

DARK HERESY™

DAEMON HUNTER™



A GUIDE TO
THE ORDO MALLEUS

WARHAMMER®
40,000
ROLEPLAY

DARK HERESY™

DAEMON HUNTER™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4^{1ST} MILLENNIUM

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INTRODUCTION

"Innocence proves nothing."

—Common axiom of the Ordo Malleus

From beyond reality, Daemons incessantly scabble and claw at the minds of mortal men. The evil bubbling forth in the souls of the heretical constantly strains at the seams of the very fabric of space and time. Even the smallest tear can spew pure Chaos into realspace and threaten entire planets with destruction. From one breach, enough foul beasts may pour forth to consume and damn billions of Imperial souls.

Through the grace of the God-Emperor, humanity is kept from falling into darkness. His chosen warriors, the Inquisitors of the Ordo Malleus and Space Marines of the Grey Knights, stand at the edge of the abyss. They stare into the maw of Chaos, and yet remain pure, shielded by their faith and sense of duty. They are the light of the Emperor and the hammer of judgment to the impure.

The Inquisitors of the Ordo Malleus call upon the greatest weapons of mankind in their never-ending war. Cells of Acolytes risk body and mind to defeat the cultists and heretics who threaten to summon forth Daemons from the Warp. The Inquisitors themselves tirelessly toil to hunt down powerful sorcerers and Daemons. Failure can mean the death of an entire planet's population, and the corruption may even spread to nearby systems like a plague. If the Inquisition fails, overwhelming force is called for — and none are better at that than the Emperor's chosen warriors, the Grey Knights Chapter of the Adeptus Astartes.



WHAT IS IN THIS BOOK?

Daemon Hunter is a powerful resource for campaigns featuring the servants of the holy Ordo Malleus of the Inquisition. It describes in detail the history of the Ordo Malleus within the Calixis Sector and the tools of the Daemon hunter's trade, as well as containing many GM and player tools for crafting exciting **DARK HERESY** campaigns.

CHAPTER I: THE ORDO MALLEUS

Chapter One discusses the history of this Daemon-hunting Ordo, its origins, and its current holdings within the Calixis sector such as the secretive Seven Cloisters. Notable organizations like the Scholariate at Arms and the key members of the Ordo Malleus are also covered in detail.

CHAPTER II: HUNTER CAREERS

Chapter Two provides new character options for Ordo Malleus Acolytes. The new Banisher career is designed to fight Daemons directly, and new Alternate Career Ranks and Cell Directives allow both new and experienced **DARK HERESY** characters to serve in the fight against Chaos.

CHAPTER III: MALLEUS ARMOURY

Chapter Three contains the weapons of the Daemon hunters. These ancient holy relics and common charms present new tools for every tier of character to take the fight to the enemy.

CHAPTER IV: DAEMONIC INCURSIONS

Chapter Four presents tools for the Game Master to create Daemoniac threats to test the mettle of the lowliest adept or the most powerful Grey Knight. The minions of each of the Chaos Powers are presented for use in a **DARK HERESY** campaign; they are villains that never tire, never show mercy, and can never be truly vanquished.

CHAPTER V: THE GREY KNIGHTS

Chapter Five includes everything required to include Grey Knights in a **DARK HERESY** campaign. Grey Knights are also suitable for play with **ASCENSION** or **DEATHWATCH**. They can be used as an interlude to a campaign (as the players take on the roles of the Grey Knights in between **DARK HERESY** investigations) or as the basis for an entire sector-spanning campaign in the service of the Grey Knights Chapter.



THE ORDO MALLEUS

THE ENEMY BEYOND

•

THE CALIXIAN
MALLEUS

•

THE SCHOLARIATE
AT ARMS

•

CALIXIAN INCURSIONS

•

CALIXIAN DAEMON
HUNTERS

CHAPTER I: THE ORDO MALLEUS

"You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Any glimpse of humanity they may show is merely a deception. Dedicate this weapon, given into your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty: you live only to purge the Daemon. Take up your rod and staff, your armour and psycannon, and go forth."

—Lectures to the Ordo, Inquisitor Galbus Heer

The Ordo Malleus is one of the tripartite divisions of the Holy Ordos of the Emperor's Inquisition. Its Inquisitors and servants defend the souls of men from those creatures that dwell in the Warp. No matter where one goes within the Imperium, ravening daemons and fell gods lurk but a thought away, on the other side of the thin skein that separates reality from the Sea of Souls. Within the Warp, ætheric energies form beings of unimaginable potency known to the initiated as well as the heretical as the Ruinous Powers—the Gods of Chaos. Around each Power forms smaller eddies of malignancy; these are the Greater and Lesser Daemons of the Chaos Powers, creatures able to breach the fragile barrier of reality and intrude upon the material universe beyond. When that happens, a Daemonic Incursion takes place, and only the servants of the Ordo Malleus and their Chamber Militant, the Grey Knights Chapter of the Adeptus Astartes, have any hope of stopping them from causing death and damnation on a planetary scale.



Praise The Emperor for His sacrifice,
as He endures, so shall we.

*We who are Hunters of Daemons,
shall strive in His name eternally.*

THE ENEMY BEYOND

"Some have said that the Daemon can be vanquished and overcome with the power of sorcery. Can we believe it? Can you believe that your petty magics will cast down this thing of night, this lordly servant of Chaos? It is the foolish hope of babes and dribbling ancients that their weak cries can rule the world and stand against the cold-hearted Truth."

—Lectures on Damnation, suppressed

Man kind is beset by enemies, some external and some of its own making. Myriad alien species contest the Imperium's dominion over the galaxy, while heretics and rebels seek to tear the Emperor's Realm down from within. Yet the Ordo Malleus cares about none of these. It remains dedicated to the greatest threat of all: the Enemy Beyond.

Though no sane man except perhaps the Emperor himself can comprehend more than a portion of the true nature of Chaos, it is best understood as the raw stuff of the dimension of spiritual energy known as the Warp, the Sea of Souls, or the Empyrean. The Warp exists parallel to the material universe, and is both the source of all life and inimical to it. The soul of every sentient being in the universe is anchored in the Warp, and returns there once the brief span of its life is over. Because of the fundamental link between the real and unreal dimensions, the Warp echoes the raw passions of the creatures on the other side. When men make war, the Empyrean seethes with murderous power. When men plot and betray and delve into forbidden knowledge, the Warp forms impossible, unreadable patterns. When men surrender to despair and decay, the soul-gruel of the Warp bubbles with putrefaction. And when men indulge in their most extreme desires, the Empyrean undulates and groans in horrid, sympathetic ecstasy.

Every mortal passion felt since the beginning of time has shaped the Warp, causing it to flow and coalesce until it forms beings of its own, beings made of raw emotion and spiritual energy. These beings, known to the mortal races as gods and daemons, are the product of mortal desires and sorrows, which are food and drink to them. Long ago, the sentient races created the Chaos Gods through their ignorance and depravity. But once born, the Chaos Gods began to fuel their own fires, driving those who serve them to ever-greater excesses in their honour. With each dark deed done in their name, their power grows ever greater. There will come a time, some believe, when the tenuous barrier between the Warp and reality is shattered, and then, the worlds of Man shall become Daemon worlds, fiend-haunted realms filled with nightmares made reality. The souls of every living creature will be consumed, and the end of the material universe will come to pass. Only the sacrifice and vigilance of the Emperor and the Ordo Malleus, they believe, holds such a fate at bay.

ORIGINS

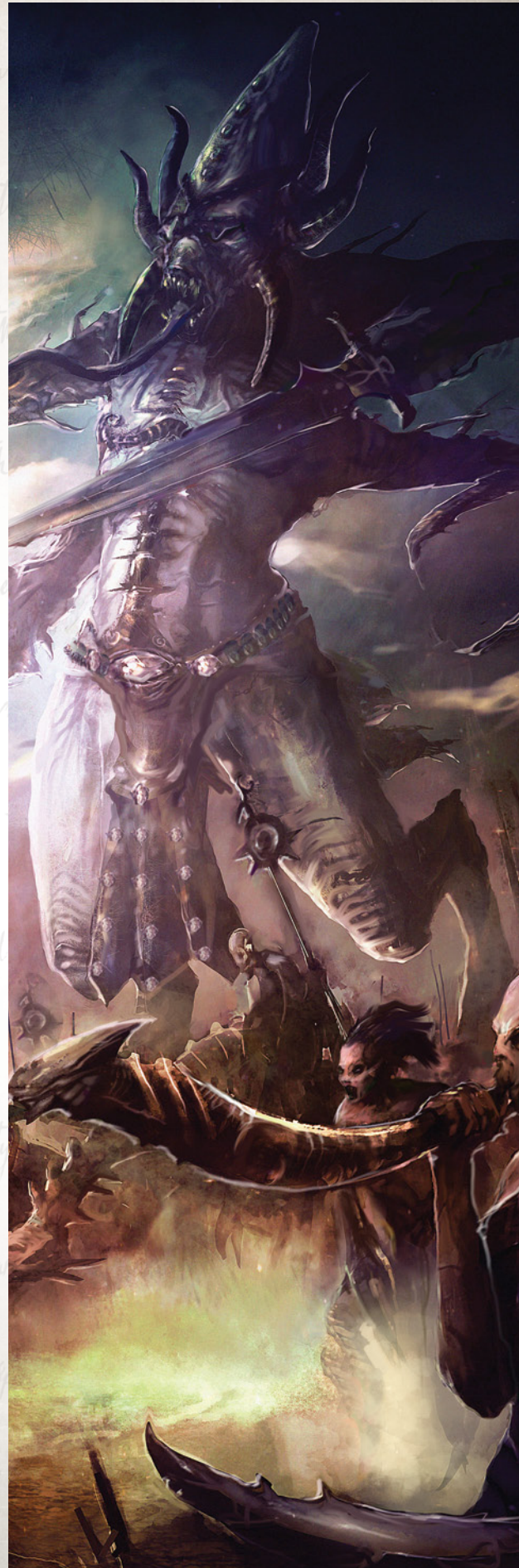
The history of the Inquisition and its Ordos is a secret kept from all but the most privileged nobles and officials in the Imperium, and to these few, the truth is more a curse than a boon. If the deeds of the Inquisition as a whole are obscured by a thousand years of lies, conspiracies, and denial, then those of the Ordo Malleus are buried beneath ten thousand years of revision, counter-revision, and deliberate concealment. The duties of the Ordo Malleus are so terrible, and its methods necessarily so brutal, that its members routinely destroy any records of the true nature of the threats they have faced, keeping this information even from most of the Ordo's members.

