separately) attached to this frame, carrying enough ammunition for 1 automatic reload. A weapon cannot be mounted if its Encumbrance value exceeds half the Familiar's Strength Bonus (StrB), rounding up, no weapon with the Heavy Trait can be mounted, and the Subtle Trait of any mounted weapon is negated. The interface allows weapons to be switched out, but the Master must choose which one they attach before a mission.

PHEROMONE TRACER (5,000 SOLARS)

The Familiar's olfactory system is enhanced with additional synthetic nerve receptors and a specialised cogitator dedicated to processing scent. The Familiar can alert its Master to the presence of certain pheromones it has been programmed to detect (Human fear, aggression etc.), granting its Master Advantage on relevant Intuition Tests. They can also store the complete pheromone profile of up to 20 individuals and track them across great distances. They gain Advantage and +2SL on Awareness (Smell) Tests to locate them. These profiles and programs can be changed or altered outside of combat.

RITE OF QUICKENING (3,000 SOLARS)

Nerve tissue is upgraded with more efficient synthetic fibres, and parts of the brain coordinating reactions to sensory input are replaced with specialised cogitation matrices. The Familiar gains +1 Initiative. This Augmetic may be taken a number of times equal to the Familiar's Agility Bonus, but only the first purchase counts towards the Familiar's augmetic limit.

RITE OF SOLAR NOURISHMENT (2,500 SOLARS)

The Cyber-Familiar's body panels are coated with photo-voltaic circuitry linked to additional capacitors. Solar power reduces the need for chemical fuel and organic foods. As long as the Familiar has access to sunlight, its Upkeep costs are reduced by half. This upgrade is especially popular on hot, arid worlds where food and water are scarce but sunlight is plentiful.

SILENT RUNNING (6,000 SOLARS)

The Cyber-Familiar's limbs, and any other implants producing sound, are modified to operate almost silently. The Cyber-Familiar gains Advantage on Stealth Tests.

SURVEILLANCE AUSPEX (4,000 SOLARS)

The Cyber-Familiar's visual and auditory processors are linked to a cogitator designed to record everything it sees and hears. The Familiar can record and store up to 15 hours of glitch-prone, grainy audio and video. This Augmetic can be purchased a second time, which improves audiovisual clarity and adds the abilities of an Auspex and Magnoculars (*Imperium Maledictum*, pages 145 and 149), allowing the Familiar to observe from greater distances. The second purchase does not count toward the Familiar's augmetics limit.

TRAINING A PSYBER-FAMILIAR

Familiars have extremely streamlined souls compared to the galaxy's sentient races; desire, betrayal, and all the other complex emotions that form the tides and currents of the Warp are mostly absent from such creatures. As such, few Familiars have more than the barest flicker of soul presence in the Immaterium. That connection, weak though it is, can be strengthened and made useful in service to the Imperium.

Psykers with wealth and connections may opt to turn their Familiar into a Psyber-Familiar. It is difficult to find any Tech-Priest with the knowledge required to perform the procedure, and harder still to gather the necessary resources. The Familiar receives extensive brain surgery and augmetic implants of inscrutable function, along with gruelling hypno-training and nerve stimulation to develop the neural pathways allowing a greater sense of the Warp and the souls of living things. If the procedure succeeds, both Familiar and Master must spend a great deal of time in meditative training to link their souls; in so doing, the abstract bonds of loyalty, love, and duty between Master and Familiar transform into authentic, tangible things.

A Psyker and Psyber-Familiar confer the following advantages to each other:

- ☠ The Master's Warp Threshold (*Imperium Maledictum*, page 163) is increased by the Psyber-Familiar's Willpower bonus (WilB).
- ☠ Each can sense the location and health status of the other (Their current Wounds and Conditions, for example) over any distance. Within Long Range, this is a free action. Over longer distances, a **Challenging (+0) Willpower (Psychic Mastery)** Test is required, increasing the Difficulty depending on the distance. Finding your Psyber-Familiar anywhere in a hab-block might be **Challenging (+0)**, while pinpointing it within a whole hive city would be **Difficult (-10)**, **Hard (-20)** within the scope of a continent, and so on.

Further training and Talents can develop the psychic bond even further, allowing the Master to look through their Familiar's eyes or extend the range of the Master's psychic powers, and more.



To upgrade an existing Familiar to a Psyber-Familiar, a Character must first have the required Familiar Bonded Talent (page 65). The Master must pay Solars equal to the Familiar's base cost for the procedure. Then make the following changes to the Familiar's statistics:

- ☠ Willpower maximum increases by +20. Willpower increases by +5. The Master chooses another Characteristic to increase by +5.
- ☠ The Familiar gains 1 Advance in the following Skills (or Specialisations, if they already have the Skill): Awareness (Psyniscience), Discipline (Psychic), and Psychic Mastery.
- ☠ Wounds increase by their Master's Willpower Bonus.

PSYBER-FAMILIAR TALENTS

These Talents can only be purchased by Psyber-Familiars. It costs 100 XP (of the Master's or the Familiar's combined XP) to gain a new Talent, following the same rules for player characters (*Imperium Maledictum*, page 102).

ABHOR THE WITCH

The Psyber-Familiar is trained to aid its master when disrupting another Psyker's powers. The Familiar grants its Master a +10 bonus to all attempts to Deny the Witch (*Imperium Maledictum*, page 163).

BORROW SENSES

A Psyker can cast their perception into their Psyber-Familiar, gaining access to all its senses. They can see through the Familiar's eyes or optics, hear what they hear, and so on. This is a Free Action and can be maintained as long as desired, but while borrowing their Familiar's senses, it is difficult to remain aware of their immediate surroundings; all Awareness or Reflexes Tests suffer a -20 penalty until the Psyker returns to their own senses. Senses the Psyker lacks, such as sight beyond the visible spectrum or sounds outside the Human hearing range, are difficult to process and understand; Awareness Tests where such non-Human senses are relevant take a -20 penalty.



CASTIGATING ECHOES

Requirement: The Familiar's Master must have the Psychic Castigation Talent (*Imperium Maledictum*, page 114).

Channelling psychic ripostes through a Psyber-Familiar lends their Master a measure of the creature's own abilities. Whenever the Psyker wins an Opposed Willpower Test to resist a Psychic Power, instead of inflicting Wounds, they may choose to inflict a Condition (*Imperium Maledictum*, page 356) that their Familiar's attacks or abilities could inflict.

PURGATION AIDE

A Psyker struggling to control their powers may redirect excess warp energies through their Psyber-Familiar. The Psyber-Familiar grants Advantage on Purgation Tests (*Imperium Maledictum*, page 163) to their Master. This Talent can be purchased an additional time, extending Advantage to rolls on the **Psychic Phenomena** Table *before* adding Warp Charge to the result. The Psyber-Familiar suffers 1 Wound per Warp Charge dissipated in this way.

SOUL-GROUND

The Psyber-Familiar's Master may direct it to actively purge the energies that build up from the use of psychic powers. At the end of each Turn, the Psyber-Familiar's Master loses 1 Warp Charge. Warp Charge from sustained powers cannot be removed while the power is active.

WARP BUFFER

The Psyber-Familiar's Master may wield its insignificant soul like a shield against the Immaterium. If its Master must roll on the **Perils of the Warp** Table (*Imperium Maledictum*, page 165), the Psyber-Familiar may be designated as the target of the results instead.

WARP RELAY

In the Warp, distance is meaningless compared to the symbolic bonds between two souls. Psykers with a bound Familiar use this bond to extend their powers through their Familiar. When casting a psychic power, the Familiar's Master may cast it where their Familiar counts as the power's point of origin. Beyond Long Range, the Difficulty of the Power's Psychic Mastery Test increases; -10 within the limits of a hive city, -20 within the scope of a continent, and so on.

CREATING A FAMILIAR

The galaxy contains an almost infinite variety of creatures and constructs that might make suitable Familiars, and these are often further tailored mechanically and genetically to fit their Master's precise needs. A player may simply choose a pre-made Familiar to accompany their character (from the Familiar Bestiary on page 111), some of which have special Traits and higher costs, or create their own if they cannot find one that best suits their character's needs or desires.

To create a Familiar, follow these steps. Choosing from the associated Tables or roll to generate their new Familiar's features and traits randomly (note that rolling randomly still affects the Familiar's cost in some places).

1. A Familiar's base Cost is 10,000 Solars, and their base Upkeep cost is 10% of their Master's Pay Grade.
2. Determine Familiar's Size (See **Familiar Size** Table). Note the Cost Multiplier, and apply it to the initial cost of the Familiar.
3. A Familiar's Characteristics all start at 5. Increase the Familiar's Characteristics as desired, using a pool of 200 points. Unless modified by Familiar Size, the maximum for any Characteristic is 50.
4. Determine Familiar's Combat and Preservation Instincts (See **Familiar Instincts** Table).
5. Determine Familiar's Mobility (See **Familiar Mobility** Table).

6. Choose 5 Skills to gain 1 Advance each, and give one of them a Skill Specialisation (*Imperium Maledictum*, page 91).

7. Add 2 Familiar Talents (page 103).

8. Add Cyber- or Psyber- template, if desired (see pages 104 and 107, respectively). This will further increase the base cost, including additional Talents or Augmetics.

9. If the Familiar is a Cyber-Familiar, its type is Construct. Otherwise, its type is Beast.

10. Derive Wounds (based on the Wounds column in the **Familiar Size** Table), Critical Wounds (equal to their Toughness Bonus), Encumbrance (Strength Bonus + Toughness Bonus) and Initiative (their Perception Bonus + Agility Bonus).

11. Determine Quirks (See **Familiar Quirk** Table) and Name the Familiar.

Additional Notes (*unless otherwise stated*):

- ☛ A Familiar's Role is Troop.
- ☛ Familiars have no Fate.
- ☛ Familiars have no Handedness.
- ☛ Familiars have a Resolve equal to their Master's (if their Master is an NPC).
- ☛ Familiars begin with no Armour unless an effect grants them any during creation.
- ☛ Familiars don't naturally have a Faction but belong to their Master's Faction by extension.
- ☛ All Familiars have an Unarmed Attack (Melee (Brawling), 0 + StrB Damage. *Ineffective*).

FAMILIAR SIZE

1d10	SIZE	COST MULTIPLIER	STRENGTH MAX	TOUGHNESS MAX	AGILITY MAX	WOUNDS
1-2	Tiny (Servo-Skull)	1/4	-20	-20	+20	2 × Toughness Bonus
3-4	Small (Canid)	1/2	-10	-10	+10	(2 × Toughness Bonus) + Willpower Bonus
5-6	Average (Human)	None	No Change	No Change	No Change	Strength Bonus + (2 × Toughness Bonus) + Willpower Bonus
7-10	Large (Ogryn)	x 2	+10	+10	-10	(Strength Bonus + (2 × Toughness Bonus) + Willpower Bonus) × 2

FAMILIAR INSTINCTS

1d10	COMBAT INSTINCT	EFFECT	PRESERVATION INSTINCT	EFFECT
1-2	Melee	Will Charge the nearest enemy or Defend their Master.	Fearless	Fights to the death unless ordered to withdraw.
3-4	Ranged	Shoots nearest enemy, will manoeuvre to maintain optimal distance.	Brave	Attempts to withdraw once it loses half its Wounds.
5-6	Stalker	Takes Actions to Hide, Attacks from Stealth, Disengages to repeat.	Wary	Attempts to withdraw after losing a quarter of its Wounds.
7-10	Coward	Avoids Combat, focuses on Helping Characters (Such as Healing or Repairing)	Coward	Attempts to withdraw if threatened or loses any of its Wounds.

FAMILIAR MOBILITY

1d10	MOBILITY	EFFECT
1-2	Wheels or Tracks	+1,500 Solars to base Cost. See <i>Imperium Maledictum</i> (page 153) for rules on Augmetic Tracks and Wheel Movement.
3-4	Serpentine	Slow Speed, Advantage on Stealth (Moving Silently), Difficult Terrain does not cause them Disadvantage.
5-6	Bipedal	Normal Speed, moves as per Humans.
7-8	Quadrupedal	Fast Speed in straight lines, Advantage on Athletics (Running).
9-10	Multipedal	Slow Speed, Advantage on Athletics (Climbing).

Note: Any Familiar can gain Flight in addition to or instead of any of the above options. This adds +1,000 Solars to their base cost for a Slow Flight Speed, +2,000 for Normal Flight Speed, and +3,000 for Fast Flight Speed.

FAMILIAR QUIRKS

1d10	QUIRK
1	Will answer orders but otherwise acts quiet and distant.
2	Constantly seeks approval or updated orders from its Master.
3	Acts dismissive towards a random character each session.
4	Obeys orders, but not always as expected.
5	Has a knack for sniffing out (or detecting) food, cosmetics, or other odd items.
6	Constantly sniffing or scanning everything it comes into contact with.
7	Drools, exudes slime, or leaks mechanical fluids on people.
8	Extremely noisy when sleeping or undergoing maintenance.
9	Limps or moves as if injured or malfunctioning, despite nothing wrong with them.
10	Displays open dislike of characters from a random Faction through growls, hisses, or flashing red targeting scanners. (You can choose or randomly determine this faction by rolling on Patron Faction Table , <i>Imperium Maledictum</i> , page 17).

FAMILIAR BESTIARY

An alternative to creating a Familiar from scratch, players can choose from a wide selection of creatures within the Familiar Bestiary. Among them are some of the galaxy's most iconic creatures, from Cyber-Mastiffs to Psyber-Eagles or even the enigmatic Jokaero.

