



Swords Of The Faithful

Holy relics in Inquisitor

By Alexander Nelson

The 40K background is littered with artefacts blessed by the Emperor, as indeed are a good few of the Codices, and there's nothing that quite beats the feeling of smiting the foes of the Emperor in righteous combat whilst wielding a sanctified blade. But, as it stands, there's a distinct lack of rules for these items. So, to stop the servants of the Dark Gods and those of the Holy Orders who dabble in the heretical having all the fun, I present an article aimed at the more puritan amongst you.

The following are my suggestions for certain classifications of relics. Relics may only be used by characters suitably devoted to the Emperor, including but not exclusively those with the Word of the Emperor ability. Any weapons count as sacred for wounding Daemonic creatures etc. Note also at the end of this list - new rules for hexagramic wards. I don't like the old ones, which make a Bloodletter within range killable by a scribe, so I thought up something that I feel is more suitable. I hope you will agree that, whilst a bit more complicated, these are a better representation. If not, feel free to ignore them.

Note that the availability ratings for these items assume that the character is suitably faithful to the Emperor (primarily members of the Ecclesiarchy and particularly devout members of the Inquisition). The restriction on the Ecclesiarchy's use of weapon classes is waived in this case.

"We lay upon the ground the red rose of our Order. The blood of the pure has washed back the impure, but we who live shall be called upon to join them soon."

– Celestian Superior Avril Lantine. Order of the Bloody Rose.

WEAPONS OF THE DEVOUT

Staff of Belief (Rare)

Carved from wood taken from the massive trees lining the Garden of Saints, the Staff of Belief is a potent symbol of faith and devotion.

Counts as a staff, but causes 2D6 damage and has its chance of being destroyed by power weapons reduced to 5%.

Brazier of Holy fire (Exotic)

It is claimed that this ornately wrought torch will light the faithful and shroud the heretic in darkness. In battle the brazier can be swung like a weapon, setting fire to the wielder's foes with its flames. It can also be used to project a jet of flame over a larger distance.

The Brazier of Holy Fire has the profile shown below. Any model hit in close combat with this weapon may be set on fire in the same way as those hit by a flamer. Once per game the Brazier may be used to project a jet of flame, resolved in the same way as a Heavy flamer shot (note that it is not a two-handed weapon, nor are any weight penalties inflicted).

Reach	Damage	Parry	Penalty
2	2D6+4	–	35%



Flail of Chastisement (Rare)

The Flail of Chastisement is barbed with small hooks, which grip the target's flesh and constrict as it struggles.

The Flail is used in hand-to-hand combat with the following profile. Characters hit by the Flail take D3 hits (Roll for each location separately).

Reach	Damage	Parry	Penalty
2	3D6	–	40%

Blade of Admonition (Rare)

The blade of Admonition is polished to a mirror finish and is said that those who look upon it have their true face revealed to them.

The bearer of the Blade of Admonition causes fear in the enemy. Note that daemons and models marked by the Chaos gods are always affected, even if they have Nerves of Steel or cause fear or terror themselves. In addition, it cannot be destroyed by parrying a power weapon.

Reach	Damage	Parry	Penalty
3	3D6	–	10%

Axe of Retribution (Rare)

The Axe of Retribution is styled upon the famous Axe of Chalcydon borne by Saint Jason of Huale. Its massive double-bladed head is studded with jewels which rend the flesh of those it strikes.

Any location damaged by the Axe of Retribution automatically starts bleeding. In addition, it cannot be destroyed by parrying a power weapon. The Axe of Retribution is counted as a great axe with respect to use by characters under strength 75.

Reach	Damage	Parry	Penalty
2	2D10+6	–	20%

Anointed Weapon

(Scarcity increased by one "grade". Cannot be applied to Legendary weapons except in exceptional cases.)

These weapons are amongst the greatest tools against the daemonaic. Inscribed with the most potent of runes and blessed by the purest members of the Ecclesiarchy, each stage of its manufacture consecrated in the name of Him-on-Earth.