The origins of the Ordo Malleus are therefore shrouded by lies and polluted by conjecture. Many truths held as irrefutable by its members for hundreds of years have later turned out to be built on the most tenuous of foundations. There has been such war and devastation throughout the Imperium's history that many of the central archives that are built have been burned to the ground countless times. Inquisitors, especially those of the Ordo Malleus, often hide the truth even from their brethren and ruthlessly purge those who attempt to lift the veil of history.

REBIRTH

The Inquisition is held to have its origins in the immediate aftermath of the Horus Heresy. It is said that even when the Emperor bestrode the worlds of Man, there were those who moved in his shadow, ensuring his proclamations were enacted and that those who spoke against him were silenced. Whether, or to what extent, these men and women were sanctioned by the Master of Mankind is likely never to be known. But soon after the Siege of the Emperor's Palace, when the Father of the Imperium lay wounded unto death and awaiting the construction of the Golden Throne, these secret servants gathered in council. Though none of the words spoken that night were recorded, it is thought that the foundations of what would one day become known as the Holy Ordos of the Emperor's Inquisition were laid. The conspirators swore terrible oaths, binding their very souls to the future of Mankind, which had so nearly been consumed by the treachery of the fallen ones. Never again, they swore, would the fate of the human race be entrusted to men such as those who had turned to the Ruinous Powers. The Inquisition set itself above all others, recognizing solely the authority of the High Lords of Terra, and then only with certain caveats. By the time these first masters of the Inquisition made themselves officially known to the High Lords, the tendrils of their influence reached everywhere, inextricably interwoven into the power structures of the nascent Imperium.

How these secretive men and women convinced the new leaders of the Imperium, including the surviving Primarchs of the Space Marines, of their self-appointed mission will never be known. Some claim that the early Inquisition deliberately set itself apart from Roboute Guiliman and his fellow Primarchs, viewing these super-beings as just as dangerous to the future as their fallen kin. Others believe that the Inquisition only made itself known to the High Lords once the last of the Primarchs was lost, when by that time there was no choice but to accept its existence.



Over time, the Inquisition expanded and divided many times over, forming numerous Ordos, each concerned with the war against a particular threat to Humanity's existence. In the aftermath of the Horus Heresy however, there was but one all-important foe—the Great Enemy, Chaos. Thus, the majority of Inquisitors focused on hunting down those followers of Chaos who still hid and plotted across the ruined Imperium. While the Traitor Legions had fled to the Eye of Terror, their erstwhile allies and followers were everywhere. Some attempted to hold out on citadel-worlds and in pocket empires, while others shrank back into the shadows, hoping to wait out the attentions of the Inquisition and return once it had grown lax. But wherever the armies of Mankind went, there too went the Inquisition, often in secret but occasionally openly. One world at a time, they eradicated the taint of Chaos, so that the gargantuan task of rebuilding the shattered realms of the Emperor could begin.

To the Inquisition, simply defeating the foes of Mankind was insufficient. They insisted that not only should an enemy's works be cast down, his followers put to death, and his teachings expunged, but also every memory and record that he had ever existed had to be destroyed. The Inquisition understood, as no others at the time could or would, that the true threat of Chaos was spiritual. It was a rot in the soul of Mankind, and the merest heretical thought might be sufficient to summon it into existence. Thus, the Inquisition took it upon itself to purge all memory and knowledge of Chaos from the population. At first they used mind-wiping machines, but too many had faced the servants of Chaos to be processed in such a way. Soon, entire armies that had fought against Chaos were themselves purged; sometimes bombed from orbit by unregistered kill-ships, sometimes falling prey to efficient, gene-coded viruses. Space Marines and the Titan Legions avoided the worst of the Inquisition's attentions, though even they were occasionally forced to submit to cerebral scrubbing procedures.

With Chaos mostly eliminated from living memory, the nascent Inquisition turned its attentions to historical records. Archives and data-mills were seeded with self-replicating data-killers, keyed to hunt down and destroy all reference

to Chaos and its servants. While the cogitation-engines of the Administratum were purged silently from within, entire archives of physical records were put to the torch. A few radical Inquisitors have even claimed that in a single year, ninety percent of the sum total of Mankind's knowledge burned. Entire libraries were destroyed in order to purge a single tome relating to the Ruinous Powers. Some attempted to spirit away any texts they could, regardless of whether they were tainted by Chaos, clinging to the belief that knowledge and understanding would somehow prove Mankind's deliverance. These fools were declared heretics and ruthlessly hunted down, their bodies thrown to the pyres that burned across the length and breadth of the Imperium.

FORGING

And so Mankind stumbled blindly forward into the so-called Age of Forging. The foundations of the Imperium were well and truly set, and its borders pushed outwards into the void. Worlds lost to the Traitor Legions were reclaimed, and Standard Template Constructs recovered from the ruins of rediscovered human worlds. The Administratum imposed its will across the million and more worlds of the Emperor's domains, and the divisions of segmentae, sectors, and sub-sectors were established.

The threat of Chaos appeared to recede, while other foes held the new-forged Imperium's attentions. But while the masses had forgotten, the Inquisition had not. Silent and grim, Inquisitors watched from the shadows, ever vigilant for the return of the archenemy. Whenever the servants of the Ruinous Powers reared their heads, the Inquisition was there to strike the counter-blow. Orchestrating vast crusades, leading ruthless pogroms, directing the assassin's bullet, the Inquisition guided the Imperium through the 'Beheading' of the mid-33rd Millennium. When the War of the Confessor erupted in the opening years of the 34th Millennium, it was an unknown Inquisitor Lord who put an end to the traitor's debauched heresy. Without the Inquisition's intervention during the Year of Ghosts, the resurgent terrors of the Warp might have overcome Mankind once and for all, their deeds making possible the victories won in the name of the honoured dead.



DIVISION & APOSTASY

When at the close of the 36th Millennium the Imperium was split in twain by the Ur-council of the Nova Terra Interregnum, the Inquisition faced perhaps its greatest challenge to date. With the Ecclesiarchy's teachings rejected on every world of the Segmentum Pacificus, the Inquisition was faced with a potentially insurmountable dilemma. The Lords of the Inquisition met somewhere on the border marches between the Imperium and the Protectorate of Ur and agreed on a strategy that would ensure their order's continued survival. Perhaps one of the darkest secrets of the Inquisition is that during the entire period while the Imperium was divided in two, they stepped back into the shadows and did nothing to intervene. At this time, the Inquisition was still largely concerned with the war against Chaos, and it saw the internecine wars of the Interregnum as a matter for others to settle. Only later, with the formation of the Ordo Hereticus, would such concerns fall formally within the Inquisition's remit. Throughout the Interregnum, the Inquisition maintained its vigil against the Ruinous Powers, its servants going where they willed regardless of the divisions imposed by others on the star charts and Warp routes.

It was soon after the Cataclysm of Souls and the casting down of the Ur-council of Nova Terra that the Age of Apostasy befell the Imperium. During an age of renewed Warp storm activity, the entire Imperium was plunged into anarchy and ruin, from which many systems never fully recovered. Terra's authority, still tenuous following the defeat of the Protectorate of Ur, collapsed once more as xenos pirates, invaders, and slavers tormented world after world. When it appeared that Mankind's situation could get no worse, Goge Vandire, Ecclesiarch and High Lord of Terra, assumed power and plunged the Imperium into seven decades of bitter civil war and religious strife. While hostilities raged within those regions not cut off, the Inquisition fought a desperate secret war not recorded or remembered in any circles but its own. Through the entire Age of Apostasy, the Inquisition stood against hundreds of Warp incursions as the Daemons of the Warp spewed forth from the raging storms, threatening to turn the worlds trapped within to charnel pyres. Aided by the Grey Knights, countless heroes laid down their lives and their very souls in defence of Mankind, which as payment for their efforts continued to tear itself apart in civil wars raging across the entire Imperium. It was only with the defeat of High Lord Vandire and the subsequent ascension of Saint Sebastian Thor that the Warp storms finally receded, and not a moment too soon. Had Thor not brought peace to the Imperium and to the Warp, the forces of the Inquisition might have been totally overwhelmed. After seventy years of relentless battle against the infernal servants of Chaos, their numbers were so depleted that those remaining could not have held back the tide a day longer before it burst forth and engulfed the domains of Man.