Should the player wish, Familiars presented here can learn additional Talents and be upgraded into Cyber- or Psyber-Familiars (if they haven't been already). Many of these Familiars are more advanced than what can be created using the rules on page 109, some have unique Traits and Attacks, but their advancement is reflected in their additional or reduced cost. Some of the following Stat-blocks could easily represent creatures of a similar type to what they're based on. The Psyber-Eagle, for example, could easily represent a Psyber-Raven or Psyber-Owl instead.

FAMILIARS		
NAME	COST	AVAIL
Cherubim	15,000	Scarce
Cyber-Mastiff	10,000	Rare
Gyrinx	25,000	Exotic
Jokaero	30,000	Exotic
Multi-Task Servitor	12,000	Scarce
Multi-Task Servo-Skull	5,000	Scarce
Psyber-Eagle	10,000	Scarce
Razorwing	25,000	Rare
Wyvach	35,000	Exotic



CHERUBIM

A common sight in the upper ranks of the Imperium's Adepta, Cherubim are regarded as a symbol of purity. They are a diminutive variant of Servitor, not truly alive but vat-grown to resemble genderless children with tiny feathered wings. The wings are purely aesthetic; antigrav generators permit their mobility. What little organic brain they possess is usually modelled on non-sentient animals, such as birds or dogs, depending on their intended purpose. They tend to unsettle the common citizen; having no idea how they are constructed, many believe they *were* children blessed, or cursed, with new forms.

CHERUBIM								
Small Construct, Cyber-Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
20	20	20	20	30	25	35	15	15
ARMOUR			WOUNDS			CRITICAL WOUNDS		
2			5			2		
INITIATIVE			SPEED			ENCOUNTER		
6			Normal, Fly			4		
Skills: Athletics 25, Athletics (Might) 30, Awareness 40, Dexterity 35, Fortitude 25, Fortitude (Endurance) 30, Linguistics 30, Linguistics (Lingua-Technis) 35, Logic 30, Medicae 30, Melee 25, Ranged 25, Reflexes 35, Tech 30, Tech (Augmetics) 35.								
TRAITS								
Anti-grav Field Generator: The Cherubim can Fly.								
Familiar Instincts: Support, Wary.								
Machine Mind: The Cherubim cannot be Frightened and is unaffected by any mentally coercive effects.								
Natural Cyber-Familiar: Toughness increases by +5 (included above), +20 maximum Toughness, may purchase Cyber-Familiar Augmetics.								
ATTACKS								
Hand Weapon: Melee (One-handed) 25, 3 + SL Damage.								
Autopistol: Ranged (Pistols) 25, 5 + SL Damage, Medium Range. Close, Loud, Rapid Fire (3).								
Cost: 15,000 Solars								



CYBER-MASTIFF

These staunch canids have a storied history of serving Humanity — bred by the Adeptus Mechanicus from the DNA of an extinct Terran canine. Then outfitted with a suite of augmetics that enhance the canid's already excellent behavioural loyalty, courage and prodigious strength, their enhancements allow them to track their charges better and maintain their fortitude. Cyber-Mastiffs are a typical sight serving at the side of Infracionist gang leaders, bounty hunters, and Arbite squads alike, standing as a symbol of wealth, power and fearsome authority.

CYBER-MASTIFF								
Small Beast, Cyber-Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	5	30	45	40	10	30	10	10
ARMOUR			WOUNDS			CRITICAL WOUNDS		
2			9			4		
INITIATIVE			SPEED			ENCOUNTER		
7			Normal (Fast in straight lines)			7		
Skills: Athletics 35, Awareness 35, Awareness (Smell) 40, Fortitude 50, Melee 35, Stealth 45, Tech 15, Tech (Augmetics) 20.								
TRAITS								
Augmetic Legs: +1SL to relevant Strength-based Tests.								
Familiar Instincts: Stalker, Brave.								
Pheromone Tracer: Grants Advantage on relevant Intuition (Per) Tests, Advantage +2SL on Awareness (Smell) Tests to track a specific target.								
Quadrupedal: Advantage on Athletics (Running), and Speed becomes Fast when travelling in a straight line.								
ATTACKS								
Bite: Melee 35, 3 + SL difference Damage. <i>Inflict (Restrained)</i> .								
Cost: 10,000 Solars								

GYRINX

The Gyrinx is a cat-like species, resembling a cross between a lynx and a caracal, about 1.2 metres long when grown. They are prized pets not for their physique but for their astonishing behaviour. They bond strongly with their master, mirroring their moods and even mannerisms. A Gyrinx and their master appear to act in tandem as if their minds are one. This bond is even more pronounced in Psykers, suggesting that more than mere empathy is at work. They make excellent Psyber-Familiars without requiring the arcane technologies of the Adeptus Mechanicus to coax similar abilities from other creatures.



GYRINX								
Average Beast, Psyber Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
20	10	20	20	30	15	30	30	20
ARMOUR			WOUNDS			CRITICAL WOUNDS		
0			9			2		
INITIATIVE			SPEED			ENCOUNTER		
6			Fast			4		
Skills: Athletics 25, Athletics (Climbing) 30, Athletics (Running) 30, Awareness 35, Awareness (Psyniscience) 40, Dexterity 35, Discipline 35, Discipline (Psychic) 40, Intuition 35, Melee 30, Navigation 20, Navigation (Warp) 25, Presence 35, Psychic Mastery 35, Rapport 25, Rapport (Charm) 30, Reflexes 35, Reflexes (Balance) 40, Stealth 35, Stealth (Move Silently) 40.								
TRAITS								
Instincts: Stalker, Wary.								
Natural Psyber-Familiar: Willpower increases by +5 (shown above) and +20 maximum Willpower, grants Psyber-Familiar advantages, may purchase Psyber-Familiar Talents.								
ATTACKS								
Bite or Claw: Melee (Brawling) 30, 2 + SL difference Damage.								
Cost: 25,000 Solars								



JOKAERO

Jokaero are heavy-set, orange-furred humanoids resembling orangutans from ancient Terra. They have an innate understanding of technology, theorised by some to be gene-coded into their physiology by some extinct civilisation. They excel in miniaturisation, and their potent Digi-weapons are famous throughout the Imperium's aristocracy. Radical Ordo Xenos Inquisitors sometimes retain Jokaero through unknown means (they have no language but seem to understand gestures and tone of voice). They can repair almost anything, often improving on the design in unpredictable ways. The Adeptus Mechanicus, who hold their manufacturing patterns sacred, are among the more vocal in calling for their extermination.

JOKAERO

Average Beast, Familiar, Troop

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
15	20	20	20	20	40	30	25	10
ARMOUR		WOUNDS		CRITICAL WOUNDS				
0		8		2				
INITIATIVE		SPEED		ENCOUNTER				
5		Normal		4				

Skills: Athletics 25, Athletics (Climbing) 30, Awareness 35, Dexterity 25, Dexterity Defuse 30, Intuition 35, Logic 45, Logic (Evaluation) 50, Medicae 45, Ranged 25, Ranged (Digi-weapons) 30, Tech 45, Tech (Augmetics) 50, Tech (Engineering) 50, Tech (Security) 50.

TRAITS

Familiar Instincts: Support, Wary.

Innate Engineering: This Familiar grants the party the benefits of the Jokaero Technician Boon (page 34).

ATTACKS

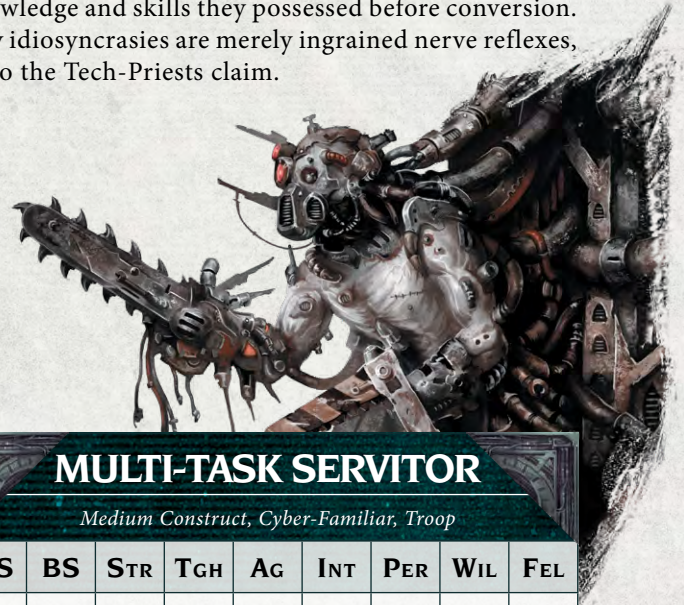
Unarmed: Melee 15, 2 + SL Damage. *Ineffective.*

Digi-Laser: Ranged (Digi-weapon) 30, 5 + SL Damage, Medium Range. *Burst, Close, Loud, Reliable, Subtle.*

Cost: 30,000 Solars

MULTI-TASK SERVITOR

The Servitor is an essential part of Imperial life, a cybernetic construct entrusted with all manner of dangerous, repetitive, or menial tasks. They are also a dire warning; many Servitors are vat-grown clones, but many are — or were — criminals, mind-wiped and sentenced to unending labour. They can communicate verbally, but in a minimal fashion, as their higher brain functions are lost to augmetic replacements or stripped as punishment. Advanced models capable of serving as Familiars retain higher brain functions and perhaps the knowledge and skills they possessed before conversion. Any idiosyncrasies are merely ingrained nerve reflexes, or so the Tech-Priests claim.



MULTI-TASK SERVITOR

Medium Construct, Cyber-Familiar, Troop

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
25	25	50	50	20	10	10	10	10
ARMOUR		WOUNDS		CRITICAL WOUNDS				
2		16		5				
INITIATIVE		SPEED		ENCOUNTER				
3		Slow		10				

Skills: Athletics 55, Athletics (Might) 60, Awareness 15, Dexterity 30, Fortitude (Endurance) 55, Linguistics 15, Linguistics (Lingua-Technis) 20, Logic 15, Medicae 15, Melee 30, Ranged 30, Tech 15, Tech (Augmetics) 20.

TRAITS

Instincts: Melee, Brave.

Machine Mind: The Multi-Task Servitor cannot be Frightened and is unaffected by any mentally coercive effects.

Natural Cyber-Familiar: Toughness increases by +5 (included above), +20 maximum Toughness, may purchase Cyber-Familiar Augmetics.

ATTACKS

Servo-Claw: Melee (Brawling) 30, 7 + SL Damage. *Penetrating (2).*

Cost: 12,000 Solars



MULTI-TASK SERVO-SKULL

To serve the God-Emperor beyond death is a great honour in the Imperium. Servo-Skulls are built from the skulls of favoured servants. Tiny antigrav engines allow it to fly, and various manipulators and integrated tools allow them to fulfil many roles, from data entry to simple patrols. Rarely will a Servo-Skull preserve a small part of the original servant's brain, making them capable of advanced tasks beyond the common Monotask skull. These Servo-Skulls can be programmed for almost anything, whether aiding in combat, research or assassination. They occasionally develop odd quirks not unlike the mannerisms of the skull's owner in life and therefore are often high maintenance.

MULTI-TASK SERVO-SKULL								
Tiny Construct, Cyber-Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
15	25	15	15	45	25	30	15	15
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1			4			1		
INITIATIVE			SPEED			ENCOUNTER		
7			Normal, Fly			2		
Skills: Awareness 35, Dexterity 50, Fortitude 20, Fortitude (Endurance) 25, Linguistics 30, Linguistics (Lingua-Technis) 35, Logic 30, Melee 20, Ranged 30, Reflexes 50, Reflexes (Dodge) 60, Tech 30.								
TRAITS								
Anti-grav Field Generator: The Servo-Skull can fly.								
Familiar Instincts: Support, Coward.								
Machine Mind: The Multi-Task Servo Skull cannot be Frightened and is unaffected by any mentally coercive effects.								
Natural Cyber-Familiar: Toughness increases by +5 (included above), +20 maximum Toughness, may purchase Cyber-Familiar Augmetics.								
ATTACKS								
Skull Bash: Melee (Brawling) 20, 1 Damage. <i>Ineffective.</i>								
Cost: 5,000 Solars								



PSYBER-EAGLE

The Eagle has long been a symbol of the Emperor and the Imperium, relating to the Imperial Aquila — the ubiquitous symbol that stands above every Imperial institution, voidship, and across the breastplate of many Adeptus Astartes Chapters. Because of this, the avian itself has become just as popular. Genetors have long since tinkered with the avian's DNA, creating enhanced breeds for the galaxy's nobles, among them, some rare two-headed specimens representing the Imperial Aquila more closely. For Psykers, when augmented and psychically bonded, Psyber-Eagles connect their predatory evolved senses to their masters, and coupled with their aerial mobility, make ideal companions for Psykers on the hunt.