Anointed weapons take many forms, most commonly a sword or axe but halberds, hammers and others have all found favour. An Anointed weapon follows the full rules for its type (which may be a force weapon, power weapon and so on). The decision on whether a weapon may be considered Anointed is made by the GM, but we don't want to see Anointed Power Fists, Anointed Knuckle-dusters or Anointed Guns of any sort. Note that weapons from this list CAN be made anointed (the Blade of St. Arnathera, for example, is an Anointed Blade of Admonition). It is traditional to give your anointed weapon a name.

Daemonaic characters gain no benefits from any daemonaic attributes when struck by an Anointed weapon, although it does not confer the damage bonus for Shadow or Void-chill. A critical against a daemonaic character by an anointed weapon will cause damage one injury level greater than normal after all other modifications. (Increase damage by the minimum needed to achieve this). Finally, a character using a daemon weapon that is parried by or parries a strike from an anointed weapon must pass a strength test or drop their weapon as its purity courses through them.



Daemonhammer (Legendary)

The legendary Daemonhammer strikes with power akin to the fury of the Emperor himself. It is the custom to award those of the Ordo Maleus who have bested a Greater Daemon in personal combat with these cherished weapons.

In combat against a daemonaic character of any sort, the wielder gains an extra action per turn and +10 to his Weapon skill. If wielded by a character with strength less than 75, the damage is reduced to 3D10+2 and the parry penalty increased to -35%. The Daemonhammer is a power weapon. As with all hammers, the Daemonhammer counts double damage for knockback.

Reach	Damage	Parry	Penalty
2	4D10+4	-	25%

Incinerator (Legendary)

Often the best cure for the unholy is purgation with righteous flame. Incinerators are blessed weapons, filled with the purest consecrated promethium and blessed oils which burn with the white heat of pure faith.

The Incinerator is especially suited to use against those marked by the dark gods, who are burned all the more fiercely by the holy flames. Characters who bear a mark of Chaos or who are possessed or daemonaic take an extra D3 damage (before any modifications) and have the chance of being set on fire increased to 75%. The fuels' special properties also mean that this weapon counts as psychic in circumstances where this will be beneficial, such as for wounding Shadow Daemons.

Type	Range	Mode	Acc	Dam	Shots	Reload	Weight
Heavy	35	Flame	-	3D6+4	8	10	65

Psycannon bolts: Bolt weapons (Legendary)

Although true Psycannon are far more powerful, a lesser substitute is to be found in the common bolter armed with warheads fashioned in the same manner.

Cause 2D10 damage and are subject to the same rules as standard Psycannon rounds (x3 damage versus daemons, x2 damage versus psykers)

Sanctified rounds: Projectile weapons

(Exotic, may be combined with other special munitions types, but not Psycannon bolts)

It has long been known that certain inscriptions, alloys and blessings can make the humble bullet far more powerful against the eternal foe. To this end, many who would hunt daemons often take extra measures to give them that extra edge...

Causes an extra D6 damage against daemonaic characters who take any damage from the shot (after armour etc). If a daemonaic character takes damage from sanctified rounds greater than its System Shock value after all adjustments have been made, it must take a willpower test. If they fail, they add a further D10 to their Injury total.

Power Stake (Exotic)

The Power Stake is constructed of blessed metals. When it is driven into the flesh of one tainted by the Warp, it burns with a cleansing flame.

If the Power Stake causes at least one level of damage to a daemon or psyker, an additional 2D6 damage will be caused as the victim's flesh ignites. This will always cause the location to catch fire, causing extra damage as per a heavy flamer.

If a hit with the Power Stake causes three levels or more of damage to the target's chest, death is immediate as the heart is impaled and the body combusts.

Reach	Damage	Parry	Penalty
2	2D10	-	35%

Paladin Shield (Exotic)

The great shield used by St. Harnacane during the Great Crusade is the model for the paladin Shield. Taller than a most shields, it is similar in form to those used by the foot soldiers on feudal worlds.