REDEMPTION

Throughout the subsequent Age of Redemption, Mankind threw itself body and soul into an era of penitence and crusade, and the Inquisition rebuilt its shattered ranks. Since

the Horus Heresy and the foundation of the Holy Ordos of the Inquisition, the institution had been strengthened by the individuality of its servants, who held no doctrine to be beyond debate and no philosophy to be free from scrutiny. The Inquisition imposed very few restrictions on its members, and policed its own if they turned to heresy. Inquisitors were left free to pursue their missions according to the dictates of their own conscience. In time, factions of like-minded Inquisitors came into being, and these coalesced into those broadly adhering to a 'puritan' mindset, and those espousing a 'radical' one. While such freedom of thought and conscience made the Inquisition very effective in its mission, it also led to the growth of factionalism, bitter disputes, and eventually to the open warfare of the Inquisition Wars. Unbeknownst to the general population, and even many lords, the Imperium became the battleground for opposing factions within the Inquisition, each denouncing the other as traitors to the future of Humanity. Occasionally, these wars spilled over into the Imperium at large, ranging from individual duels to planet-wide conflicts in which millions lost their lives for ideologies they did not understand in the slightest.

It was also in this age that the Inquisition became formally divided into Ordos. From the very dawn of the Age of Imperium, groups of Inquisitors had focused their efforts on fighting particular enemies, but now each group was officially charged with the duty to oppose one threat. While many Ordos exist, each founded to combat a specific category of enemy, three existential threats to the future of Mankind were identified, and a major Ordo created to combat each: the Ordos Xenos, Hereticus, and Malleus. The Ordo Xenos was tasked with investigating and destroying xenos, and the Ordo Hereticus given the role of combating threats from within Humanity's own ranks. The Ordo Malleus was formed from those Inquisitors who hunted the servants of the Ruinous Powers. These Inquisitors had for many centuries formed an inner circle within the Inquisition itself, purging its members of Daemonic influence and impure thought even as they defended the whole of Mankind against the incursions of the Warp.

WANING

As the Age of Redemption passed and the Imperium entered the tumultuous time of Waning, rebellion, anarchy, and Chaos once more threatened to consume the worlds of Man. Chaos is again in ascendance, with more incursions from the Warp occurring with each passing year. The servants of the Ordo Malleus stand against the tide of damnation that is steadily waxing, and alongside them stand the ultimate champions of Mankind—the Grey Knights. At times it seems the Ordo is set to tear itself apart from within, but ultimately, its servants stand united against the servants of Chaos, whoever they are and wherever they may be found.

THE CALIXIAN MALLEUS

"Death and damnation stalk these stars. Daemon beware, for so too do the servants of the Emperor."

—Engraving over the entryway of the First Cloister

The Inquisition is a supremely flexible and fluid institution, and although its members maintain impossibly convoluted webs of power and influence that stretch from one end of the Imperium to the other, its actual organisation is purely a matter of circumstance and convenience. In some sectors of the Imperium, an individual Inquisitor might operate for decades without ever hearing of the existence of another Inquisitor working in the same area. In other regions, groups of Inquisitors come together to establish rigid but highly localised power structures, some lasting only the lifetimes of their founders, others enduring for centuries.

The structure of the Ordo Calixis, the term by which the Inquisitorial Ordos active in the sector are known, is a response to the nature of Calixis itself. While other sectors are riven by rebellion, invasion, or anarchy, Calixis seethes with intrigue and conspiracy, and so the nature and number of Inquisitors operating there, and the manner in which they organise themselves, reflects this.

Unusually for many sectors, the Ordo Calixis operates visibly, and maintains the imposing and fearful Tricorn Palace on Scintilla as its base of operations. Within the palace, members of the Ordo come together to coordinate and debate their actions in the body known as the High Council of the Calixian Conclave. The chair of this august body is Inquisitor Lord Aegult Caidin, an individual who keeps his true identity secret from everyone, even his closest aides, and is rarely seen outside of the council chamber.

Inquisitor Lord Caidin is an enigma, even to the members of an organization known

for deceit. It is said that one of the reasons he maintains his secrecy is so that he might walk unseen amongst the peoples of the Imperium and the ranks of the Inquisition. Some say he is everywhere, and that he sees and hears all that transpires within the dark halls of the Tricorn Palace. Veteran Inquisitors might dismiss such a rumour as intended merely to cow the lesser Acolytes, but others are not so sure. Some even whisper (with one eye on the shadows) that Inquisitor Lord Caidin might have multiple identities, and that several notable figures within the Ordos Calixis could all in fact be him.

While he has never publicly stated his allegiance to an Ordo, Inquisitor Lord Caidin is in fact a member of the Ordo Malleus, and a very senior one at that. The Ordo Malleus has always been concerned with monitoring the Inquisition itself for signs of corruption brought about by the very enemy its members seek to defeat. Caidin's name is linked with a number of very high profile internal purges, in which senior members of the Inquisition have been exposed as traitors, heretics, or worse. The fact that Caidin must surely have made many terrible enemies in the process goes a long way towards explaining his obsession with secrecy.

Lord Caidin arrived in the Calixis Sector over two centuries ago, and even then he hid his face and shunned the company of his peers. He carried with him a mandate, to take on the leadership of the Ordo. Though none could deny his claim to authority, many in the High Council bitterly resented Caidin's assumption of power, since they aspired to the appointment themselves. In the years that followed, many attempts were made to mobilize opposition to Caidin's rule. Some factions, notably the Phaenonites and the Oblationists, came out against him, while many Inquisitor Lords plotted independently. Attempts were made to learn something of Caidin's past, and a few

found tantalising clues of his involvement in calamitous events elsewhere in the galaxy. Some believed he was the Deliverer of the Perfidian Gap, who led a hundred Imperial Guard regiments to their doom yet returned victorious from the hell-worlds of

that region. Some thought he was the power behind the forces barring the Gates of Fire. One rival claimed Caidin had fled to Calixis from a war-torn region on the other side of the galaxy, utilizing the Warp gate known as Van Grothe's Rapidity, or perhaps some other, as yet undiscovered, gate on the Eastern Fringe to flee his enemies.



Yet, Lord Caidin weathered the storms of his rivals' denunciations, not through blood and counter-accusations as some in his position might have, but through the most subtle of manoeuvring. Some rivals were too vocal to be allowed to continue their accusations, and these simply disappeared. To deal with the others, Caidin established himself over several decades as the very heart of the High Council of the Calixian Conclave, above the petty disputes between factions, blocs, and alliances. No matter what conflicts and rivalries may rage in the chamber or across the sector, Lord Caidin is the eye of the raging storm. He shows no undue favour and rarely needs to act against even the most extreme of factions. Somehow, Lord Caidin keeps order in the chamber, maintains the tenuous balance of power outside it, and according to some, watches over the very fate of the Calixis Sector according to some unknown mission.

If Lord Caidin truly is, as some claim, a Lord of the Ordo Malleus tasked with monitoring the entire Calixian Conclave, then his power, and that of his Ordo, must be absolute (if all but unseen). With a single piece of data parchment, Caidin ascended to the most powerful position within the Ordo Calixis, and in effect controls every one of its hundreds of Inquisitors and thousands of Acolytes. The reasons that he and the Ordo Malleus were given such power must surely rank among Caidin's most closely guarded secrets, and his true plans may only come to fruition when and if damnation threatens to consume the Calixis Sector.

THE MASTERS IN COUNCIL

If it is true that Inquisitor Lord Caidin is a senior member of the Ordo Malleus, he does not appear to take a hand in his Ordo's activities in the sector, at least not in any visible way. In order for Caidin to maintain the balance of power, he must remain neutral within the Calixian Conclave. If he were seen to be involved in the operations of one particular Ordo, it might compromise his position. Instead, Lord Caidin acts on behalf of the Ordo Calixis on a galaxy-wide scale, leaving the details of their mission in the sector to lesser members.

The Ordo Malleus within the Calixis Sector maintains a relatively stable, if practically invisible, organizational structure established many centuries ago. The Ordo Malleus Calixis is ruled by a body known as the Masters in Council, a gathering of Inquisitor Lords of the Ordo serving in the sector. It appears that membership in this highly secretive body is not permanent, nor are its numbers maintained at any particular level. Its members gather in secret, hiding their identities, so it is said, even from their fellow Council members. Legend states that the reason for such secrecy is because the Masters might be forced by circumstance to issue such dire orders that millions of lives are lost and their own peers slain in their duty. The shroud of secrecy allows such decisions to be made without fear of reprisal, and much like the executioner behind his hood, the man is subsumed by his rank, and he remains free of responsibility.

THE PROCTORS OF THE CHAMBER

When the Masters in Council issue an order, it is to one of the Proctors of the Chamber. Each Proctor is an Inquisitor Lord or veteran Inquisitor, and is the convener of a cell of Throne agents, generally a loose association of servants of the Ordo Malleus well-used to working and fighting alongside one another in the eternal battle against the enemy beyond. Depending on the scope of the Masters' orders, the entire Chamber may take to the field as one, combining their retinues and household troops into a force the size of a small army, or a single Proctor of the Chamber may be tasked to carry out the order. When the Masters give an order, it eventually falls to a Proctor's Acolytes to carry it out no matter the cost, even though they may never know that their master is a member of the Chamber.

HOLDINGS

The Ordo Malleus Chambers operating in the Calixis Sector are secretive in the extreme, and aside from their holdings within the Tricorn Palace, own no Imperial property. Within the Tricorn Palace, entire levels and chambers are given over to the use of the Ordo Malleus, and what goes on within them withheld from those outside the Ordo. In truth, secrecy is so important to the Ordo's mission that the Masters in Council long ago forbade the use of these places for anything other than the most trivial of matters, preferring to hide their activities in the furthest reaches of the sector, far from the eyes of even the other arms of the Inquisition.

The Ordo Malleus maintains several major bases across the sector, and many smaller ones. No single member of the Ordo, not even the Masters in Council, knows of the existence of every single one, ensuring that even if one Master is corrupted, the organization will not be fully compromised. When Masters, Proctors, and ordinary Inquisitors spend time in the field, they are each able to make use of a handful of the Ordo's facilities. The largest are military bases fortified with thick armour and potent energy shielding and armed with a fearsome array of weapons, while the smallest are little more than hidden safe-houses disguised within hive cities and feral settlements across the sector.