PSYBER-EAGLE								
Small Beast, Psyber-Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
20	10	20	20	25	25	30	40	20
ARMOUR			WOUNDS			CRITICAL WOUNDS		
0			8			2		
INITIATIVE			SPEED			ENCOUNTER		
5			Normal, Fly			4		
Skills: Awareness 40, Discipline 45, Intuition 35, Navigation 30, Navigation (Tracking) 35, Psychic Mastery 45, Reflexes 30, Stealth 30.								
TRAITS								
Familiar Instincts: Support, Wary.								
Skulker: When the Psyber-Eagle uses Navigation (Tracking), they do not need to make Stealth Tests to remain undetected by the individual they are pursuing.								
Warp Buffer: May take the consequences of its Master's Perils of the Warp rolls.								
ATTACKS								
Beak or Claws: Melee 20, 2 + SL difference Damage.								
Cost: 10,000 Solars								



RAZORWING

Razorwings are large predatory avians, fully grown adults reaching a wingspan of almost 4 metres. They are aptly named; a Razorwing's beak and feathers are hard like steel, and their edges are as sharp as any mono-edged blade. They coast high above the ground, keen eyes alert. When they spot prey, they dive so fast that their beaks and feathers can punch through even vehicle armour. A flock of Razorwings can slaughter armed convoys, leaving nothing but holed vehicles and bloodstains; they particularly enjoy devouring bones, likely digesting the minerals to reinforce their feathers. Those brave enough to train one find they make vicious but effective, Familiars.

RAZORWING								
Average Beast, Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
35	15	20	20	40	10	35	15	10
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1			7			2		
INITIATIVE			SPEED			ENCOUNTER		
7			Fly			4		
Skills: Athletics 25, Athletics (divebomb) 30, Awareness 40, Awareness (Sight) 45, Melee 40, Melee (Brawling) 45, Navigation 15, Navigation (Tracking) 20, Presence 20, Presence (Intimidation) 25, Reflexes 45, Stealth 45, Stealth (Move Silently) 50.								
TRAITS								
Familiar Instincts: Melee, Brave.								
ATTACKS								
Bite or Claw: Melee (Brawling) 45, 3 + SL difference Damage. Penetrating (2), Inflict (Bleeding).								
Cost: 25,000 Solars								



WYVACH

Extremely rare and sought after, the Wyvach is a winged reptilian creature, the size of a large eagle. They have long necks and tails, muscular bodies, and a crest of short spikes along their back. Their claws and curved beaks make fierce weapons, but their subtle cunning and intuition make them truly dangerous predators. They are willful and difficult to train, but their respect and trust are unshakeable once earned. They display similar uncanny empathy to Gyrinx and make powerful Psyber-Familiars. Their rarity ensures their price and availability remain far outside the reach of all but the wealthiest Imperial citizens.

WYVACH								
Average Beast, Psyber-Familiar, Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	5	30	30	25	15	25	30	10
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1			12			3		
INITIATIVE			SPEED			ENCOUNTER		
5			Normal			6		
Skills: Athletics 35, Awareness 30, Awareness (Taste) 35, Awareness (Psyniscience) 35, Discipline 35, Discipline (Psychic) 40, Intuition 30, Melee 35, Melee (Brawling) 40, Navigation 20, Navigation (Tracking) 25, Navigation (Warp) 25, Presence 15, Presence (Intimidation) 25, Psychic Mastery 35, Reflexes 35, Stealth 35, Stealth (Move Silently) 35.								
TRAITS Instincts: Melee, Brave.								
Natural Psyber-Familiar: Willpower increases by +5 (shown above) and +20 maximum Willpower, grants Psyber-Familiar advantages, may purchase Psyber-Familiar Talents.								
ATTACKS Bite or Claw: Melee (Brawling) 40, 4 + SL difference Damage. <i>Penetrating (2).</i>								
Cost: 35,000 Solars								



SUBTLETY

The shadow war waged by the Inquisition often relies on subterfuge and secrecy. They are the unseen blade that strikes from the dark, piercing the God-Emperor's foes in the weakest points of their blasphemous flesh, using surprise and guile to circumvent their vile armour. The Holy Orders abhor their odious enemies, but many Inquisitors begrudgingly treat their grotesque foes with a measure of regard for their dangerous capabilities. A wise Inquisitor knows the impossible odds they face and will use any underhanded espionage they can to fell the unholy.

But that is not always the Inquisitor's best tactic. Sometimes, it is best to lift the veil and strike at the enemy in the open, to bring the full force of the Inquisitor's arsenal and authority to bear. To show the citizens of the Imperium exactly what the extermination of heresy unleashed looks like. Such a display reminds them of the Inquisition's presence and power; it can bolster the people's faith and flush out the rogue elements skulking within them. How Inquisitors choose to operate is always a keen balancing act — and they expect nothing less of their acolytes to understand what is crucial and to keep those scales in equilibrium.

Subtlety is a ruleset that adds depth to Inquisition-focused campaigns and can be used in investigative-focused games featuring Patrons from other factions. It provides a framework to dynamically adjust the world and its characters in response to how covertly or overtly the party approaches objectives. Typically, the Inquisition requires acolytes to operate at a high level of Subtlety to remain beneath public notice, allowing them to surprise enemies or avoid inciting panic amongst the masses. However, low Subtlety is sometimes preferred, as working openly allows Inquisitors to leverage their dreadful reputations to root out heretics without remit. Regardless of preference, Patrons sometimes insist that a certain degree of Subtlety (or lack thereof) is maintained — it may be as important as the objective for their involvement to be hidden or well-known.

The following **Subtlety Ratings and Levels** Table and **Changing Subtlety Ratings** Table encapsulate the causes and effects of Subtlety overall. The sections following describe each level of Subtlety and what could cause them to change in greater detail, including examples of the various opportunities each Rating may present. Subtlety was designed with Inquisition-focused campaigns in mind, but it can work within any other campaign where a Patron requires a focus on deception and espionage.



SUBTLETY RATINGS AND LEVELS

SUBTLETY RATING	SUBTLETY LEVEL	LEVEL SUMMARY	PATRON INFLUENCE	CLANDESTINE TECHNIQUES	BLATANT TECHNIQUES
10–8	Covert	None are aware agents of the Inquisition operating in the area. Your names, faces, and actions are unknown.	Using your Patron's Influence decreases your Subtlety by –1.	+1 SL	Disadvantage
7–5	Suspicious	A perceptive portion of the population knows that the Inquisition is operating in the area, and some believe your group are agents of the Holy Orders. Your foes may attempt to spy on you or otherwise gather information on your activities.	Using your Patron's Influence decreases your Subtlety by –1.	–1 SL	+1 SL
4–2	Overt	Rumours abound of the Inquisition operating in the area, many implicating your party. Almost everyone is cautious of you, and your enemies actively try to escape or eliminate you.	No Effect	Disadvantage	Advantage
1	Exposed	Everyone knows you are agents of the Inquisition. Your foes go to ground, flee, or organise all-out opposition to you.	+1 SL on Tests using your Patron's Influence.	Disadvantage and –1 SL	Advantage and +1 SL

*Note: **Clandestine Techniques** involve Tests to blend in, avoid attention, or make inquiries without appearing to be part of the Inquisition. **Blatant Techniques** involve Tests to intimidate, interrogate, command, or requisition using the Inquisition's fearsome reputation.*

CHANGING SUBTLETY RATINGS

*At the end of each encounter, the GM should ask themselves the following 3 questions.
If the answer to any question is yes, apply the result to the party's Subtlety Rating.*

QUESTION:	WAS THE PARTY OBSERVED BY WITNESSES DOING ANYTHING THAT WOULD DECREASE SUBTLETY?	DID THE PARTY LEAVE BEHIND PERTINENT EVIDENCE THAT WOULD DECREASE SUBTLETY?	DID THE PARTY DO ANYTHING TO INCREASE SUBTLETY?
EXAMPLES:	Reveal a Rosette. Use their Patron's Influence. Reveal they are working on behalf of the Inquisition. Use advanced or definitively xenos technology. Use Overt Psychic Powers. Ask suspicious questions.	Damaged property. Signs of forced entry. Expended ammunition or covert tools. Corpses (friend or foe). Anything of heretical, xenos, or daemonic origins.	Suppress information. Frame another character. Influence witnesses or a local authority. Fabricate misleading evidence. Stealthily eliminate their enemies.
RESULT:	Subtlety Decreases by –1	Subtlety Decreases by –1	Subtlety Increases by +1

MEASURING SUBTLETY

When using these rules, the party always has a Subtlety Rating ranging between a minimum of 1 and a maximum of 10. The party's Subtlety Rating determines their Subtlety Level, each of which has different mechanical effects on their investigations. The GM sets the party's initial Subtlety at the beginning of a mission based on how aware people and organisations are of their presence in their area of operations. Most investigations begin within Covert Subtlety (10—8) unless the local population is suspicious before the party arrives. After that, their Subtlety Rating fluctuates based on the party's actions and decisions during their missions.

Generally, higher Subtlety means people in the area know relatively little about the party's identity, allegiances, activities, and motivations. This allows them to act clandestinely without hindrance but makes invoking the Inquisition's reputation harder. Lower Subtlety represents greater public awareness and suspicion, eliciting paranoia, worry, compliance, and obedience amongst the populace and more violent or evasive manoeuvres from their enemies. Subtlety is tracked across 4 Subtlety Levels to represent these effects, each with narrative and mechanical consequences.

Each level of Subtlety has advantages and disadvantages, so no single level is necessarily better than another; the most advantageous Subtlety level in any situation depends on what the party is trying to accomplish, the party's approach and the surrounding circumstances involved.

GAUGING SUBTLETY

The Gamemaster tracks the party's Subtlety Rating and implements the mechanical benefits and negatives secretly. The party can only discover their current Subtlety Rating and Level by making a relevant Test or if a particularly powerful character, such as their Patron, provides that information.

The GM determines the specific Test required based on the character's approach. Examples include (but are not limited to):

- ☠ A **Challenging (+0) Rapport (Inquiry)** Test to coax information from personal contacts.
- ☠ A **Challenging (+0) Intuition (People)** Test to gauge the local populace's reactions, listening for rumors and gossip.
- ☠ A **Challenging (+0) Logic (Investigation)** Test to probe local factions and see if they are more alert to your presence.
- ☠ A **Challenging (+0) Tech (Security)** Test to monitor vox chatter in the area and recognise the rate at which your group's names or activities are mentioned.

The base Difficulty for this Test is **Challenging (+0)**, but circumstances can increase or decrease this Difficulty at the GM's discretion. The GM should make this test secretly on the player's behalf. If successful, the GM tells the party their current Subtlety Level. If they fail, the GM should provide false information — ideally telling the player their Subtlety Rating is unchanged from whatever it previously was. A Fumble may actually cause their Subtlety to decrease as they stumble in their investigation and draw even more attention to themselves.



COVERT (SUBTLETY 10–8)

When the party's Subtlety is **Covert**, the local populace is generally unaware of the Inquisition's presence and has little reason to look for it. Though isolated individuals may suspect Inquisitorial activity, such sentiments are relatively rare and have little popular support or corroborating evidence, usually dismissed as the base-level paranoia common to Imperial society. The party's disguises are mostly taken at face value, and if someone sees through them, the party are assumed to be charlatans, not Inquisitorial agents. Acts of infiltration or sabotage are generally attributed to local criminals, political rivals, cultists, or other more common scapegoats than the Inquisition. Strange things happen throughout the Imperium daily, but such is life amid the grim darkness of the 41st Millennium; there's no reason the public should think anything more of it while Subtlety is Covert.

Maintaining Covert Subtlety typically requires the party to operate in the shadows, carefully leaving few traces of their clandestine activities. Alternatively, it could mean the party hides in plain sight while discouraging witnesses and investigators with leverage, misdirection, or outright fabrications. A Covert party's presence and identity are unknown to the public, or their affiliation is obfuscated well enough to allow them to operate in the open while shifting blame and suspicion away from the Inquisition.

Under Covert conditions, the populace behaves normally. To some extent everyone in the Imperium is afraid all the time; of war, xenos, mutants, not being seen as working hard or faithful enough, afraid of being drafted for a tithe, or being stolen away by the Inquisition. Fear perpetuates, but in this scale of Subtlety, there is no suspicion or scrutiny towards the party. Mechanically, this means people are willing to give the party the benefit of the doubt when it seems they are up to something dubious. They must play on the public's ambivalence, though actively, and leaning on that too hard or too often can eventually lead to suspicion. People are only willing to believe in so many coincidences before they develop real doubts.

COVERT OPPORTUNITIES

'Scour every rat hole, pressure every official, root out every weakness, and twist until they scream the confession we need. Xendenarius, I want the city's cogitator-screed picked clean. Ghreen, see what skulls you can crack among the Enforcers. Skharen, go and play with the syndicates, cartels, and gutter crews that the worshipful adepts tells us do not exist — see what truths your skin-peeler can elicit. We must miss nothing. Our master demands as much, and his patience has limits.'

— Jerran Dynaskus,
Interrogator serving Lord Inquisitor Dezah

This is how the Secret War is fought — you pass like shadows amongst the teeming masses of the Imperium, hunting your foul foes and striking ruthlessly without warning. While Covert, enemies won't see you coming, giving you a crucial opportunity to get close to your foul foes and investigate them, gaining Superiority and swaying the odds of success in your favour — before they can bring the full force of their wretched power to bear against you.

Act fast, stick to the darkness, and blend in among the faceless masses. Outside high-security areas, you will have freedom of movement and can rely on your Personal Influence to open doors without garnering suspicion. Set up surveillance networks and build relationships with local contacts and suppliers. You can be confident that nobody will be acting against you; your goals unknown.

Of course, anonymity means you cannot rely on the greater authority of the Inquisition, and every action risks making you appear more suspicious. Being Covert puts you in the role of the stealthy hunter.

Covert Positive Effects:

- ☛ You have +1 SL on all Tests relying on blending in or avoiding drawing attention, such as Rapport (Deception) and Stealth (Conceal or Hide). Inquiry Tests that do not leverage fear of the Inquisition also gain this benefit.