The Paladin Shield follows the rules for a Storm Shield, with the following exceptions: The shield's greater size affords more protection, covering the carrying arm; the leg on the same side; the chest and the abdomen. However, this same size makes the shield a hindrance to swift movement, and so the wielder may not sprint or evade.

RELICS AND PARAPHERNALIA

Book of St. Lucius (Rare)

This holy artefact contains the sermons of the famed Confessor, St. Lucius of Agetha. A member of the clergy reading from the ancient tome can inspire those around them.

When a character with this relic uses his or her Word of the Emperor ability a separate willpower test should be taken. If this second test is passed then all friendly characters who are followers of the Imperial cult who can hear may add 2D10 to their nerve and D10 to their Leadership. This bonus is cumulative, but cannot increase the nerve by more than 30 and leadership by more than 15. This bonus is reduced by D6 for nerve and D3 for leadership at the start of each turn after the next.

Rosarius (Rare)

Awarded to those of great faith, a Rosarius is the shield of the Emperor.

A Rosarius contains a conversion field generator.

Tears of the Emperor (Rare)

There are many stories of statues of the Emperor weeping blood-like tears. These tears are collected in ornate crystal bottles, and they are a potent weapon against the forces of chaos.

The Tears of the Emperor may be thrown like a grenade, and have Range E, area 4yds, blast 3 and weight 10. Daemonic characters hit by the Tears of the Emperor take 2D10 damage. The special properties of these tears also mean that this weapon counts as psychic in circumstances where this will be beneficial, such as for wounding Shadow Daemons.

Simulacrum Imperialis (Exotic)

Wrought from the bones of a great saint, a Simulacrum Imperialis inspires those around it to their greatest efforts.

Friendly characters who are followers of the Imperial cult with a line of sight to the bearer may re-roll any failed pinning or leadership tests.

Sacred Incense (Rare)

Braziers burning incense taken from the censers surrounding the golden throne release a tiny portion of His holy grace. They act to the detriment of malignant creatures. The incense affects characters who bear a mark of Chaos or who are possessed or daemonaic within 3 yards (may be modified by the GM for ludicrously large braziers or adverse conditions), reducing their Initiative by 2D10 (rolled at the start of each turn).

Cherubim (Rare)

Cherubim are cybernetically and genetically augmented servitor-drones used by many Imperial officials as servants or familiars. Their undersized wings unable to carry their weight, they are borne aloft on anti-grav units similar to those on Servo-skulls.

The Cherubim use the same rules for movement as a Psyber Raven, and must also remain within 10 yards of their master. They present a small target, and will always have the high ground if engaged in close combat. Unlike Psyber Ravens, Cherubim can fight; carry objects and so on. They use the following profile, and will always have one non-movement action per turn.

WS	BS	S	T	I	WP	Sg	Nv	Ld
20	10	25	30	-	-	15	40	50

They use the following damage chart:

Light: *No effect*

Heavy: *Stunned for one turn, -10 to Strength and Toughness. Must stay within 5 yards of master*

Acute: *Stunned for D3 turns. Looses action*

Critical: *Dead*

Some Exotic Cherubim have augmented tracking abilities (equipped with scanners) or are psychic channelers (as per Psyber-ravens).

Hexagramic Wards (Exotic)

Certain wards and unguents are detrimental to daemonaic creatures. These are commonly inscribed onto the battle gear of those expecting to face against the diabolical foe, providing some measure of protection.

A daemonaic character must halt any movement at five yards from a character, and must take a willpower test and use a separate action to move within this area. All daemonaic characters receive a basic -10 to WS; BS; S; T; Wp; Nv and Sg whilst in this area. They must also take a test on this modified willpower, taking an additional -10 for every ten points, or part thereof, the test is failed by.

Note: this makes these wards far less powerful, and also makes them effect the lesser daemons far more than more potent ones. However, I for one think that this is fairly reasonable. After all, it's going to take more than those little bits of paper to faze Angron or a Great unclean One!