We, the Order of the Hammer,
shall delve into the dark shadows.

*We shall seek out the Tainted,
we shall pursue the vilest evil.*

THE SEVEN CLOISTERS

The Seven Cloisters are the largest of the Ordo's bases in the Calixis Sector. The details of the construction of the Cloisters are long lost, and not even the senior Masters know who built them or why. Each takes the form of a fortified tower constructed of an inert material so dark that it appears to be as solid shadow. The walls are laced with the same material used in the construction of 'psyk-out' weapons, making them utterly impregnable even to the most powerful of psychically gifted minds. Furthermore, every surface is inscribed with potent warding glyphs, ensuring that even the most cunning demonic entities cannot cross the threshold.

All of the Seven Cloisters are filled with endless dark passageways and chambers and their walls are adorned only with warding runes, spidery votive script, and mouldering purity seals. Inquisitors come and go from the Cloisters as they will, using the base for a time before moving on. Only the oldest of Ordo Malleus veterans reside there for any length of time, generally those wounded in body, mind, or soul in the pursuit of their duties and unable to take to the field. Sealed archives and repositories within them hold tomes and artefacts recovered by the Ordo in the course of their duties and deemed both too dangerous to be allowed to fall into any other hands and too potent to destroy. The deepest vaults contain the Ordo's most holy relics—weapons, armour, and icons wrought in ages past to bring death to daemons. Other areas within the Cloisters contain excoriation chambers where heretics are interrogated and judged, as well as shielded vaults built securely and strongly enough that a bound Daemon could be held within, for a short while at least.

The exact location of each of the Seven Cloisters is one of the Ordo's closest guarded secrets, and even the most senior of Masters knows only of three or four. Most Proctors know of only one or two, while many ordinary Inquisitors may not be aware of their existence at all. If the duties of an Acolyte bring him to one of the Seven Cloisters, he is typically kept ignorant of its true location and purpose, lest the untried servant inadvertently betray one of the Ordo's greatest secrets.

The greatest of the Seven Cloisters, called the First Cloister, is located on the moon of an unnamed world on the outskirts of the forbidden Threnos Zone. The reason for the First Cloister's location so close to such a dire region is an unknown even to the Masters of the Council.

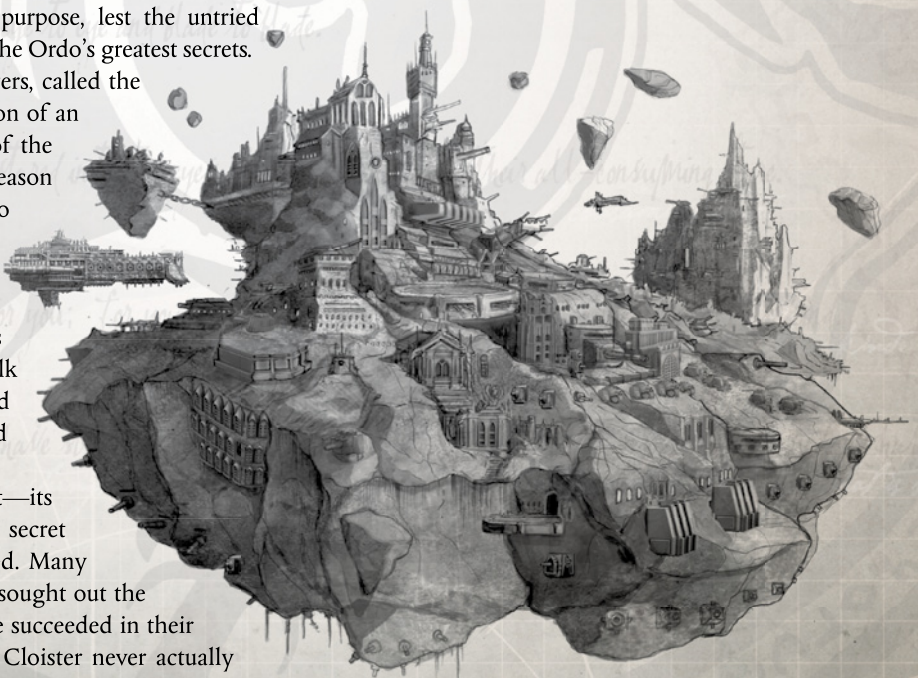
The Wandering Cloister is situated on an empty space hulk drifting in the open void coreward of Fenksworld, technically beyond the border of the Calixis Sector.

The Lost Cloister is exactly that—its existence is referred to in various secret tomes, but it has never been located. Many servants of the Ordo Malleus have sought out the Lost Cloister, but to date none have succeeded in their quest. Some now believe the Lost Cloister never actually existed, and that it was created to distract the foolhardy and

send them on long, hopeless quests where they could do no real damage to the Ordo's operations

The Forbidden Cloister is located not within the boundaries of the Calixis Sector, but within the depths of the Maw, the passage through the Warp storm that leads to the Koronus Expanse out amongst the Halo Stars. This Cloister was built long before the passage was opened up to exploration. Since travel began through the Maw, it has earned a dark reputation amongst Rogue Traders and other travellers. Passage through the Maw is a perilous enterprise, and many vessels have foundered in its depths. Several have attempted to limp to the dead world which the Forbidden Cloister orbits, and been destroyed without warning by the Cloister's defences. While no official notices have ever been issued, it is generally held amongst voidship captains that this world is to be avoided even in the direst of emergencies.

The Screaming Cloister is so called because it has fallen to demonic incursion. Centuries ago, a Radical daemon hunter attempted to summon and bind a Greater Daemon, believing that within the warded fortifications of the Cloister he would be able to master it. Sadly, he was wrong, and the daemon and its servants consumed the Inquisitor's soul and then killed every other person in the Cloister. The final act of the last Acolyte alive was to seal the Cloister from within, setting its wards so that nothing could escape. It is said that the screams of tormented souls can be heard resounding in the Warp for light years around. The location of the Screaming Cloister has been purged from many records, though the task is not yet complete. It is located on a barren planetoid in the empty reaches of the Markayn Marches.



Treachery's Cloister is situated on a rogue planet deep in the swirling nebulae at the centre of the Adrantis Sub-sector. It got its name because the Puritan Inquisitors who lived and worked there were expelled through treachery by a cell of Radicals. Though the Masters of the Council do not yet know the truth, the cell follows the pariah doctrines of the outcast Phaenonites. This particular faction usually operates in secret, its adherents hiding behind a façade of loyalty to other factions and philosophies, and has been declared outright heretical the length and breadth of the Imperium. Should the Masters of the Council in the Calixis Sector discover that a Phaenonite cell took over Treachery's Cloister, they are likely to mobilise every asset at their disposal to recapture it and kill its inhabitants. No one knows yet why the Phaenonites thought this Cloister was so important, but they are known to covet the most destructive of Warp-based technologies. If such items are to be found anywhere in the Calixis Sector, they will be kept in the secret vaults at the heart of one of the Seven Cloisters...

The existence of the Ultimate Cloister is a secret known only to the most senior of the Masters in Council, for it is intended to serve as the ultimate sanctuary should the Ordo be brought to its knees in the Calixis Sector. Its walls are ten times the thickness of any other Cloister's, and its void shields are powered by several dozen independent plasma reactors. In the event of a sector cataclysm, the most privileged of the Masters of the Council would make for the Ultimate Cloister, unseal its void-locked portal and close the doors on the sector until the age of doom has passed. Within a doomsday chamber, seven stasis caskets await, each able to hold a Master immobile and unaging for millennia. When the disaster has passed the machine spirits will awaken them, and they will open the portals once more to see what has become of the galaxy. There are many who claim that the Time of Ending is upon the Imperium and that the doom of the human race is coming. The Masters of the Council intend to outlive that doom and carry forward their mission to destroy the daemoniac even should they be the very last humans left alive in the sector.



SOLITARIUMS

Any holding used exclusively by the Ordo Malleus and smaller than the Seven Cloisters is called a Solitarium. The largest Solitariums are able to house several hundred Acolytes and servants and provide staging posts for the household troops of its Inquisitors. The smallest are little more than boltholes, thousands of which are scattered across the sector, though any one Daemon Hunter likely knows of no more than a dozen. The Solitariums were not established according to any grand plan; each was built to serve one Inquisitor's immediate needs, and then was useful enough to be maintained by the Ordo. Some Solitariums are permanently staffed by oath-bonded servants or mind-scrubbed servitors, while others are coated in such thick layers of dust that they must not have been visited in centuries. Most contain stockpiles of weapons, foodstuffs, and other useful resources, while the largest contain mothballed battle tanks and even void-capable shuttles. An Inquisitor operating a cadre of Acolytes is likely to entrust them with the location of one or more Solitariums so that they may use their resources in the eternal battle against the archenemy.

INDIVIDUAL HOLDINGS

Similar to the majority of Inquisitors, the servants of the Ordo Malleus Calixis maintain extensive private holdings. Even within a single Ordo or Chamber, conflict can erupt between the adherents of different creeds. Many Inquisitors find it necessary to withhold the details of facilities they have built for themselves in order to improve their chances of weathering the storm of internecine war. These holdings range from sealed habs high atop hive city spires to isolated manse deep in the wilderness. Some are staffed by the Inquisitor's own household followers, and some host entire private armies. Few Inquisitors are foolish enough to imagine their peers are not aware of at least some of their holdings, but most seek to keep the existence of at least one a secret.



It is we who stand guard,
our Eternal Watch shall not fail.

We are the Ordo Malleus!

SCHOLARIATE AT ARMS

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the morally correct course. Mercy destroys us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of our Emperor. Praise His name, for in our resolve we only reflect His will."