Covert Negative Effects:

- ☛ You have Disadvantage on all Tests relying on someone believing the party is affiliated with the Inquisition, such as Presence and Rapport Tests that evoke the Inquisition's reputation.
- ☛ Using your Patron's Influence decreases your Subtlety by -1.

SUSPICIOUS (SUBTLETY 7-5)

When the party's Subtlety Level is **Suspicious**, whispers of the Inquisition's presence circulate, though incontrovertible proof remains sporadic or elusive. Seeds of paranoia sprout as the streets and the halls of power echo with questionable accounts and rumours. Common folk dare not tarry in public, unsettled by the notion of encountering hypothetical Inquisitors lurking in the shadows. Ambitious elites seek to expose heretical behaviour amidst their peers to curry favour for themselves. Cautious nobles examine their activities, expunging evidence of sin just in case sceptical eyes turn their way. Criminal organisations and heretical cults scour their membership for infiltrators, subjecting the unproven to brutal loyalty tests. Because the population is paying attention, suspicious activities the party commits will likely raise concerns about their true motives and allegiances.

Maintaining Suspicious Subtlety typically requires the party to maintain a semblance of plausible deniability about their affiliation, though their actions needn't be entirely clandestine. Remaining Suspicious means the Inquisition's involvement in the area is suspected yet remains unconfirmed. Alternatively, certain individuals may have discovered the party's intent or patronage, but those individuals have yet to convince the general population.

Suspicious Positive Effects:

- At the GM's discretion, you gain +1 SL on all Tests relying on someone believing the party are affiliated with the Inquisition, such as Presence and Rapport Tests that evoke the Inquisition's reputation.

Suspicious Negative Effects:

- At the GM's discretion, you suffer -1 SL on all Tests relying on blending in or avoiding drawing attention, such as Rapport (Deception) and Stealth (Conceal or Hide), particularly when these Tests are opposed by a group that is suspicious of you. Inquiry Tests that do not leverage fear of the Inquisition may suffer the same penalty.
- Using your Patron's Influence decreases your Subtlety by -1

Further actions linking the party to the Inquisition will shift suspicion toward certainty, though careful management and mitigation can preserve Suspicious Subtlety.

Under Suspicious conditions, people tend to be on edge, looking over their shoulders in case someone is watching. Newcomers, strangers, and other unknowns are met with distrust, while familiar faces behaving oddly elicit wariness or open hostility. Even a normally-trustworthy acquaintance asking too many questions or making unusual requests is worthy of scrutiny; it wouldn't be the first time someone sold out a friend to save their own skin. Mechanically, this unease and distrust mean the party has a harder time avoiding notice, concealing their identity, or obfuscating the motives behind their actions. However, they may be able to wield the Inquisition's reputation more effectively.

SUSPICIOUS OPPORTUNITIES

'Throne damn these wretches! Mortis, they've got your name and description on the vox. Castella, manufacture him a new cover story and a disguise before the worship ceremony at the Cathedrum — the circumstantial evidence is pointing towards Deacon Tzarelle, but whoever these "Shifting Eye" heretics are, they'll go to ground if we aren't careful. Take your weapons and your seal, but by the Emperor's Teeth, keep them concealed.'

— Xerxes Melnyk, Interrogator serving Inquisitor Ksenia Baek

This is the party's last chance to skulk about the shadows without anyone looking over their shoulder — the best time to establish any remaining secret operations or move their operatives into a better position without getting caught. Some entities now know the Inquisition is operating nearby and might seek the party out; this may force enemies to make rash decisions. Now they are on equal footing with the enemy, as either side is unaware of what the other is planning — here, surveillance is key.

If their Patron doesn't insist upon them operating at a certain level, they should decide what direction best suits them and their investigation: should they work harder to clean up after themselves, rebuild and strengthen their veil of secrecy, or should they lift the veil altogether, begin leaning more into their terrifying presence and ultimate authority, and operate fully out in the open.

OVERT (SUBTLETY 4-2)

When the party's Subtlety Level is **Overt**, no doubt remains about the party's intentions: their status as Inquisitorial agents is public knowledge. With the Inquisition's presence confirmed, public paranoia reaches a fever pitch as panic and self-preservation run rampant. Citizens tremble in fear of arbitrary punishment, hiding from sight and anxiously trying to prove innocence when accosted. The truly desperate may volunteer or fabricate incriminating information about friends and loved ones to save themselves from His judgement. Religious leaders attract flocks of distressed zealots suddenly eager to prove their piety. Civic unrest disrupts local industry and commerce while Administratum officials are loath to answer for those shortfalls and lean on manufactorum taskmasters to drive their serfs with increased brutality. Heretic cults swell as the lost and damned seek refuge from scrutiny. Some go to ground to avoid investigation, but others prepare for violent confrontation.

Maintaining Overt Subtlety typically requires the party to operate openly without camouflaging their affiliation with the Inquisition. While Subtlety is Overt, skulduggery, misdirection, and sowing doubt might reduce the public's belief in the Inquisition's presence, they need little convincing to understand the party's allegiance or intentions. Either the party inadvertently drew enough attention through recklessness or negligence to tip their hand or intentionally announced their intent to wield their reputation more overtly.

Overt Positive Effects:

- ☠ You have Advantage on all Tests relying on someone believing the party is affiliated with the Inquisition, such as Presence and Rapport Tests that evoke the Inquisition's reputation.

Overt Negative Effects:

- ☠ You have Disadvantage on all Tests relying on blending in or avoiding drawing attention, such as Rapport (Deception) and Stealth (Conceal or Hide). Inquiry Tests that do not leverage fear of the Inquisition suffer the same penalty.

Under Overt conditions, the desperation and dread gripping the public affects behaviour drastically, presenting an array of simultaneous boons and hindrances. Mechanically, this unrest and panic mean — for good or ill — the party's actions tend to elicit more extreme responses than normal, and the party has a harder time avoiding notice.

OVERT OPPORTUNITIES

'Governor, let me speak plainly. The hero of the Battox Sector campaign lends me his armies freely. I am allied with the Arbitrators of a dozen sub-sectors. Adepta Sororitas Canonesses Superior speak my name in praise and offer me aid without my asking. You rule a backwater that barely avoids economic collapse. And yet, you refuse my demands? I invite you to reconsider.'

— Inquisitor Baran Patahbo in council with Governor Nahasi of Sha'ol — pre-emergence of the Great Rift

Now, the party are far past the point of no return; it would be difficult to recover their anonymity. They should consider leaning into their new notoriety and, simultaneously, bury what secret pieces they still have in play and save them for when the time is right.

Now they should be better positioned to request aid from other organisations within the Imperium. Yet some may withhold their support at this point — watch how the Factions react and gauge if they are truly loyal to the Emperor and His Holy Orders — and take note to condemn them later.

If the party had been holding back on presenting their Inquisitor's Rosette or publicly condemning an enemy, now would be the time when it would make the greatest impact. Move all their pieces in one great masterstroke before their identities and intentions are exposed.

The party now operates as a known entity in the local sphere of influence. By presence alone, some enemies will reach out and openly attack the party or recognise it's their last chance to flee from the Inquisition — the perfect opportunity for the party to set a trap and catch some heretics in the act.

EXPOSED (SUBTLETY 1)

Once the party's Subtlety reaches 1, they are **Exposed**. At this stage, the population behaves similarly to their behaviour under Overt conditions, but with even greater extremity. Also, the Inquisition's ominous presence looms so blatantly that it can't be ignored or forgotten anytime soon, leaving a lasting impact on the area's disposition even after the Inquisition moves on to pursue other heresies. The party's Subtlety remains at 1 and does not change regardless of their actions, even if those actions would normally increase or decrease Subtlety.

While Exposed, the Inquisition's presence is so pervasive and widely recognised the public can't be lulled back into doubt and disbelief by anything but time. Subtlety can't increase again until after the current mission ends and the Inquisition, including the party, vacate the area (or at least appear to) for at least a week. After this time, the GM redetermines Subtlety if it becomes relevant later.

Exposed Positive Effects:

- ☠ You gain +1 SL to any Test that uses your Patron's Influence.
- ☠ You have Advantage and gain +1 SL on all Tests relying on someone believing the party is affiliated with the Inquisition, such as Presence and Rapport Tests that evoke the Inquisition's reputation.

Exposed Negative Effects:

- ☠ You have Disadvantage and suffer -1 SL on all Tests relying on blending in or avoiding drawing attention, such as Rapport (Deception) and Stealth (Conceal or Hide). Inquiry Tests that do not leverage fear of the Inquisition suffer the same penalty.

EXPOSED OPPORTUNITIES

'The darkest hour has come. Lothos, go to the fleet commander and have them blockade the planet – no one gets off this rock until the last foul xenos has been purged from the surface. Skarr, rally the Ministorum to gather and safeguard the people and tell that damned Magos to shut down their manufactorum. Karpath, ascend the spire and take control of the planetary relay, kill the chatter. I will remain on the flagship — know that the Deathwatch are coming. Do not fail me.'

— **Encoded Missive from Inquisitor Konstan Serranus to his acolytes**

This is the time for the party to figure out their endgame. Time to kick down doors, make arrests, openly purge the heretics and proclaim denouncements on behalf of their Inquisitor. There's no further chance to hide their intentions or sneak around, but at this point, should they need to? Nothing is holding the party back from using the full force of their authority to complete the mission at hand.

Resources should flow to them from all neutrally-allied local Factions of the Imperium — no request should go unnoticed or unfulfilled. Their patron's influence will go the extra mile with these organisations. On the other hand, their enemies will grow more desperate than they ever have been. If the party has been chipping away at the heretic's grand designs, madness won't discount the realisation that they have little left to lose and bring their worst plans to bear.

Last, the party should be aware of the fear their presence now garners, especially in the hearts of their supposed allies. Many will show their true colours in weakness or misplaced fervour. Once thought trustworthy, some sources may provide false information out of the sheer fear of having no information to give up. Others might supply the party with tools unfit for the job, more fearful of giving the Inquisition nothing to work with. Now more than ever, the party must be vigilant with everyone they deal with.



CHANGING SUBTLETY

Though any mission begins with a set Subtlety rating, the party's choices and activities during the mission cause it to increase or decrease. Enough change can eventually push Subtlety to a new level, typically deteriorating, changing the narrative and mechanical impacts on the further mission. At the end of an encounter and whenever the party engages in relevant activities between encounters, the GM should consider the events since the last Subtlety adjustment and increase or decrease accordingly. The questions in the **Changing Subtlety Ratings** Table (page 117) are a great primer for judging what can trigger Subtlety changes, but they don't cover every possibility. Information on the opposite page should present more detailed eventualities.

Typically, each encounter can affect a party's Subtlety rating between a range of -2 and +1 (two possible instances of -1 and a single possible +1).

But there are always opportunities for parties to throw caution to the wind and do something dramatic to make their Subtlety Ratings plummet. Conversely, the GM may even have a plot twist up their sleeve to do the same (after all, no one is stopping an Inquisition Patron from announcing their acolyte's existence). In such cases, the GM should choose a Level and shift their party's rating to the best fit.

Changing circumstances within the party's area of operation may also cause Subtlety adjustments. For example, if the party is operating in a hive and the Governor orders a hive-spanning security lockdown, the party's Subtlety could naturally decrease since there are more eyes on the people. On the other hand, if the local populace is suddenly affected by a breakout daemonic plague, the presence of Inquisitorial entities may not be the people's greatest priority, allowing the party's Subtlety to increase.



DECREASING SUBTLETY RATING

Decreasing Subtlety is relatively simple because there are many ways to act suspiciously unintentionally; the party can also decrease Subtlety simply by acting without secrecy as they prosecute their investigation.

After each encounter, the GM should consider the following questions about what just occurred:

- **Suspicious Activity:** Have they been spotted engaging in suspicious activity in and around the mission? Meeting with contacts in unusual circumstances or loitering around high-security or scrutinised locations?
- **Evidence:** Did any party member log their real name with a local authority? Did they leave behind any clear evidence of using specialised tools or tampering (like lockpicks, direct explosives, or damaged servitors)? Did they leave any sensitive documents (building schematics, stolen or falsified documents, guard schedules)?
- **Combat:** Have they engaged in open combat, caused collateral damage, or used particularly noticeable weaponry? Did they eliminate a large group of enemies simultaneously? Did they kill or capture any characters who would be missed?

- **Influence:** Did they have an interaction where their Patron's Influence or a character's Influence applies (or has been altered)?
- **Psychic Powers:** Did they use any Overt Psychic Power, causing Psychic Phenomena, or publicly suffer the Perils of the Warp?
- **Equipment:** Is any party member openly wearing, carrying, or using unusual equipment or clothing? Did they openly display an Inquisitorial Rosette?
- **Daemon, Mutant, Xenos:** Did they leave behind or fail to clean up the presence of any xenos technology or evidence of cult rituals or daemonic presence?
- **Mechanical:** Did anyone succeed on a Test that relies on someone believing they are directly affiliated with the Inquisition? Did they roll a Critical Failure when gauging their current Subtlety Rating and Level?

If any circumstance causes these questions to be correct, the GM should consider reducing the party's Subtlety Level by -1. If multiple circumstances cause an answer in the affirmative, reduce their Subtlety by -2; any further reductions would have to result from a truly dramatic twist.

INCREASING SUBTLETY RATING

Increasing Subtlety is relatively difficult because it takes considerably more effort to make people less suspicious than they already are. It's easier to maintain Subtlety at a certain rating than restore it. Regardless of the difficulty, the party can increase Subtlety by engaging in activities to cover their tracks or divert public attention.