WORDS OF WISDOM

So, how do you go about using these items in your games? Option one is by far the most simple: give them to your warband to show their faith in the Immortal God-Emperor! A confessor with the Blade of Admonition has far more character than one with a power sword (even if the power weapon does do a bit more damage), and there's nothing that says Faith and Purity for

a Maleus Lord like a Daemonhammer. The important thing here is moderation. A preacher with a Flail of Chastisement turning up in a normal warband is reasonable, an Inquisitor Lord with Anointed Daemonhammer in power armour and carrying a Paladin Shield is every bit as over the top as a Space Marine Epistolary, so use the common sense which is expected of Inquisitor players when doing this sort of thing.

Option two is using them as an objective or plot device. Perhaps the shrine of a local saint in the depths of the wilderness holds the Anointed weapon the player will need to face off against the Big Gribbly Daemon of Doom™? Or perhaps a cChaos cult has looted the irreplaceable artefacts from the Temple of the Emperor Deified during the uprising last year and the Ordo Hereticus is called upon to help the Ecclesiarchy recover them? Maybe the Inquisitor must prove his purity to an isolated cult by facing off against the beasts that dwell in the vaults before he will be granted the boon of wielding their Axe of Retribution against the foes. Equally a puritanical Inquisitor or a senior Ecclesiarchy Confessor or Witch Finder accompanied by Crusaders with Paladin Shields (see the Witch Hunters Codex for 40K) would make an appropriate antagonist for a radical warband, and a Horusian may end up fighting off the best part of a crusade whilst on his self-appointed mission.

It seems traditional to present an example character to go along with new rules, so I present for your edification a character from my own (much under-used) warband:

WS	BS	S	T	I	WP	Sg	Nv	Ld
61	52	54	55	50	79	52	72	79

Abilities: Force of Will; Word of the Emperor

Equipment: Pump-action combat shotgun with sanctified inferno shells; autopistol; Blade of Admonition; armoured gauntlet; average bionic ears; medi-pack

Born into Imperial service as a child of church serfs on Dorvastor, Falamandrius Glunt's life has been dominated by service to the Imperial Cult. His faith carried him to the Ecclesiarchical College, and his dedication carried him to the rank of preacher and a position with a missionary fleet. After seven years service with Missionary Supremis Icheb, Glunt earned himself a commission as a Missionary in his own right, and a warrant to travel the Segmentum and spread the word of the Emperor to the ignorant.

His service to the Inquisition in general, and Inquisitor Turban in particular, began during an incident on Rovanat IV. During a cult uprising the Inquisitor in charge of restoring order called for volunteers from among the servants of the Emperor to supplement the forces at his disposal, and Glunt was one of those who stepped forward. Glunt fought with remarkable devotion and bravery that day, leading forward one of the ragtag militias to victory against the forces of chaos. Inquisitor Turban recognised in Glunt a man who would be willing to fight any of the Emperor's foes without fear, and so asked him to join the ranks of his warband. Glunt accepted this honour and, whilst his personal combat skills are average at best, his faith in the Emperor and bloody-minded opposition to all the foes of the Imperium make him a valued companion.

Several years later, when Turban was attached to Inquisitor Lord Dumont's taskforce, Glunt followed. He has continued to prove both his worth to the team and his abysmal aim time and time again, and has also formed an enmity with Special Persecutor Sloan, who he considers an impious ignorant with a depressingly negative personality. Sloan reciprocates, thinking Glunt an inept prayer-mumbler with an awesome superiority complex and an inappropriate sense of humour.

ABOUT THE AUTHOR

I'm a second year student at St. Andrews University in Scotland, having deserted the northeast coast for a more southerly locale a few degrees north of Moscow. I started off with 40K 2nd ed but I believe I may have found my true calling in Inquisitor, defending the Imperium with Holy Orders of the Inquisition (when I'm not using my Nurgle warband anyway...).