—*The Book of Exorcisms, The Verses of Inquisitor Enoch*

The Scholariate at Arms is a Chamber of the Ordo Malleus Calixis, and its members are amongst the most driven and successful of all of the many Inquisitorial cells active in the Calixis Sector. The Scholariate has existed since the foundation of the Calixis Sector. It operates from an extensive complex in the Tricorn Palace on Scintilla, as well as other facilities across the sector. The current Proctor of the Chamber is Inquisitor Lord Ghankus Dhar, a man who has served as a Master of the Council on at least a dozen occasions, and is said to be as close to Inquisitor Lord Caidin as it is possible to be. Lord Dhar is a highly militant Inquisitor and a veteran of numerous battles against the Ruinous Powers; he rules his Chamber with a will as hard and unyielding as granite. Though a renowned servant of the Ordo Malleus, Lord Dhar has never revealed which, if any, of the factions he

supports. No outward clues of his allegiance can be discerned, and it is not even clear what side of the Puritan/Radical divide he occupies. Some have suggested that Ghankus Dhar is a member of an otherwise unknown faction, and that he always leads his Chamber in such a way as to advance his creed. In truth, the Scholariate has always been led by men and women such as Dhar: truly rare individuals able to cast off the shackles of factional adherence and place the Ordo above all.

What makes Dhar's Chamber so unusual is that it appears to consist of Inquisitors drawn from many different factions, both Puritan and Radical. Ordinarily, Inquisitorial cells and the Chambers of the Ordo Malleus Calixis are drawn from individuals of the same broad doctrinal leanings, yet this is not the case with the Scholariate at Arms, and never has been since its inception a thousand years ago. While it might appear that such an arrangement could only succeed if Inquisitors of the same mindset as the Master in Chamber can be pooled together, this is not the case. The members of the Scholariate are in fact bitter rivals, ever striving to outdo one another even in the face of impending doom. Some say that this arrangement creates a dynamic tension that is the source of the Scholariate's strengths. Others believe the Chamber is some bizarre experiment, or even worse a plot to undermine the Ordo by setting the factions against one another in the worst possible way. Whatever the truth, the results are undeniable—the Scholariate at Arms has been counted amongst the most successful Chambers of the Ordo Malleus Calixis since its inception.



THE ROOTS OF THE SCHOLARIATE AT ARMS

The Scholariate appears to have been in existence in a nascent form at the foundation of the Calixis Sector. Much like the earliest of Inquisitors moved in the shadows of the Emperor, the Scholariate followed in the wake of the Angevin Crusade, descending upon the peoples it had defeated and purging them of any Warp taint they discovered. This self-appointed task was truly gargantuan, for many of the worlds of the Calyx Expanse had been blind to the light of the Emperor for countless millennia, oppressed and corrupted by vile xenos overlords. When Drusus was appointed the first governor of the Calixis Sector, the Scholariate's leaders made themselves known to him, and told him of the true state of many of the sector's human worlds. For millennia, Drusus was told, these worlds had been beyond the attentions of the Black Ships and entirely at the mercy of Warp incursions brought about by the existence of un-culled, unsanctioned psykers. With the birth rate of psykers rising, all of the crusade's great works might collapse to nothing unless Drusus took control. The Scholariate's leaders knew Drusus to be a stalwart of the Imperial Faith, who would not flinch at doing what must be done, and in this they were correct. Drusus began to take total Imperial control of the worlds in the Sector, and the Scholariate moved with impunity amongst the newly cowed populations, seeking out the deep, twisted roots of a taint that had been allowed to grow for countless generations.

In its earliest form, the Scholariate was a cell of Inquisitor-Savants, supremely learned men and women dedicated to the task of tracking down and uncovering signs of Daemonic taint. Once they set themselves to the task of purging the newly-conquered worlds of the Calyx Expanse, the Scholariate assumed a more militant form. Corruption, the Scholariate discovered, was everywhere, and they needed more resources to destroy it. Their ranks swelled with Daemon Hunters and zealots, well-equipped for the deadly business of facing daemons in combat and banishing them back to the Warp. Thus, the cell became the Scholariate at Arms, combining the scholarly traditions of its founders with the aggressive zeal of its newer members. The result was, and still is a thousand years later, a cell of bloodhounds: Inquisitors capable of detecting the faintest scent of corruption from half a sector away, tracking it down, and destroying it utterly.

STRUCTURE

The Scholariate at Arms exists as an extended network of Ordo Malleus Inquisitors, operating under the firm, guiding hand of Inquisitor Lord Dhar as its Proctor in Chamber. Dhar himself spends most of his time in the Tricorn Palace, though he often has cause to travel to one of the Seven Cloisters and is thought to maintain his own, private citadel on one of the airless moons of Quaddis. Beneath Lord Dhar is the Chamber itself, consisting of twenty-three Inquisitors of the Ordo Malleus. It is rare for all twenty-three Inquisitors to meet at any one time, but attendance at any given Chamber meeting is never allowed to drop below five as a matter of sacred

duty. Most of the twenty-three Inquisitors are the masters of extended networks of Acolytes, servants, and contacts, and contact between the servants of different Inquisitors is extremely rare, and for a very good reason—they often despise each other.

The Chamber is as diverse a body of servants of the Emperor as it is possible to gather. Inquisitors of every creed and philosophy are brought together under the Proctor, and their differences set aside in the Chamber, under punishment of death. In the Chamber of the Scholariate, Radicals and Puritans face one another in grim silence, forced by circumstance to endure the presence of their most hated rivals. Factional debate is highly regimented within the Chamber, a rule which the Proctor enforces ruthlessly. Some say that even the presence of the despised and outcast Phaenonites is suffered in the Chamber, and if this is true, it is probably the only place in the Sector where this is so.

Exactly what compels the Inquisitors of the Chamber to serve alongside those they hate remains a well-kept secret. While some Inquisitors have left the Scholariate, most have not. Either the Inquisitors have been convinced of some truth so dire that they must set aside their differences, or the Proctor has coerced them in some way, essentially holding them ransom lest some detail of their past be revealed. To join the ranks of the Scholariate, an Inquisitor must take terrible, binding oaths, the substance of which he may never divulge to another.

When the Chamber is gathered, it is invariably to hear the pronouncements of the Proctor. Lord Dhar informs the Inquisitors in Chamber of their duty, assigning one or more cells to undertake a particular task to advance the Scholariate's aims and those of the Ordo Malleus Calixis in general. When one or more Inquisitors are required to undertake a mission, the Proctor invariably chooses those of opposing factional doctrines. His choices appear at best capricious, and at worst intended to deliberately undermine the mission.

When multiple Inquisitors of the Scholariate at Arms undertake a mission together, their operations are invariably beset with internecine rivalries. While violent dispute is forbidden at the Chamber meetings, out in the field things are very different indeed. Each Inquisitor focuses as much on undermining his rivals as completing the mission. Perversely, this doctrine results in far more successes than failures; the constant and bitter competition only serves to drive the Inquisitors onward even in the face of odds others would balk from.

TITLES OF THE CHAMBER

Each of the twenty-three Inquisitors in the Chamber of the Scholariate at Arms is by ancient tradition granted a title relating to the role he is expected to play within the Chamber. There are in fact officially two hundred of these roles, but as the Chamber's membership is fixed at twenty-three, only a portion of them are filled at any one time. These roles include the Armourer in Chamber, Archiver in Chamber, and Exorcist in Chamber, the responsibilities of which are largely self-evident. Many more, far less clear titles exist, including Inquisitor Pursuivant, Recaller, Writer of Names, and Master of Seals. While the holder of each appointment

bears authority and responsibility in a specific field whilst gathered in Chamber, all members except for the Proctor are equal outside of it. Thus, an Inquisitor may be granted access to the Scholariate's armoury-vaults by the Armourer in Chamber, only to turn his weapon upon the Armourer later on. It appears that this arrangement is understood and accepted, and the traditions adhered to, regardless of the doctrinal stance taken by the holder of each rank.

The holders of many of these titles have particular areas of responsibility. Often their own cadres assist them in their duties, but in many cases the Inquisitors are entirely unaware of their master's role. The Armourer in Chamber, for example, is responsible for the maintenance of the Scholariate's most

potent relic-weapons (though only the Keeper of the Key is able to grant access to the armoury-vault). Many of the Acolytes serving under the Armourer in Chambers are tasked with assisting him in his work. The Warden of Writs maintains extensive archives on behalf of the Scholariate, and his cadre includes a great many adepts and savants. Conversely, the Writer of Names is a lonely role, the holder responsible for recording the many names of the Warp entities the Scholariate has slain. This task is too dangerous to involve even the most skilled and trusted of Acolytes, and so is always performed in isolation.

HOLDINGS OF THE SCHOLARIATE AT ARMS

The Chamber maintains dozens of holdings across the Calixis Sector, most of them falling under the category of Solitarium. The largest and most visible to the greater Inquisition is to be found in the Tricorn Palace, but these holdings are only ever used to conduct the most inconsequential of Chamber business. In truth, the Scholariate considers its mission of such importance that not even other members of the Ordos Calixis can be fully trusted.

The largest of the Scholariate's holdings is the armoury-vault maintained by the Armourer in Chamber. Often referred to by the members of the Scholariate as the Sepulchrum, it lies ten kilometres beneath the lowest levels of Hive Sibellus on Scintilla, and is accessible only to those granted access by the Keeper of the Key. Those allowed to enter the Sepulchrum step into an armoured blister, and the moment the hatch closes behind them a stasis field activates, capturing them like a fly in amber. The blister descends into the silent depths with its passengers frozen in time, and the stasis field is deactivated once the descent is complete. The Sepulchrum is a vast, armoured storage facility, lined with shelf after shelf of relics and artefacts, as well as hundreds of sealed vaults, within which the most forbidden objects are stored. The Sepulchrum is staffed by several hundred soul-cleansed servitors, whose sole reason for living is to watch over and maintain the contents of the armoury-vault. Some servitors spend their entire lives, which can last for centuries, polishing sanctified armour and holy blades. Others renew the faded text on faded prayer scrolls, mindlessly tracing and retracing script written by the most holy saints. A cerebral charge is implanted into the cranium of each servitor, linked to wards that burn out at the first sign of Warp intrusion, tripping the charge and destroying the servitor utterly.