After each encounter, the GM should consider the following questions about what just occurred:

- **Framing:** Did they frame a character, perhaps from another organisation, to take the fall for their activities?
- **Alibi:** Did the party set up a plausible alibi before going on the mission?
- **Bribe:** Did they enlist local authorities to suppress information and communications around the incident forcibly?

- **Mislead:** Did they instigate a disturbance nearby to mislead or distract local organisations or authorities? Did they fabricate and plant any misleading evidence at the scene?
- **Threaten:** Did they threaten witnesses to speak a different truth (including psychically influencing them to do so)?
- **Lay Low:** Did they secure a proper escape route from the scene, including backups, and intend to lay low after the mission?

If the answer is correct, increase their Subtlety Level by +1. Note that multiple efforts do not multiply results; typically, only a total +1 can be obtained, further weighed by any -1's accrued from their reductions (calculate the negatives before weighing in the positives).



BETWEEN MISSIONS

The shadow wars fought by acolytes of the Holy Orders are often long and arduous, their conditions unforgiving and their stakes high. Yet it does not end there. Even between their missions, they must hone their skills and expand their contact networks, lest the next assignment fails and a world — or even the Macharian Sector — is lost. It is a grim saying repeated in the Imperium that duty only ends in death, and those who serve the Inquisition are all too aware of every aspect of that truth.

This chapter expands on the material found in **Chapter VIII** of *Imperium Maledictum* (page 228), covering how this unceasing vigil impacts what passes for downtime among the agents of the Inquisition. There are new random Events that can impact downtime periods and subsequent missions, new Endeavours for both the whole group and for individual acolytes, and a new system for Long-Term Endeavours that can influence events over an extended campaign, lasting for in-game years between narrative time jumps; going hand in hand with the Heresies Macharia, outlined in **Chapter V** of the *Inquisition GM's Guide*.

These individual options are intended for Inquisition characters or those working for Inquisitor Patrons. Group Endeavours and Long-Term Group Endeavours often require buy-in from every player to work.

The GM can find advice for adjudicating all these new resources and perhaps find some inspiration for future missions from their players' results.

INQUISITION EVENTS

Acolytes of the Inquisition often deal with strange and troublesome occurrences, even in their downtime. As described in *Imperium Maledictum* (page 229), players should roll a random event for their character to go through before selecting an Endeavour during downtime. The following **Inquisition Events** Table can be used instead of the **Events Table** on pages 230–231 of *Imperium Maledictum* at the player's or GM's discretion.

Several events in this new table are thematically linked to the Ordos Malleus, Xenos, and Hereticus. But there is no restriction on whether acolytes serving a particular Ordo can experience a given event. Still, at the GM's discretion, an event more closely tied to another Ordo's mission may be re-rolled or replaced with one of the GM's choosing to maintain a tighter narrative theme on the campaign if desired.



INQUISITION EVENTS

d100	EVENT
01–07	Silent Traders: Strange dealings in the markets suggest the possibility that a dealer in proscribed alien goods has been set up nearby. Until the next downtime period, the character who overheard these dealings may attempt to find Exotic goods of xenos origin as if they were Rare. However, failing the Availability Test panics the vendor into leaving and may result in additional reprisal.
08–15	Odd Fellow: A stranger glimpsed through a crowd has a strangely inhuman posture and movement — too still one moment, then impossibly swift and graceful the next. Choosing to follow this stranger begins a nigh-impossible chase. Make a Hard (–20) Athletics (Running) Test; succeeding grants useful intel on the abnormal individual and opens new leads. Add +1 SL to any Tests to investigate xenos presence in the next mission.
16–22	Unwanted Nuisance: Xenos pests proliferate in the regions where the character spends their downtime, destroying supplies and becoming a general nuisance, if not a full-blown threat. The Availability of perishable goods and vulnerable machinery (as determined by the GM) is reduced by one step until the next downtime period. If this result occurs multiple times, it may indicate a permanent infestation that impacts a world until more serious action is taken.
23–30	Political Emergence: A rare authority such as a Rogue Trader is in the region, one with the political clout to challenge even the Holy Ordos — or to aid them. The character can track down rumours of their activities and curry favour within the visitor's hierarchy to smooth upcoming Inquisitorial operations. To do this, the character makes a Challenging (+0) Rapport (Inquiry) Test. Succeeding, they treat their Influence with a Faction of their choice as being 1 higher until the next downtime period.
31–37	Emergency Task: The character receives a direct missive from their Inquisitor, instructing them to investigate a nearby matter instead of receiving the normal benefits of downtime. The GM should treat completing this task as a Challenging (–0) Extended Test using a Skill of their choice (defaulting to the character's Skill with the highest chance of success if uncertain — their Inquisitor did not choose them on a whim!). The character may make three attempts to complete the task in time. For their efforts, they receive a bonus of 100 Solars per SL achieved at the beginning of their next downtime period in compensation for the time lost. They may receive recognition by other means for their sacrifices to be ever-ready for duty.
38–45	Sleepless Nights: Strange omens haunt the character's dreams, portending possible daemonic activity. The character can make a Difficult (–10) Discipline (Psychic) Test to endure the bewildering nightmares and discover their hidden meanings. On a success, at any point before the next downtime period, the character may add +2 SL to a Test of their choice. On a failure, the character suffers a Minor Exposure to Corruption (<i>Imperium Maledictum</i> , page 221).
46–52	Fastidious Investigation: Rumours of daemons are usually just that, but vigilance demands investigation nonetheless. Dutifully scouring leads takes enough time to impose Disadvantage on any Tests made to complete Endeavours during this downtime period, but the character gains +1 temporary Influence with the Inquisition and the Adeptus Ministorum until their next downtime period.
53–60	Warp Portents: Techno-arcane readings suggest a thinning of realspace nearby. Although likely a temporary phenomenon with the potential to pass harmlessly, the risk of daemonic influence increases until the effect recedes. Any sources of Corruption the character experiences until their next downtime period inflict 1 additional Corruption when any is gained.
61–67	Corrupted Source: Supplies throughout the region have been contaminated by some unwholesome presence. Regardless of origin, relying on local provender risks exposure to the dangerous agent. The character may spend 1d10 × 50 Solars on imported supplies that can last until the contaminants are rooted out. If they do not, they must make a Difficult (–10) Fortitude (Endurance) or Fortitude (Poison) Test to either deal with privation or weather the effects of consuming the tainted supplies. Failing the Fortitude (Endurance) causes the character to begin their next mission <i>Fatigued</i> , while failing the Fortitude (Poison) Test inflicts 1 Corruption upon them.
68–75	Sabotage: Local manufactorum slowdowns have left vital goods in short supply, leading to hoarding by the authorities. The Inquisition has the right to claim their share of these goods, but doing so jeopardises immediate support. Until the character's next downtime period, when attempting to acquire new items, prices are increased by 50%. The character can ignore this increase with an official requisition, but doing so decreases their Influence with local power structures by 1, or causes a decrease in Subtlety until the end of their next downtime.

INQUISITION EVENTS

d100	EVENT
76–82	Psyker Hunt: Hints of burgeoning psyker activity nearby demand attention. The character can browbeat answers out of the populace with a Challenging (+0) Presence (Intimidation) Test, investigate for the latent psyker with a Difficult (–10) Intuition (Surroundings) Test, or when all else fails, draw on their authority within the Ordos and organise a witch-hunt, requiring no Test but causing a decrease in their Subtlety Level. Success reveals the rogue psyker and captures them, turning them over to the authorities for containment until the Black Ships arrive and granting the character a temporary increase of +1 Influence with members of the Adeptus Astra Telepathica and the Inquisition until the character's next downtime period.
83–91	Web of Lies: The populace is in a frenzy over suspected heresy and witchcraft, with gossips and info-brokers speaking of nothing but suspected culprits. Sifting through baseless rumours requires a Challenging (+0) Rapport (Inquiry) Test. Success grants +2 SL on a single roll of the character's choice until their next downtime period, related to local happenings, known ne'er-do-wells and miscreants, and unusual phenomena in the area.
92–00	Sowed Fears: Recent witch-burnings, public excruciations, or other gruesome punishments have left the populace compliant for the moment, driving any unrest deeper underground. Until the next downtime period, making an official display of Inquisitorial authority grants the character +1 SL on relevant Tests. However, any failed Tests suffer an additional –2 SL, as the locals turn volatile and vent their frustrations on the character.

INQUISITION GROUP ENDEAVOURS

The servants of the Inquisition do not always agree on the value of unity. Some factions, particularly the Radical Isstvanians, believe in strife over cooperation as a means of shepherding strength. However, even Isstvanian cells cannot operate wholly alone and must turn to nominally trusted allies for difficult tasks. The Group Endeavours in this section include tasks that cannot be completed by any single character alone. As with the Group Endeavours rules outlined in *Imperium Maledictum* (page 229), every member of the group must commit to the Endeavour at the same time for it to succeed. GMs using the Subtlety rules introduced on page 116 should consider how these Endeavours affect the group's status. Certain methods of completing the Endeavours or Failed Tests could impact Subtlety at the GM's discretion.

Several of the group Endeavours listed in this section are associated with a specific Holy Order of the Inquisition and are most commonly carried out by acolytes associated with that Ordo. As such, they have an associated requirement of that Ordo's presence in some way, as little as having a player character or NPC related to that Ordo present. See the Requisitions section (page 100), which outlines how acolytes can gain interfactional support to pursue these restricted Endeavours.

PREPARE HEXAGRAMMATIC WARDS

Requirement: Ordo Malleus presence.

The group utilises techno-arcana and other secrets of the Inquisition to strengthen the boundaries between realspace and the Warp in a small area, reducing the effects of warp incursions.

The group can secure a region equivalent to a hive city hab-segment, feudal world town, or the command centres of an embattled front. Until the group's next downtime period, the presence and intrusion of the Warp is lessened, weakening psykers and daemonic entities. However, these wards must be regularly maintained against both mundane and metaphysical wear to sustain their effect, requiring a new instance of this Endeavour to function past that point.

While in the affected area, attempting to manifest a Psychic Power normally requires a **Hard (–20) Discipline (Psychic)** Test in addition to all normal Tests. Failure inflicts the *Fatigued* condition on the manifester. In addition, all rolls on the Psychic Phenomena and Perils of the Warp Tables (*Imperium Maledictum*, pages 164–165) are resolved with a –30 to the final roll. Psychic Phenomena manifested during this time never become permanent. Daemons in the warded area are even more severely impacted, suffering Disadvantage on all Tests and reducing the Armour gained from *Lesser Daemon* or similar Traits by 2 (to a minimum of 1).

SEARCH FOR XENOS INFILTRATION

Requirement: Ordo Xenos presence.

By various methods, from studying import records and augur data to scrutinising gene-samples from flora, fauna, and even the local population, the group secures possible avenues by which xenos contaminants and infiltrators could have entered.

This work both examines the possibility of past weaknesses and closes vulnerabilities for the future. In cases where xenos infiltration has not occurred, the visible state of alert also serves to remind the populace about the hostile threats of the galaxy and to keep them focused on their tasks for the Imperium, grateful for the dubious protections of its grinding war machine.

After the group chooses to undertake this Endeavour, each character should make a **Challenging (+0) Presence (Intimidation)**, **Rapport (Inquiry)**, or **Tech (Security)** Group Test. If half of the characters involved are successful (rounding down), then their apparent vigilance serves to galvanise Imperial support among the locals and cow dissenters, providing +1 SL on Tests to acquire popular or immediate support for their actions before their next downtime period. If all characters involved are successful, the GM should provide them with one or more clues about the presence or absence of xenos infiltration in the area, granting Advantage on Tests where the provided clues are relevant.

PUNISH DISSENT

Requirement: Ordo Hereticus presence.

Innocence Proves Nothing. The Inquisition has never tolerated ideas such as the need to prove guilt of a crime or to spare punishment of those whose status is merely free of a particular sin as anything more than spurious weakness. Even if a citizen of the Imperium is not the heretic they seek, any Inquisitor hardened enough to bear the rosette would still prefer them as a casualty to excessive zeal than a future weakness in the Imperium's armour. So it is that whole cities have been rounded up for torment and questioning to no avail, then brutally executed to prevent the possibility that the survivors would seek revenge or rebellion.

Groups that choose this Endeavour pursue the path of authority through fear to its bitterest conclusions. They wield their power as Inquisitorial agents openly. However, they may conceal their identities behind masks or lackeys to avoid future recognition or reprisal. When performing this Endeavour, the group makes a **Challenging (+0) Presence (Interrogation)** or **Presence (Intimidation)** Group Test. For every character who was successful during this Endeavour, successful Presence Tests made before the next downtime period have their SLs increased by 1 as the population sets themselves to unquestioning obedience. However, should a character be known to have participated in this Endeavour, all Rapport (Charm) Tests with those they have oppressed are at Disadvantage. Unlike the compliance of the populace, this penalty lasts indefinitely unless the GM rules that the character manages to impress their victims with a righteous display of punishment or a persuasive piece of indoctrination.

POOL KNOWLEDGE

Requirement: Inquisition Patron.

The group's Inquisitor calls upon other Inquisition forces and prominent acolytes in the area, aiming to pool knowledge in hopes of mutual advantage or to aid in thwarting a particular threat. Inquisitors and their agents are insular by nature. They operate in small cells that communicate little with each other, partly to prevent their network from being compromised by a single cell's failure but also out of distrust for one another. On occasion, Inquisitors may put aside their paranoia and condescend to meet in person or send representatives to attend in their place.

Once a meeting place has been found and secured, and characters have travelled to the meeting, the characters conspire to gain as much useful information as they can from their fellow agents, revealing as little as they can of their operations. Of course, the other attendees are playing the same game! Each character must make a **Difficult (-10) Rapport (Inquiry)** Test. For every character who is successful, the party may reroll two Tests during the next mission based on the intelligence or secret knowledge they received. The player and GM are encouraged to discuss the events of the conclave and who the characters interacted with, which may provide narrative benefits regardless of the Test outcome.

INQUISITION INDIVIDUAL ENDEAVOURS

The pursuits of acolytes are frequently varied and eclectic, as strange a lot as the specialties of the acolytes themselves. Common threads exist, however, and frequently relate to the control of knowledge, allies, and power. Another common focus for activities is the study of others, both allies and enemies. An array of activities built around these common themes is provided in this section for characters to pursue between their missions on behalf of the Inquisition.

CONDEMN NEMESIS

You dedicate yourself to destroying a particular foe, scouring any available lore to learn their weaknesses, or customising wargear into your nemesis' anathema.

Cultivating extremely dangerous enemies is an occupational hazard for Inquisitors and acolytes alike. Fortunately, they have access to bespoke equipment and knowledge they can tailor towards individual adversaries. An acolyte may seek out fragments of a daemon's true name, concoct biological toxins coded to a creature's genetic makeup, or dig up family shames to make their taunts extra personal.

The character specifies a specific enemy when they choose this Endeavour. This must be an individual, not a general enemy type (e.g. a specific Genestealer Patriarch, not Genestealers or their cults in general). Until the next downtime period, if the character meets this enemy, they immediately gain 2 Superiority. If they do not encounter their nemesis until a time beyond that, they immediately gain 1 Superiority instead. These benefits cease to apply if the enemy adapts to the character's existing tactics or any special wargear they use is no longer available.

CULTIVATE NETWORK

You expand your sphere of intelligence by recruiting new spies and commissioning reports from existing assets. It is said the Inquisition's eyes are everywhere, but in reality, Inquisitors are not as omniscient as they wish, compared to what the oppressed Imperial masses believe. Recruiting new agents, processing reports, monitoring surveillance, and intercepting communications sector-wide requires tireless effort.

Handling this colossal intelligence network is daunting, but there is no surer way for an acolyte to become informed besides visiting a flashpoint themselves.

The character makes a **Challenging (+0) Rapport (Inquiry) Test**. If they succeed, they choose one of the following benefits to apply for the next mission only:

- The character's Influence Level with a chosen Faction increases by 1.
- The character gains an Influence value of 1 with a new Faction.

If the Test fails at -3 SL or more, the character's informants are captured by a faction's counter-intelligence operatives and interrogated until their paymaster is revealed. At the GM's discretion, the character reduces their Influence by 1 with the relevant faction instead of increasing it, or the slip-up negatively affects their party's Subtlety.



ERASE TRUTH

You eliminate remaining trace evidence of heresy, corruption, and the Inquisition to preserve the blessed ignorance of the Emperor's subjects.

Knowledge is power, and the Inquisition does not tolerate rivals to its authority. As such, none in the Imperium are permitted to know as much as the Inquisition, with knowledge of the organisation itself being the most dangerous and forbidden of all. In the aftermath of Inquisitorial operations, acolytes may protect their identities by cleansing surveillance, redacting records, and silencing witnesses, acting by their ultimate authority to protect themselves and their work. The moral cost of such drastic action is high. Yet, the Inquisition's doctrines state that morality only impedes righteousness, and few acolytes dare question it.

The character makes a Test to cover up evidence of their previous mission. Which Skill is appropriate depends on the mission and the approach the characters adopted in the aftermath, but **Challenging (+0) Presence (Intimidation)**, **Stealth (Conceal)**, or **Tech (Security)** Tests are commonly appropriate.

If the character succeeds, they gain Advantage on all future Tests to deny or conceal their involvement in the previous mission. In addition, when the character Tests to persuade another person to accept their (likely fraudulent) account of what happened in the previous mission, they gain +1 SL.

FAMILIAR TRAINING

Life is no easier in the Imperium for animals than it is for the multitudes of man; anyone seeking to care for a Familiar, to ensure they are healthy, and the bond between Master and Familiar remains strong, will need to put in significant time to ensure they are a fit and able tool to aid them in their missions.

A character with one or more Familiars must undertake this Endeavour at least once between every two missions. If a character has multiple Familiars, taking this Endeavour covers the training for all of them at once. If neglected, each Familiar suffers a -10 penalty to all Tests they make until the next time they take this Endeavour — as it takes too long for the creature to register a command, hesitates, malfunctions, or simply refuses to listen.

During this Endeavor, the character can change one of the Familiar's Combat or Preservation Instincts (page 110). They may also choose one of their Familiars. If that Familiar is a Construct, they make a **Challenging (+0) Tech (Augmetics)** Test. If that Familiar is a Beast, they make a **Challenging (+0) Rapport (Animals)** Test. For each SL Achieved, the Familiar gains 10 XP it can spend on Advances and Talents. For complete information on Familiars and how to use them, see **Chapter VI: Familiars** (page 100).

FORTIFY SANCTITY

Anticipating the trials that lie ahead, you brace your mind and body to be subject to the wiles of the Enemies Within, Without, and Beyond and make what preparations you can to emerge unscathed.

The preparation process to confront the horrors that threaten the Imperium is arduous, although nothing so severe as the consequences of failing to resist them. A gruelling regimen of medicae, prayer and fasting, or some combination of these and even more esoteric methods, causes the practitioner to achieve a heightened sense of spiritual resilience. This battery of preventative measures creates a bulwark that may prove enough to see them return from their missions unscathed by the sinister power of their foes.

Upon taking this Endeavour, the character selects the severity of their preparations. They may reduce their Maximum Wounds by an amount up to their Toughness Bonus for the next mission, suffering the reduction until their next downtime period. For each point reduced in their Maximum Wounds, the character may attempt to nullify a single Exposure to Corruption on their next mission with a **Discipline (Composure)** or **Fortitude (Pain)** Test. The Difficulty of the Test is based on the severity of the exposure: **Challenging (+0)** for a Minor Exposure, **Difficult (-10)** for a Moderate Exposure, or **Very Hard (-30)** for a Major Exposure. Success on the test means the character's preparations prevent the Corruption from taking root.



LITANIES OF RECOLLECTION

In high-stakes and stressful investigations, in a place so cluttered with information as the Imperium, it's easy for acolytes to miss or overlook clues. Acolytes should take the time to meditate, reflect on what they've learned so far, or revisit scenes or witnesses to glean new context. This may allow them to realise that they have missed important clues, see connections between clues that may not have been obvious, or otherwise recall information that will assist in moving their investigations, and the campaign, forward.

The character makes a **Hard (-20) Logic (Investigation)** Test, or any other the GM deems appropriate relating to aspects of the investigation. For each positive SL achieved, the GM confirms a link between two clues, highlights a clue the characters may have overlooked, or reveals a new clue they missed altogether. If multiple characters choose to undertake this Endeavour simultaneously, they can help each other make the Test (as per *Imperium Maledictum*, page 189).

MENTAL SANITISATION

You cleanse your mind and soul by subjecting yourself to the scourging process of Imperial re-education. Acolytes confront appalling, existentially horrifying dangers in their missions, the pressure of which can shatter their conditioned loyalty to the Inquisition and leave them easy prey to the Ruinous Powers. Characters wary of the looming dangers can temporarily forestall their doom by correcting their deviant thoughts with psycho-spiritual treatments. The processes are as varied as they are unpleasant: telepathic mind wipes; pharmaceutically-induced amnesia; hypno-suggested conditioning; or Ecclesiarchy-observed flagellation. Only the tremendously fortunate will be prescribed anything as prosaic as rest.

The character removes 1 point of Corruption (*Imperium Maledictum*, page 220), then makes a **Challenging (+0) Fortitude (Pain) or Discipline (Composure)** Test. If they succeed, they may remove an additional point of Corruption. For the duration of the next mission, the character reduces their Maximum Wounds by 2 due to the physical trauma they sustained in the sanitisation process.

PETITION FOR GUIDANCE

Requirement: Influence of 2 or Greater with the Inquisition.

You reach out to your superiors in the Inquisition for more information, hoping your need is great enough not to overly test their patience. They can spare only limited time for all but the most urgent tasks and are ruthless to those who waste their time.

Reaching out to an Inquisitor without prior instruction requires a **Challenging (+0) Rapport (Inquiry)** Test to secure an audience, while approaching another ranking member of the Inquisition, such as an Interrogator or rival Inquisitor, requires a **Hard (-20) Rapport (Inquiry)** Test. In failure, they are rebuked for wasting the time of their betters.

However, success grants them a brief but valuable window to access the information network of the Inquisition. The player whose character is taking the Endeavour should present the GM with a number of questions up to their Influence with the Inquisition. If the GM deems the knowledge reasonable for the superior to possess and the character has sufficient clearance, the information is granted in whatever way feels appropriate.

REJUVENAT TREATMENT

Requirement: Taking this Endeavour costs 5,000 Solars unless the character has Influence with the Inquisition or another relevant Faction at a level of 3 or higher.

You submit to a pharmaceutical programme that extends your natural life in the long term and boosts your vitality in the short term. For those wealthy or influential enough to afford the treatment, the care of rejuvenat adepts can extend a mortal lifespan by decades or centuries. A cocktail of alchemical curios combat the natural degradation of Human bodily processes and generate artificial energy boosts that restore youth's vivacity within the subject. Though the costs are exorbitant and the side effects brutal, most Inquisitors and highly-valued acolytes consider the trade-off worth it. In a sector as dangerous as this, Inquisitors are simply too busy to die.

For the duration of the next mission, the character increases their Maximum Wounds by 2. The character also extends their natural lifespan by 1d100 years.

SECURE INFORMATION NETWORK

You take steps to ensure that the knowledge you trade in travels in only one direction, searching for weak links amongst your contacts. Information only known to yourself is significantly more valuable than open knowledge or secrets revealed to the public or your enemies. To avoid such situations and prevent the rise of double agents within your ranks, you must monitor your contacts secretly and apply pressure where needed.

When taking this Endeavour, the character selects up to three of their Contacts in the same Faction and makes a **Challenging (+0) Rapport (Inquiry), Presence (Intimidation), Stealth (Conceal), or Tech (Security) Test**. For every -2 SL, the character must choose one of those Contacts and reduce their influence with that individual by 1, as their investigation is discovered. On a success, they learn the highest Influence each Contact has, plus an additional Influence possessed by each Contact for each SL past the first — learning who might sway the loyalties of these Contacts.

INQUISITION LONG-TERM ENDEAVOURS

The typical framework for Endeavours can cover the brief windows of respite between an Inquisitorial party's efforts during active duty, but sometimes a campaign requires more. Inquisitors can extend the service of their acolytes for years, decades, or even centuries if peril does not claim their lives. In the context of *Imperium Maledictum*, that can be reflected with periods of extended downtime in which acolytes are retasked, sent to new positions, or otherwise withdrawn from the front lines of service, only to reassemble later to face a new threat. From a GM's perspective, these periods can be perfect for spacing out the narrative beats of different story arcs or allowing past events to grow to fruition in the background. For players, they are the ideal time to take Long-Term Endeavours.

As the name suggests, Long-Term Endeavours operate on a different time scale than the more normal Endeavours presented earlier in this chapter and *Imperium Maledictum*. Given the time scale of events, they should be granted in addition to other downtime opportunities. Other than this extended length, Long-Term Endeavours function similarly to the existing rules and can be undertaken by as many party members as they wish. Characters can drop in and out of contributing towards these Endeavours depending upon the character's priorities. The more characters who participate, the more likely they are to receive a reward. In most cases, all characters involved make a single Test during each downtime period — the highest rolled result among characters is applied to determine success.

Given the incredible investment involved in undertaking a Long-Term Endeavour for a character or group, GMs should consider adapting them to the specifics of their campaigns. The following Long-Term Endeavours represent examples of goals that a character or group might work towards in the shadows of their ongoing work. They can be altered to fit the circumstances of a particular narrative at the table — 'Xenos Diplomacy', for example, applies to many sentient xenos species, depending on who the characters wish to seek out. Like Group Endeavours, they may require the presence of characters from a specific Ordo (as outlined on page 127).



CRAFT ANOINTED WEAPON

Requirement: Ordo Hereticus or Malleus presence.

Anointed Weapons are holy relics and formidable tools against Chaos and its tainted servants. Countless stories and fables of ancient and apocryphal relics exist; their legends are well-documented within the Adeptus Ministorum's annals.

Crafting an Anointed Weapon takes considerable time. To even consider crafting an Anointed Weapon, the acolytes involved must have a Corruption Score equal to, or lower than, their Willpower Bonus (WilB). Then, follow the rules for the Commission or Crafting Endeavours (*Imperium Maledictum*, page 232). The character can decide to anoint one of their existing weapons. In this case, the modifications required are so extensive that the effort required is the same as following the Crafting Endeavour. Multiple characters can work together in crafting a single weapon; if they do, they each roll and the highest result is used at each stage.