The Pandaemonia are a number of hidden facilities scattered across the Calixis Sector, some within the Seven Cloisters, others elsewhere. Each is an impossible hybrid of techno-arcana and psychic engineering, a great infernal machine within which the Scholariate binds daemons too powerful to banish. Some daemons, the savants claim, are able to return to the real universe after a set amount of time has passed since their banishment; by binding the daemon within a Pandaemonia the fiend might be kept at bay forever, or so the Scholariate hopes. Each of the Pandaemonia is maintained by an Inquisitor and his staff and often guarded by a substantial retinue of household troopers. Most of the Pandaemonia are located where the members of the Scholariate can easily



get to them, but not so close to densely inhabited centres of population that should the facility be compromised great damage would be done. For example, a Pandaemonia is maintained on Scintilla, the capital world of the Calixis Sector and seat of its government, several hundred kilometres out into the ash wastes and well hidden from prying eyes. Other Pandaemonia are situated in interplanetary space, on otherwise barren worlds, or in the trackless depths of a Death world jungle, all distant and hidden, yet easily accessible to the Scholariate due to their locations along key Warp conduits. Unlike the Seven Cloisters, the locations of the Pandaemonia are an 'open secret' within the upper echelons of the Ordos Malleus Calixis, and even within the wider Ordos Calixis. This is because any Inquisitor or Acolyte may be faced with a daemoniac incursion, regardless of which Ordo he is a member of, and may therefore have need of the ability to bind the daemon within a Pandaemonia. This is generally achieved by way of a temporary binding, where the daemon is locked within some form of vessel, either an object or a being. The vessel is then transported to one of the Pandaemonia before being interred within the infernal engine. The process utterly destroys the physical body of the vessel, whatever form it took, and the thing within is released into the engine's arcane binding matrix. The devices are also used to destroy tainted relics such as daemon weapons. The weapon itself is shattered and the fiend within it trapped.

The Hall of Canon is another facility maintained by the Ordo Malleus Calixis under the auspices of the Archeognost in Chamber, an Inquisitor and holder of one of the Chamber's few permanent appointments. The Hall is located in Hive Ortak on Malfi, though its existence is kept secret from the local government and its subjects. The purpose of the Hall of Canon is to gather any and all possible references to the activities of the archenemy, and to use that information to predict future incursions. Most of the missions that the Inquisitors in Chamber undertake are the result of some vague piece of intelligence from the mighty cogitation stacks of the Hall of Canon. These data-mills are attended by Tech-Priests seconded from the Forge world of JXMA18Z according to ancient and binding pacts, and have by all accounts been continuously active since the facility was built soon after the founding of the Calixis Sector itself. It is also believed that some form of 'ætheric hyper-scribing' connects the Hall of Canon with the Administratum archives in the Prol system, somehow allowing the Ordo Malleus to access the Decalogues' vaults from light years away. But the systems of the Hall of Canon are far more than cogitation engines—they are actually a hybrid 'vaticination matrix', an arcane device built millennia ago by a cult of insane psy-coders long since burned at the stake by the Ordo Hereticus. The matrix allows the Ordo Malleus to introduce elements of foretelling into the predictions of the device, combining data processing and psychic prognostication in a single machine that would be forbidden to anyone but the Inquisition.

The Hall of Vestiges is a vast chamber maintained by the Scholariate at Arms in Hive Tarsus on Scintilla. The chamber contains several thousand relics of the

Scholariate's countless victories over the daemoniac. Some are seemingly insignificant while others are terrifying to gaze upon. The largest are the flensed and polished skulls of daemons, etched with warding glyphs and exorcised by the most potent Banishers in the segmentum. At the centre of the chamber's main wall are mounted the skulls of four Greater Daemons, one from each of the Ruinous Powers, sealed within a glittering stasis field. The Hall of Vestiges serves as a temple in which the Scholariate's members perform their most sacred rites and worship the Emperor. It is also a trophy hall, where the greatest of past Daemon Hunters can be remembered and venerated. Most of the Inquisitors of the Scholariate at Arms hope that one day, one of their own kills will adorn the walls of the Hall of Vestiges.

The Crypt of the Nameless is a Scholariate holding known only to the Proctor in Council and his most trusted servants and subordinates. The Crypt is located at the heart of the First Cloister on the outskirts of the Threnos Zone, and it is used to contain those Inquisitors who have been driven beyond the threshold of sanity by what they have seen, but who must, for whatever reason, be kept alive. While most Inquisitors afflicted by such mental wounds are killed mercifully or mind-wiped, the Scholariate at Arms commonly spirits such unfortunates away to be held within the Crypt of the Nameless. The Inquisitor is announced dead, having laid down his life with great honour in the name of the Emperor and the mission of the Scholariate. Yet in reality, he lives still, ranting and raving in irons in one of the crypt's warded cells. His every word is recorded by psychically dampened servitors and forwarded to the Hall of Canon for processing. Many a Daemon has been banished due to clues sifted from the words of their victims, and so the terrible price is deemed worth paying. It is said that as many as a hundred former Inquisitors are held within the Crypt at one time, as well as several thousand Acolytes. It is even said that several former Proctors in Chamber and at least one former member of the Tyrantine Cabal are locked within the Crypt, kept alive by forced rejuv treatments so that their screams and gibberings might provide weapons for the eternal war against the infernal.



CALIXIAN INCURSIONS

"Where the daemon treads, there treads the weakling after. Where stalks the dark hunter of the night, creeps behind the craven fool."

—Nine Admonitions, Admonition the First

The work of the Ordo Malleus is never done, and it can truly be said that entire sectors of the Imperium would have long ago fallen to daemononic incursions were it not for the constant vigilance of the Daemon Hunters. This is certainly true of the Calixis Sector, where a number of major incursions and countless smaller ones have been halted over the last millennium. Some worlds have been lost entirely, all record of their fate and current status purged from the annals of the Imperium's history. Several regions of the sector are forbidden by Inquisitorial edict, and although few know why, some must surely be the result of catastrophic daemononic incursion.

On several occasions, the fate of an entire world has stood in the balance. The Ordo Malleus has saved countless souls from eternal damnation, and subsequently purged all records and witnesses so that none now know of the courage and sacrifice of these most dedicated servants of the Emperor. This section presents an overview of five such Calixian incursions, details of which exist only in the sealed archives of the Calixian Conclave. Knowledge of these incursions is beyond even the most highly connected Inquisitor or the most obsessive savant, and Acolytes will only ever discover them if specifically entrusted such knowledge by a Master in Council. In all probability, the granting of this knowledge will prove the precursor to a do-or-die mission, and the Acolytes may wish they had never heard it at all.

The Ordo Malleus is monitoring, as best it is able, many more potential incursions, and steadily mobilising resources to combat them. The Ordo has taken an interest in the phenomenon known as the Tyrant Star, although very few members of the Tyrantine Cabal are drawn from the Ordo's ranks. Others are currently engaged in preliminary operations against a threat emerging on the Spinward border of the Calixis Sector—that of the so-called Lord of Misrule.

THE BLOODWRATH INCIDENT

At the close of 604.M41, the 92nd Brontian Longknives of the Imperial Guard were dispatched to the feral world of Dwimlicht to suppress a widespread and bloody uprising. A confederacy of over a hundred tribes had formed and launched a series of assaults against the few Imperial facilities on the world. Most of these were simple Administratum census-stations, Ecclesiarchy missions, and the like, but one was an Order Famulous outpost, from which the Adepta Sororitas of the Order of the Shining Path kept watch on the natives' society and traditions. The last thing the sisters reported before they were overrun was



the natives' involvement in a number of highly suspect ritual practices. Where formerly the tribes had made blood offerings of animals to "He who sits on the Golden Throne," now they made living human sacrifices to "He who sits on the Brass Throne." While the distinction might have been lost to many, the sisters saw the practice as Heretical. Through lengthy interrogations they uncovered it as the worship of the Chaos God Khorne, Lord of Battle and Bloodshed.

The 92nd Brontian was dispatched to put down the uprising before it spread to the entire world, and its officers ordered to spare none in their purge. The operation to suppress the tribal confederacy was over almost as soon as it had begun, for the tribal warriors were entirely incapable of resisting the superior firepower of the Imperial Guard. Ordinarily, such an uprising would have been expected to disperse before the Imperial troops, to adopt insurgency tactics, and to make the off-worlders bleed for every day of their occupation. Yet, this did not occur. Instead, the tribal warriors threw themselves at the Brontians' drop-zone fortifications, screaming their veneration to their bloodthirsty god as they died on the regiment's guns.

The Officio Tacticalae advisors accompanying the operation were at a loss to explain what had happened, but most of the officers and men were relieved the campaign had concluded itself so quickly. Sector command ordered the regiment to form into company-sized groups and hunt down any further sign of the insurgency. It soon became evident that the short, if bloody, battle at the drop zone had been fought against the entirety of the uprising, and no more insurgents were



discovered. The regiment discovered plenty of evidence of the bloodthirsty rituals that had taken hold of the confederacy's tribes, and a hundred blood-fanes were put to the torch in the first days and weeks of the occupation.