Once completed, the characters make an additional **Challenging (+0)** Test to anoint the weapon completely. Choose a Skill the GM deems appropriate, such as Tech (Engineering) or Lore (Theology). The GM may grant a +1 SL bonus to this Test when made on a Holy World or within a suitable blessed or sanctified structure. On a failure, the weapon is completed but does not receive an Anointed Effect. On success, each player rolls on the **Anointed Weapon Effects** Table and can choose from among the results. On an Impressive Success (+3 SL or more), they can choose what effect their weapon gains from the Table instead.

ATTRACTING PURITAN ATTENTION

Some Endeavours cross the line towards what many Inquisitors consider to be Radical Behaviour — seeking to harness the power of a daemon, bind one, or even allying with xenos factions are all damning activities that could see a member of the Inquisition be declared Excommunicate Traitoris.

The following Long-Term Endeavours may attract attention from Puritan Inquisitors and their acolytes: *Crafting Daemonblades*, *Earn Trust with the Aeldari*, *Learn a True Name*, and *Prepare a Ritual of Binding*.

Depending on which Inquisitors, acolytes, and informants are operating in your area and how aware they are of your plans, they may seek to investigate you directly or work towards stopping your activities. Having a high level of Subtlety may offer some protection from their purview — but in the same vein, any failed Tests within these Endeavours may affect your Subtlety negatively.

ANOINTED WEAPON EFFECTS

d100	EFFECT
01–20	Unrelenting: This weapon gains the <i>Penetrating</i> (+2) Trait against daemons.
21–40	Sacred: This weapon grants the wielder Advantage to any Defend or Dodge attempt against attacks from daemons.
41–60	Castigator: This weapon gains <i>Rend</i> (+2) against daemons.
61–80	Purifier: This weapon gains <i>Inflict</i> (<i>Ablaze</i>) against daemons.
81–00	Sanctified: This weapon deals additional damage equal to the wielder's Willpower Bonus (WilB) against daemons.

DAEMONBLADE FLAWS

d100	DRAWBACK
01–20	Conceited: The weapon conveys Disadvantage when attempting to Defend.
21–40	Intoxicating: The wielder has –1 SL to any Fortitude Test to resist drugs, gases, or poisons.
41–60	Overbearing: The weapon's Encumbrance is increased by 1.
61–80	Punishing: When the wielder misses an attack, they immediately suffer 1 non-critical wound.
81–00	Untenable: When the wielder loses Influence with a Faction, roll 1d10. On a 5+, they lose 1 additional point of Influence.

CRAFT DAEMONBLADE

Requirement: Ordo Malleus presence.

To even consider crafting such a tainted weapon is a level of heresy that might condemn even some Inquisitors. Still, brazen Radicals and their acolytes often believe it is all in service of their greater goals and that the enemy's tools are sometimes needed to defeat such terrible foes — fighting fire with fire.

For acolytes to consider crafting such a weapon, they must have some knowledge that these weapons exist or are possible to create. Encountering such a weapon alongside a post-battle analysis might be enough, but GMs can also consider participation in the Prepare a Ritual of Binding Long-Term Endeavour (page 136) or the characters having Lore (Forbidden) as an avenue of personal knowledge.

A specially wrought weapon is required to contain the daemon. The weapon requires runes and sigils of daemonic command and summoning, wards for the wielder, and an array of occult paraphernalia that is sure to get an unwary acolyte immediately executed. Follow the rules for the Crafting Endeavour (*Imperium Maledictum*, page 232), set at **Very Hard** (–30) Difficulty, requiring at least 10 SL or more depending on the type of blade they wish to create. Characters can use Lore (Forbidden) instead of, or in combination with, Tech (Engineering) Tests in this Crafting Endeavour. The GM should also track the number of failures generated within the Crafting Endeavour. Multiple characters can work together in crafting a single weapon; if they do, they each roll and the highest result is used at each stage (only count the failures of the highest result).

After making the final Crafting Test, the characters involved gain 2 Corruption points each, and the Daemonblade is created (page 80). They can choose a Feature and a Quirk from the **Daemonblade Features** Table. If more than three failures occur during crafting, the GM chooses or randomly rolls on the **Daemonblade Flaws** Table above and grants the weapon that drawback.

The characters can choose to work further on the Daemonblade by completing the Learn a True Name Long-Term Endeavour to learn the True Name of the daemon bound to the blade or the Prepare a Ritual of Binding Long-Term Endeavour to bind the daemon within the blade fully. Completing either of these Long-Term Endeavours removes any Flaws the Daemonblade has, and grants it an additional Feature from the **Daemonblade Features** Table.

INFILTRATE A CULT

Sometimes, the easiest way to extract information from a cult is to do so from within. But this is a dangerous task; undercover acolytes must be utterly convincing in their manufactured identity. They must appear as heretical as the corrupt individuals they seek to gain the trust of and perform tasks the cult asks them to appear genuine and garner their trust. However, the potential rewards are worth such self-corruption; it may take years to access a cult's inner circles, but the information given freely is often more potent than what torture can achieve, and a cult unshaken by direct interference can be as susceptible as a slumbering beast.

Multiple characters can work together in this Endeavour. If so, they must choose who among them is infiltrating the cult (minimum of 1). Each downtime, all characters involved make a Test with a relevant Skill; such as Intuition (Humans), Presence (Leadership), or Rapport (Deception).

Each Test is **Hard** (–20), and all characters involved make the Test, but only the highest result rolled is counted. No more than one Test per character can be made in a given period of relevant downtime. Any characters who fail their roll, gain advantage the next time they pursue this Endeavour, showing they have learned from their previous mistakes. Additionally, those infiltrating the cult gain +1 Corruption if they fail this Test.

Every time the characters succeed at this Endeavour, they gain one stage of reward, described below. No reward can be gained more than once. Those chosen to infiltrate the cult gain deeper access. If all characters involved fail this Test, a Stage is removed from the Infiltration, and the party loses the last reward gained. Additionally, any characters infiltrating the cult must make a further **Challenging** (+0) **Rapport (Deception)** Test; if they fail here, they are discovered as enemy agents and ejected from the cult. Without the *Cult Infiltrator* or *Secret Identity* Talents, the infiltrator cannot go undercover with this cult again.

- ☠ **Stage 1:** The infiltrators are accepted by low-level cult members (Troop-tier NPCs). They can garner information from them as if they were regular contacts. The party gains +1 Superiority whenever they confront this cult.
- ☠ **Stage 2:** The infiltrators have gained the trust of a few mid-level cult members (Elite-tier NPCs) and can extract useful information from them about the cult's movements and priorities. The party gains +1 additional Superiority whenever they confront this cult.
- ☠ **Stage 3:** The infiltrators have gained access to the cult's inner circle, accepted by at least one high-level member (Leader-tier NPC). They can extract information such as the cult's ultimate goals and where other cells may be hiding. The party gains +1 additional Superiority whenever they confront this cult.

LEARN A TRUE NAME

Requirement: Ordo Malleus presence.

The daemons of the Warp are perfidious and deadly enemies for even the mightiest and most righteous of the Emperor's servants. As immortal beings from another reality, finding ways to truly harm them is all but impossible. However, the most learned Inquisitors of the Ordo Malleus know that all daemons have a weakness in their True Name, a set of syllables expressing the daemon's essence in their own foul tongue.

By research, investigation, and even the practice of fickle warcraft, acolytes can divine fragments of a True Name and eventually assemble them to turn against the daemon that bears it.

When characters first select this Long-Term Endeavour, they must choose a particular daemon they have encountered or learned of as the object of their investigations. During each Long-Term Downtime period committed to this Endeavour, the characters can then select an avenue of research to pursue (such as consulting prescribed texts, interrogating the daemon's worshippers, or even wrestling with the daemon itself in psychic contest). They make a Test using a Skill agreed upon with the GM appropriate to the method of research. Examples include Discipline (Psychic) for divination or consultation of the Emperor's Tarot or Linguistics (Forbidden) to decipher the intricacies of the Daemonic tongue.

Multiple characters can work together in this Endeavour; if they do, they roll, and the highest result is used at each stage. But for all involved, each failed Test during this Endeavour causes the character to gain 1 Corruption, with no possible Test to resist — such are the consequences of willfully seeking out daemonic lore! Additionally, GMs are encouraged to increase the Difficulty of the Endeavour's Test, depending on the perceived power of the daemon they seek. Troop-tier daemons are **Challenging** (+0), Elite-tier daemons are **Difficult** (–10), and Leader-tier daemons are **Hard** (–20) (*Imperium Maledictum*, page 317). Inform the characters of the Difficulty after they roll, as this may reveal additional information about their enemy.

Every time the party succeeds at this Endeavour, they gain one stage of reward, described as follows. No reward can be gained more than once — they grow closer to completing their understanding of the daemon's True Name:

- ☠ **Stage 1:** The characters cannot become *Frightened* by the daemon in question.
- ☠ **Stage 2:** The characters gain +1 SL on successful Opposed Tests against the daemon in question.
- ☠ **Stage 3:** The characters gain Advantage on opposed Tests against the daemon in question.
- ☠ **Stage 4:** The characters learn the daemon's True Name in full. They receive +3 SLs on any Tests to bind, banish, or combat the daemon in question (included within the Prepare a Ritual of Binding Endeavour). This benefit stacks with those previously listed.

PREPARE A RITUAL OF BINDING

Requirement: Ordo Malleus presence.

Knowledge of the daemonic is a potent weapon, but one of the many in the arsenal of Ordo Malleus Inquisitors. When Inquisitors determine that a particular daemon has made itself a threat warranting the most extreme measures possible, they often turn to their acolytes to prepare a ritual to seal away the daemon forever, binding it into a forsaken relic never to be unearthed. This is of particular appeal to Radical Inquisitors, who may later have plans for the bound daemon-relic in their ongoing war.

Multiple characters can work together in this Endeavour. All characters involved choose a Skill that represents how they are contributing to the ritual, such as Linguistics (High Gothic) to inscribe blessed canticles or Tech (Security) to ward the ritual site against tampering, both physical and metaphysical. During each downtime, including the first, each character must make a **Challenging (+0)** Test using their chosen Skill and note the total SLs accrued. The Endeavour is complete when the total SLs earned by the characters reach 20 SL. The ritual benefits those working on it at certain thresholds of accrued SL:

- ☛ **5 SL:** The characters are sufficiently invested in the dubious sanctity of their work that they receive Advantage on Discipline (Composure) Tests to continue their efforts despite meddling, temptation, or outside investigation.
- ☛ **10 SL:** The relic or host within which the daemon is intended to be trapped is sufficiently completed. Serving as an anathema to the profane, a character bearing this relic gains Advantage on Opposed Tests against Daemons while wielding it.
- ☛ **15 SL:** The selected ritual site is secured against nearly all interference and becomes a veritable fortress against daemonic incursion. Daemons entering the vicinity of the ritual space (as determined by the GM) suffer Disadvantage on all Tests unless the space is subsequently unconsecrated or defiled. Such actions can reduce the accumulated SLs of the Endeavour if the damage is sufficient.
- ☛ **20 SL:** The ritual of binding can be attempted. This should be handled as a mission in full rather than by the Endeavour system, wherein the characters gain all benefits previously attained during the mission and their subsequent efforts to seal away the daemon.

REINFORCE ANTI-XENOS PROPAGANDA

Requirement: Ordo Xenos presence.

As the Imperium's contact with the Macharian Sector became limited via the Noctis Aeterna, some worlds began to follow paths divergent from Imperial doctrine. With little or no help from the greater Imperial bureaucracy, they have turned to any means necessary for survival, including hiring xenos mercenaries such as the Kroot or even paying an abominable tithe in citizenry to Drukhari raiders to be spared their depredations. Where the Imperium finds such arrangements, they are broken up by force. Still, many worlds persist in secrecy or consider renewing their activities after the authorities move on without providing long-term aid.

Inquisitors of the Ordo Xenos are particularly interested in suppressing these arrangements, well aware of the dangers of xenos infiltration. As such, the Inquisitor's acolytes are often tasked with reinforcing the Imperial status quo on frontier worlds, whether by making examples of suspected alien sympathisers, distributing limited resources in a show of beneficence, or simply repeating the official dogmas until they sink in.

Multiple characters can work together in this Endeavour. Each character involved should choose a Skill that represents how they are contributing to the spread of propaganda on a specific world, such as Presence (Intimidation) to cow advocates of xenos ties into silence or Linguistics (Low Gothic) for writing missives and pamphlets for mass distribution. During each downtime, each character must make a **Challenging (+0)** Test using their chosen Skill; the highest result is used to determine success. Any characters who fail their roll gain advantage the next time they pursue this Endeavour, showing they have learned from their previous mistakes. Every time the party succeeds at this Endeavour, they gain one stage of reward, described as follows. No reward can be gained more than once:

- ☛ **Stage 1:** Wariness regarding even seemingly benign xenos begins to reassert itself among the locals, who gain +5 Willpower when making Tests that resist the wiles of the xenos due to increased vigilance. This bonus does not apply to the characters, as they are presumably already as aware as they can be!

- ☠ **Stage 2:** The group's efforts have created a network of willing informants who report on xenos activity to the authorities. The characters gain +1 SL on Tests to gain intelligence on local xenos and their actions as long as they are either present on the world where the propaganda has been distributed or are inquiring about activity on that world from elsewhere in the Macharian Sector.
- ☠ **Stage 3:** The world's xenophobic zeal exceeds even the Imperial norm as the recently impious seek to prove their devotion to the returned status quo. The benefits of the previous level increase to +2 SLs instead of +1, and inhabitants of the affected planet all gain the Hatred (Xenos) Talent.

RESEARCH CULTIST NETWORK CIPHERS

Requirement: Ordo Hereticus presence.

Cults of the Ruinous Powers or those under xenos influence are among the many threats Inquisitors of the Ordo Hereticus deal with regularly. While they are ever-vigilant, the cults often adapt in turn. The most powerful and entrenched cults spread their influence not through direct recruitment but through a network of loosely connected cells. These tenuous links between cult groups grant them enough internal cohesion to spread their influence but make rooting out the cult's membership en masse nearly impossible.

Fortunately for the Inquisition, the very tools the cultist cells use to communicate can be turned against them. Acolytes skilled in ciphers, codes, and other esoteric forms of communication often find themselves tasked with decrypting cultist messages not just to learn what the cult is saying and doing but to break down the entire cult network if enough knowledge of signs and counter-signs can be gleaned.

Multiple characters can work together in this Endeavour. All involved must choose a cult network whose ciphers they have encountered in the past and will commit to decoding them. During each downtime, each character must make a **Challenging (+0) Linguistics (Ciphers)** Test or a similar Test using another Skill approved by the GM, such as Tech (Security), Stealth (Conceal), or Lore (Forbidden). The highest result is used to determine success. Any characters who fail their roll gain advantage the next time they pursue this Endeavour, showing they have learned from their previous mistakes.

Every time the party succeeds at this Endeavour, they gain one stage of reward, described as follows. No reward can be gained more than once:

- ☠ **Stage 1:** The characters have grasped the essential identity markers the cult uses to authenticate their identities internally. Although not enough to incriminate specific individuals as cultists, the group can now identify suspected cultist correspondence with a mere **Easy (+40) Linguistics (Ciphers)** Test.
- ☠ **Stage 2:** The characters have learned to tell specific cultist signifiers apart and can determine the particular cell from which a piece of correspondence originates, as well as the planet or region from which that cell hails, with a **Routine (+20) Linguistics (Ciphers)** Test. If the message was routed through multiple cells, determining the cell of origin is **Challenging (+0)** instead.
- ☠ **Stage 3:** The characters recognise the cell from which messages originate and which cult figure sent a given message or signal. This is not the same as knowing their public identity but may assist with other clues in identifying such individuals. The group automatically learns the sender of a message upon determining its cell of origin, as described above.
- ☠ **Stage 4:** The characters have laid bare every sign, code, counter-sign, and identifier in the cultist lexicon. If the cult does not realise its system is compromised, the groups can forge convincing false messages, tamper with messages en route, and commit other deceptions. They gain +2 SL when making appropriate Tests to meddle within the cult's network.



XENOS DIPLOMACY

Requirement: Ordo Xenos presence.

Imperial doctrine holds that all contact with xenos is abhorrent, and no cooperation is possible at any scale. However, the Ordo Xenos is aware of multiple occasions on which the commonly-held dogma has been proven wrong, at least for a time. Although such instances are rare in the extreme, the Imperium has reaped benefits from temporary alliances of necessity with certain xenos species — foremost among them the Aeldari, specifically the Asuryani culture that inhabits the vast voidfaring vessels known as Craftworlds, aspects of the T'au Empire and their mercenaries, and recent contact with the Leagues of Votann.

Partnerships are possible even on the level at which the acolytes of the Inquisition operate, but xenos trust is never given without effort. There must be more than repeated contact to draw their interest in collaboration, even against mutual enemies. An acolyte hoping to appease members of any xenos culture must prove themselves worthy by the inscrutable standards of the alien. Such contact often requires significant research beforehand; it is impossible to understand the alien but this ensures that Imperial representatives do not show weakness or trip over themselves.

When a group performs this Long-Term Endeavour, they must make a Test with relevant Skills relating to the xenos species they aim to interact with, such as Lore (Forbidden) or Intuition (Group).

Each Test is **Hard** (–20) and no more than one Test per character can be made in a given period of relevant downtime. Multiple characters can work together in this endeavour; if they do, they each roll and the highest result is used. Any characters who fail their roll, gain advantage the next time they pursue this Endeavour, showing they have learned from their previous mistakes. Every time the party succeeds at this Endeavour, they gain one stage of reward, described as follows. No reward can be gained more than once.

- ☠ **Stage 1:** The xenos group have noticed the character's interest and may occasionally send Troop-tier contacts or other operatives to make contact. Characters involved gain +1 Influence with this xenos Faction.
- ☠ **Stage 2:** Additional measures of leniency are extended to the characters by the xenos in their dealings. It is not enough to forgive a genuine wrong, but they accept minor missteps and poor communication more readily. Characters involved gain another +1 Influence with this xenos Faction.
- ☠ **Stage 3:** The characters have tentative acceptance by the xenos as an ally — or at least, a useful pawn worth cultivating. Characters involved gain an additional +1 Influence with this xenos Faction. At the GM's discretion, xenos NPCs may be willing to aid the characters in their future missions, providing unique pre-mission intel and in-mission support that Imperial Factions cannot.



INDEX

Acolyte Creation Summary.....	38	Gauging Subtlety.....	118	Prepare a Ritual of Binding.....	136
Acolytes of the Inquisition.....	38	General Goals Intro.....	60	Prepare Hexagrammatic Wards.....	127
Acquiring a Familiar.....	102	Grenades and Explosives.....	89	Protection.....	92
Adeptus Administratum.....	46	Gut Instinct.....	65	Psyber-Eagle.....	114
Adeptus Astra Telepathica.....	47	Gyrinx.....	112	Psychic Powers.....	68
Adeptus Mechanicus.....	47	Hardened Suspicion.....	65	Psykers in the Inquisition.....	68
Adeptus Ministorum.....	48	Hexorcist.....	42	Punish Dissent.....	128
Advancement.....	11	Icons of Ordo and Philosophy.....	76	Puritans and Radicals.....	29
Advancement.....	101	Imperial Fleet.....	49	Pyromancy.....	72
Amalathian.....	30	index.....	139	Ranged Weapons.....	82
Amalathian Apprentice.....	63	Infiltrate a Cult.....	134	Razorwing.....	115
Apostle of the Lex.....	63	Influence.....	37	Recongregator.....	30
Appendices.....	140	Informant.....	42	Reinforce Anti-Xenos Propaganda.....	136
Assassin.....	56	Infractionist.....	49	Rejuvenat Treatment.....	131
Astra Militarum.....	48	Inquisition Connections.....	60	Requisitions.....	98
Authority.....	11	Inquisition Events.....	125	Research Cultist Network Ciphers.....	137
Availability.....	76	Inquisition Group Endeavours.....	127	Rogue Trader Dynasties.....	49
Ballistic Forensics.....	63	Inquisition Individual Endeavours.....	129	Roles.....	55
Between Missions.....	125	Inquisition Long-Term Endeavours.....	132	Search for Xenos Infiltration.....	128
Biomancy.....	70	Inquisitorial Espionage.....	12	Secure Information Network.....	132
Blunt Force Authority.....	63	Inquisitorial Defiance.....	65	Security Augur.....	66
Boons.....	32	Instincts.....	101	Seeker.....	59
Changing Subtlety.....	123	Interfactional Support.....	98	Shadow Operative.....	66
Cherubim.....	111	Isstvanian.....	30	Skill Specialisations.....	62
Clandestine.....	64	Jokaero.....	113	Skills, Talents, & Psychic Powers.....	62
Communication.....	101	Justice, Jurisdiction, & Investigation.....	20	Strange Anomaly.....	44
Condemn Nemesis.....	129	Know Thy Enemy.....	14	Subtle Influencer.....	66
Condemnor's Boon.....	64	Learn a True Name.....	135	Subtle Mutation.....	66
Contacts.....	12	Leaving No Trace.....	13	Subtle Psyker.....	67
Covert (Subtlety 10-8).....	119	Liabilities.....	35	Subtlety.....	116
Craft Anointed Weapon.....	133	Litanies of Recollection.....	131	Suspicious (Subtlety 7-5).....	120
Craft Daemonblade.....	134	Logical Liar.....	65	Tabula Rasa.....	44
Creating a Familiar.....	109	Low Profiles & Alter Egos.....	13	Tainted Vessel.....	67
Cruciator.....	57	Macharian Origins.....	40	Talents.....	63
Cult Infiltrator.....	64	Many Masks.....	65	Telekinesis.....	73
Cultivate Network.....	129	Measuring Subtlety.....	118	Telepathy.....	74
Custom Ammunition.....	88	Melee Weapons.....	77	The Acolyte.....	10
Cyber-Mastiff.....	112	Mental Sanitisation.....	131	The Enemy Beyond.....	16
Cypherist.....	64	Minor Psychic Powers.....	68	The Enemy Within.....	15
Damned Useful.....	41	Monodominant.....	30	The Enemy Without.....	17
Death World Veteran.....	41	Multi-Task Servitor.....	113	The Holy Orders.....	4
Desperate Measures & Escalation.....	22	Multi-Task Servo-Skull.....	114	The Holy Orders.....	18
Divination.....	71	Nomad.....	43	The Inquisition Armoury.....	76
Duty.....	11	Obedience.....	101	The Inquisitor.....	5
Erase Truth.....	130	Oblationist.....	31	The Macharian Inquisition.....	7
Escape Plans.....	13	Ordo Hereticus.....	18	The Price of Loyalty.....	103
Explicator.....	58	Ordo Hereticus.....	50	Thorian.....	31
Exposed (Subtlety 1).....	122	Ordo Malleus.....	19	Tools, Equipment, and Augmetics.....	94
Faction.....	46	Ordo Malleus.....	52	Tools Of The Trade.....	13
Faction: Ordo Hereticus.....	26	Ordo Xenos.....	19	Training a Cyber-Familiar.....	104
Faction: Ordo Malleus.....	27	Ordo Xenos.....	54	Training a Familiar.....	103
Faction: Ordo Xenos.....	28	Origins.....	10	Training a Psyber-Familiar.....	107
Familiar Bestiary.....	111	Overt (Subtlety 4-2).....	121	Unwavering Will.....	67
Familiar Bonded.....	65	Patron Creation Summary.....	25	Upkeep.....	101
Familiar Rules.....	101	Patron Philosophies.....	29	Vengeful Relict.....	45
Familiars.....	100	Patrons of the Inquisition.....	24	Wyvach.....	115
Familiars in Combat.....	102	Penitent.....	43	Xenos-Dialogus.....	45
Familiars Outside Combat.....	102	Perception and Propaganda.....	8	Xenos Diplomacy.....	138
Familiar Talents.....	103	Petition for Guidance.....	131	You Didn't See Anything.....	67
Familiar Training.....	130	Philosophies.....	6		
Final Steps.....	60	Polypsychana.....	31		
Fortify Sanctity.....	130	Pool Knowledge.....	128		



ACOLYTE
RECORD
SHEET

ORIGIN	FACTION	ROLE	PATRON		
AGE	EYES	HAIR	HEIGHT	WEIGHT	HANDEDNESS
CHARACTER NAME		DISTINGUISHING FEATURES		/	
		Current		XP	Spent

CHARACTERISTICS

FATE

CORRUPTION

	WS	BS	STR	TCH	AG	INT	PER	WIL	FEL
STARTING									
ADVANCES									
CURRENT									

CURRENT TOTAL TOTAL MUTATIONS & MALIGNANCIES



SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR		
AWARENESS	PER		
DEXTERITY	AG		
DISCIPLINE	WIL		
FORTITUDE	TCH		
INTUITION	PER		
LINGUISTICS	INT		
LOGIC	INT		
LORE	INT		
MEDICAE	INT		

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
MELEE	WS		
NAVIGATION	INT		
PRESENCE	WIL		
PILOTING	AG		
PSYCHIC MASTERY	WIL		
RANGED	BS		
RAPPORT	FEL		
REFLEXES	AG		
STEALTH	AG		
TECH	INT		

SPECIALISATION	SKILL	Adv. (+5 EACH)	TOTAL

GOALS

INFLUENCE

FACTION	INFL.	CONTACTS

CONNECTIONS

NOTES

TALENTS

DIVINATION

SOLARS

OTHER CURRENCIES

PerB + AgB

StrB + (2 x TghB) + WilB

Maximum equal to TghB

MAXIMUM

EFFECT

TRAITS

ARMOUR

TRAITS

10

1

10

10

1

100

EQUIPMENT

EFFECT

MAXIMUM

StrB + TghB

THRESHOLD

WilB (x 2 if Sanctioned)



10-8	COVERT
7-5	SUSPICIOUS
4-2	OVERT
1	EXPOSED

DEMEANOUR

LIABILITIES

INFLUENCE

INTEL

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COMPANION SHEET

(FAMILIAR / HIRELING / CONTACT)

NAME

TYPE

CHARACTERISTICS

WS	BS	STR	TCH	AG	INT	PER	WIL	FEL

ARMOUR	WOUNDS	CRITICAL WOUNDS
INITIATIVE	SPEED	UPKEEP / COST

SKILL(CHARACTERISTIC)	TOTAL	SKILL(CHARACTERISTIC)	TOTAL

TRAITS, TALENTS & AUGMENTS

WEAPONS & ATTACKS

EQUIPMENT & NOTES

NAME

TYPE

CHARACTERISTICS

WS	BS	STR	TCH	AG	INT	PER	WIL	FEL

ARMOUR	WOUNDS	CRITICAL WOUNDS
INITIATIVE	SPEED	UPKEEP / COST

SKILL(CHARACTERISTIC)	TOTAL	SKILL(CHARACTERISTIC)	TOTAL

TRAITS, TALENTS & AUGMENTS

WEAPONS & ATTACKS

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