The 92nd Brontian Longknives assumed occupation and escort duties, accompanying the hundreds of Ecclesiarchy missionaries dispatched to Dwinlicht to ensure no taint of any corruption remained, even though the true nature of that corruption was never revealed to them. After a year, the task was announced complete, and the regiment withdrew to be replaced with a locally raised militia force. The regiment's company groups assembled at the drop zone, and were shuttled to a transport waiting in orbit, where they would depart on a voyage estimated to take no more than three weeks.

The voyage actually took three years, and the transport vessel finally exited the Warp near Port Wander. The vessel failed to respond to automated far-system transponder beacons, and so an armed mission was dispatched to investigate.

The vessel was found to be a slaughterhouse, entirely overrun by daemons of Khorne. It was later surmised that the Imperial guardsmen had indulged in the forbidden practice of trophy-taking from the dead tribal warriors, and through these artefacts had become tainted by the same bloodthirsty corruption that had brought about the Dwinlicht uprising. At some point in the Warp transit each relic had become an open portal into the Empyrean, through which the daemoniac servants of the Blood God surged.

As if this was not dire enough, the transport was drifting towards Port Wander, a major Battlefleet Calixis facility and

the gateway to the Maw and the distant Koronus Expanse. The risk to the port was deemed catastrophic, and the Imperial Navy ordered the transport to be destroyed without delay.

Just as a squadron of torpedo-armed frigates was about to set out from Port Wander, however, two Inquisitors of the Scholariate at Arms made their presence known to the Navy's commanding officer. The admiral was ordered to stand down his vessels and keep them near the station as a last resort. The incredulous naval officer was informed that an Ordo Malleus cell would be boarding the daemon-infested vessel to combat the incursion in person and discover for certain how it had happened. Only if the vessel approached to within one million kilometres of Port Wander, the admiral was ordered, was it to be destroyed.

The Ordo Malleus Inquisitors in question were the Radical Inquisitor Bellas the Elder, who believed that the tools, and indeed the servants, of Chaos could be harnessed in the defence of Mankind, and Inquisitor Dylhin, a Puritan with the exact opposite beliefs. Yet despite their differences, both Inquisitors agreed that the transport must be boarded rather than destroyed outright, though for entirely different reasons.

Exactly what happened on the transport vessel will never be known for sure, for none of the Inquisitorial cell returned and the communications logs of all naval vessels within range were later purged by Ordo Malleus data-slayer routines. However, the records of the Scholariate at Arms claim that the two Inquisitors fought side-by-side as brothers, slaying daemon after daemon as they made their way through the vessel's blood-spattered companionways to reach the vessel's heart, its central cargo bay. There, in the centre of the rune-painted bay, stood a Bloodthirster of Khorne. Inquisitor Bellas the Elder sought to bind the Greater Daemon to his will, while Inquisitor Dylhin sought to banish it through the word of the Emperor. The three-sided battle that ensued raged bitterly for several hours. None could gain the upper hand, not even the terrifying scion of the Blood God. At the last, no one won the battle: the transport vessel crossed over the one million-kilometre mark and was destroyed utterly by a wave of torpedoes.

In their bitter rivalry and their dogged refusal to cede defeat, the Inquisitors purchased precious time for their own Acolytes to stop a terrible ritual of sacrifice elsewhere on the vessel, preventing a full daemoniac incursion upon Port Wander.

THE FALL OF THE HOUSE OF IOS

The House of Ios was an honoured line of chartist captains, its origins pre-dating the founding of the Calixis Sector a thousand years ago. The line's holdings were spread across five sectors, but the vast majority of the family lived on the ocean world of Spectoris. One day in 797.M41, a scion of the House of Ios returned from an out-sector Cold Trade run with a priceless gift for his daughter Antigone—a glittering gem said to have been born in the fiery heart of the very oldest of stars. The girl had the fantastic stone mounted in a filigreed headpiece, and wore it upon her brow so that all in the palace and the surrounding islands might see her status, and bow down before her.

Over the following decades, Antigone rose to become the head of her line, and her father's island palace expanded to become a marvellous city amidst the islands. In short order, she assumed total power over the House of Ios, and her line's coffers swelled. Then, something entirely unexpected occurred.

Spectoris was ordered by the Munitorum sector command to raise a regiment for the Imperial Guard. A recruitment mission was dispatched to the islands over which the Queen of the House of Ios ruled to ascertain the fitness of its militia.

However, upon Munitorum inspection, the population of the island chain was discovered to be entirely unsuitable for induction into the Imperial Guard. The men were listless and effete and the women indolent and soft. All bore expressions of vacant distraction, and appeared disinterested in their surroundings and unresponsive to questions.

The recruiting officers escalated their investigation to include the nobles of the House of Ios, and soon, disaster befell them. Upon demanding entry into the palace itself, the officers were unexpectedly attacked by the household guards claiming that they had to protect their mistress at all costs. A slaughter ensued, but before the last of the Munitorum staff was cut down, he managed to transmit a pict-log to the troop transport waiting in orbit.

The transmission was intercepted by agents of the Inquisition, and retribution came three months later. An Ordo Malleus strike force led by Inquisitor Lord Dhar of the Scholariate at Arms descended upon the palace of the House of Ios. Nine Inquisitors, three dozen Acolytes, and a hundred storm troopers were inserted directly into the heart of the palace grounds by Valkyrie airborne assault carriers, supported by a wing of Vulture gunships. The corrupted servants of Antigone were ready for the assault and had fortified the palace, mounting air defences upon its delicate minarets, and daubing the entire structure with blasphemous runes. In the months since the household guards had slaughtered the Munitorum staff, they had become mutated, as if the warping power of Chaos had suffused them with dark splendour. The warriors' hands had twisted into metre-long claws, and razor-sharp horns sprouted from their heads. They had preternatural speed and agility, and they shrieked a song of cacophonous discordance that brought men to their knees as their brains bled out from their ears. Dozens of storm troopers and Acolytes were slain in the first minutes of the assault, but Lord Dhar and his companions steeled their souls and fought through to Antigone's throne room, and there saw just how close Spectoris was to doom.

Queen Antigone sat upon her throne, the gleaming gem mounted at her brow. From the gem shone the raw energy of the Warp, and three of Dhar's brother-Inquisitors were struck down by ravaging beams of light before they could take another step. Dhar himself fought through the Warp-energy and approached the throne, pronouncing his verdict upon the Queen of the House of Ios: she had opened her soul to the Daemon Prince of Chaos, and would die by the Inquisitor's hand.

But before Dhar could carry out his judgment, the gem doubled its infernal luminescence and the air rippled with impossible energies. Its light expanded to fill the entire dais, consuming the body of the Queen. The gem had become

a gateway into the very depths of the Warp, and through it came the Daemonic servants of Slaanesh—dozens upon dozens of lithe, deadly Daemonettes.

The battle that ensued raged through the night, and by its end Dhar was the only Inquisitor left standing amidst the shattered bodies of hundreds of Daemonettes. At the very last, a Greater Daemon of Slaanesh—a Keeper of Secrets—emerged from the portal, the glittering gemstone set upon its brow. Dhar would have been outmatched and slain, were it not for intervention from an unexpected quarter. A troupe of Eldar Harlequins emerged from a rippling tear in the fabric of reality, and fell upon the daemon, moving too fast for the Inquisitor Lord to follow. The blurred forms of the Harlequins darted in and out, delivering a thousand blows, each of which was too weak to slay the daemon alone, but combined slowly robbed it of its strength and speed. At last, the leader of the troupe delivered the killing blow, skewering the daemon's gemstone with a lightning fast lunge of his power sword.

The Keeper of Secrets was transfixed upon the Harlequin's blade. Before the Inquisitor Lord's eyes, its form collapsed in upon itself, until the body of Antigone of Ios lay upon the wrecked dais. Their work done, the Harlequins departed, and Lord Dhar stood alone in the corpse-strewn throne room.

Judgement had been delivered upon the House of Ios.

In the months that followed, Lord Dhar led a campaign of retribution against the remaining holdings of the chartist captain line. None escaped his attentions, and even those who fled beyond the borders of Calixis were purged by his far-ranging operatives.

The name of the House of Ios was stricken from all official records, and its name never spoken again.



THE PROTASIAN BREACH

Not all of the servants of the Ruinous Powers lurk mindlessly in the Warp waiting to be summoned—some have the means and will to bring about cataclysms through subtle and far reaching manipulation. Five hundred years ago, the war-torn world of Protasia was almost subsumed beneath a wave of Warp-spawned doom the likes of which has seldom been seen even within the Calixis Sector.

Protasia's doom began when the planet's Imperial Governor—Lord Malkun Grund the Fifty-First—took it upon himself to plot secession from the Imperium. Not a stupid man, Grund kept his own counsel on this matter, concocting all manner of ways in which he might cast off the hated yoke and free himself entirely of any obligations to the wider galaxy. Yet, though Grund never told another soul of his slow-burning ambitions, someone, or rather something, heard his thoughts and whispered to him within his mind.

An envoy of Tzeentch, the Chaos God of sorcery and guile, had heard his plotting, and spoke to him of the power he could gain if he just declared Protasia's secession. Grund listened closely, for the envoy flattered him with promises of all he might become once he followed his own path and not that of the Adeptus Terra. Although Grund never needed to say a single incriminating word to any of his subordinates, Tzeentch caused his plots to take root in their minds as well. Step by step, the ties that bound Protasia to the Imperium were cut. Trade missions on favourable terms were declined, Ecclesiarchy tithes were slowly, subtly reduced until they were scarcely worth collecting. Reliance on nearby worlds was reduced, and senior Administratum adepts quietly killed off.

At the last, at the insistence of the envoy, Grund declined to undertake a crucial obligation of an Imperial Governor: he cancelled the annual psyker cull.

It was several years before the cancellation of the cull took effect, but when finally it did, doom came to Protasia. In a single day, a dozen rogue psykers came into their powers and ravaged the land, killing thousands in an orgy of psychic murder. The very skies above Protasia seethed with witch-lights and arcs of raw psychic power stitched across the boiling clouds. Grund raged—implored the envoy to deliver him and his world from the chaos that had overtaken it. But for the first time in a decade, the envoy was silent. Grund was abandoned to his fate.

At the height of the psychic storm, each of the rogue psykers was transfigured into a grotesque gateway of pulsing flesh, through which spewed hundreds of vile Enslavers. These utterly alien creatures were native to the Warp, but fed upon the stuff of reality. They entered the material universe through the unprotected minds of rogue psykers, and on Protasia they went forth across the land, turning day to night and taking over the minds of countless millions of Grund's subjects. Hordes of drooling, mind-slaved drones stumbled across the surface of Protasia, and more and more portals were opened as the Enslavers harnessed the power of the entire population to breach the Warp and draw forth more of their kind.

And then, as Grund sank to his knees upon the last intact tower of his palace, a bright light appeared in the seething skies. The light descended upon a pillar of flame, coming to rest before the uncounted horde. A group of warriors, each armoured in polished silver, emerged from the drop ship, and without pause dove into the heart of the enemy. Fire rained from the skies, and Grund knew that a fleet of vessels must be in orbit, unleashing a fearsome orbital barrage that was tearing the mind-slaved horde apart before his eyes.

Grund uttered the laugh of the madmen, for he knew that he was delivered, but that he would soon pay the ultimate price for his treachery. For he knew that had brought about the ruin of his world, and had caused the deaths of millions.

But then the barrage abruptly ceased. The Black Ships, battle barges of the Grey Knights Chapter of Space Marines, and cruisers of Battlefleet Calixis were set upon by another fleet belonging to the servants of the Ruinous Powers—the Alpha Legion. The envoy appeared once more at Grund's back, whispered its thanks for his service, and was gone forever.

The two fleets engaged even as the battle continued on the surface below. Millions of tons of ordnance were exchanged in the opening salvos, and within an hour, dozens of ships were aflame. While the two fleets tore one another apart, the massively outnumbered Grey Knights on the ground fought their way through the horde to reach the quivering gristle-gates that the psykers had become, and one by one, destroyed them. When at last the final gate was closed and the last of the Enslavers slain, the horde fell apart, millions of mind-slaves collapsing to the ground in an instant.

In orbit, the Alpha Legion war fleet disengaged, but the Imperials were too weak to pursue. Instead, they turned their attentions upon the ruins of Protasia, which in the course of mere days had been reduced to nigh-complete ruin. Lord Malkun Grund the Fifty-First was the only human being left alive in his palace, and he was soon brought before the Ordo Malleus and their Grey Knight allies. Grund was pronounced guilty of the very worst crimes an Imperial Commander can commit, and executed on the spot.

Protasia was left a charnel house, its surviving populace reduced to mere shells of their former selves as they wandered an apocalyptic wasteland scattered with uncounted dead. The Inquisition debated scouring the surface with cyclonic torpedoes, in order to remove any trace of xenos or Warp taint. The world received a stay of execution when it was found that the Grey Knights' intervention had averted a total Warp breach, and all of those enslaved by the xenos were dead. Protasia would rise from the ashes, but only after many decades of rebuilding and constant vigilance for any taint.

Years later, the taint of secessionism reappeared, and Protasia announced itself beyond the power of the Adeptus Terra. Perhaps the envoy of Tzeentch whispers from the shadows still, manipulating the weak and bringing about death and destruction in the pursuit of its master's unfathomable schemes...

THE PURGING OF CAMP 109

The world of 47 Kapella is a war-torn wasteland, every square mile of its surface torn apart by craters and criss-crossed with mile after mile of trench line. When war first came to 47 Kapella, millions were displaced as vast armies clashed against one another, and dozens of huge refugee camps sprung up. Generations later, some of these camps had become cities, vast conurbations of ragged buildings made of the detritus of war and populated by the lost and the damned.

It's no surprise, then, that the Chaos God Nurgle, Lord of Plagues and Despair, reared his scabrous head in one such camp.

The malady began when the sick and the desperate of Camp 109 turned their faces from the light of the Emperor and beseeched other, darker powers for deliverance. Deep within the Realm of Chaos, Papa Nurgle heard their pleas and sent forth his myriad gifts to grant them life eternal in his name.

The first to receive Nurgle's gifts were Imperial Guardsmen recovering from wounds sustained at the front line of the war. Their wounds scabbed over and an unnatural vitality flooded through them. Even as their features sloughed into hideous flesh-masks, these converts went forth amongst the populace of Camp 109 and preached to the masses that only by embracing death and despair would they cast off their fear and enter into a new existence. The converts became an order of demagogues, calling themselves the Scourge, and soon they were preaching at every corner, their filth-encrusted robes concealing their faces while their phlegm-ridden voices beseeched any who would listen to follow them into glory.

The contagion that the Scourge spread through Camp 109 was not simply one of bodily infection, but of the spirit as well. Those who heeded their sermons found themselves falling ill with dozens of ravenous plagues at once, yet they felt glad to be sick. Soon, established orders were preaching against the Scourge, denouncing them as servants of the archenemy. It was not long before Camp 109 was beset by civil war every bit as destructive as the battles its population had originally fled from.

The leaders of each side were the preachers of the various orders. On one side, zealots of a dozen different cults of the Imperial Creed gathered the faithful and led them in assaults against the plague-ridden fanes of the Scourge. On the other, the demagogues of the Scourge rallied their sickly flock and formed them into a fly-infested wave of filth that overcame any who stood before it.

When the Scourge launched an attack against an Order Hospitaller field hospital, the situation finally came to the attention of the Imperium's authorities. The Sisters Hospitaller barely escaped with their lives, and the tales they brought to the Imperial Guard high command convinced the generals that something far worse than a refugee camp riot was afoot.

Even as the generals were requesting aid from the Tricorn Palace, the situation inside Camp 109 was growing desperate. The last followers of the true creed were overcome, and the Scourge enacted a terrible rite to the glory of their dark patron. The bloated corpses of their victims split asunder, and from within each a daemon of Nurgle—a Plague Bearer—emerged. Camp 109 became in a single night the centre of a stinking web of corruption, which was inexorably seeping across the surface of 47 Kapella.

Salvation came to 47 Kapella in the form of Inquisitor Lystug of the Ordo Malleus and his retinue. The Inquisitor's first thought was to bomb Camp 109 from orbit, ensuring that no trace of its corruption remained. But one of Lystug's companions, a former member of the Orders Hospitaller, counselled against such a course of action. She advised that the source of the infestation was as much spiritual as it was biological, and would never be purged unless the original host was located and exorcised. Lystug heeded her words, and sought the aid of the Sisters Hospitaller who had fought their way out of the camp before it had been overrun. The sisters agreed to accompany the Inquisitor and his household on a desperate mission: to return to Camp 109, seek out the host, and purge it.

The combined force infiltrated the camp the very next day, but soon reports of unexplained sickness afflicting the front line regiments started to trickle in to high command. Realising that time was short, Lystug abandoned subtlety. Guided by the Sisters Hospitaller, he and his retinue cut their way straight towards the host he knew must reside at the heart of the infestation. The deeper his force penetrated, the more vile the sickness afflicting the camp became. At first, they encountered individual afflicted people, but soon waves of zombie-like followers of the Scourge came at them. While the outer limits of the camp were ragged and stank of corruption, the inner precincts were carpeted with biological matter that reeked with such vile sickness that even the most well-crafted rebreather was incapable of keeping it at bay. It was the Sisters Hospitaller that kept the force moving in such trying conditions, for they exuded a palpable aura of purity that forced back the vile plagues of the enemy, creating a path through which Lystug and his retinue could tread safely.

That path led to the very centre of Camp 109, where they found the first host waiting for them atop a mountain of bloated, fly-ridden corpses. The host, the very first of the wounded Imperial Guardsmen to have beseeched the Lord of Plague for aid, had become a Daemon Prince of Nurgle, granted apotheosis for the destruction wrought in his master's name.

Lystug ordered his servants to attack, but his words went unheeded as the Sisters Hospitaller stepped forward as one and formed a circle around the vile daemon. Chanting praises to the saints of their healing order, the Adepta Sororitas crippled the servant of Nurgle, purging its bloated, decaying body of contagion so that only a dried, shrivelled husk remained. Yet still, the power of Nurgle animated the Daemon Prince's form. It slew the many of the sisters and attempted to flee.

Yet at that moment, Inquisitor Lystug stepped within the circle of purity created by the Sisters Hospitaller and delivered a single, crushing blow. In an instant, the Daemon Prince of Nurgle was struck down and its plagues halted.

Only when Lystug and the remaining Sisters were evacuated was Camp 109 destroyed. The cleansing fires of orbital bombardment seared the damned place to ashes, and it remains ruined to this day. Only through the purity of the Sisters Hospitaller and the valor of the Inquisition was 47 Kapella saved from a world-ravaging plague.

ACOLYTES OF THE ORDO MALLEUS

"Trust no one... not even yourselves."

—Last words of Inquisitor Khasulon to his Acolytes

Very few Inquisitors work entirely alone, and those of the Ordo Malleus are no different. Behind every successful Daemon Hunter stand dozens, sometimes hundreds, of Acolytes. The servants of the Ordo Malleus often regard themselves as elites within the Inquisition, some of them claiming that the worst a servant of the other Ordos risks is his life while they risk their immortal souls to defend mankind against his ultimate enemies. To die at the hand of an alien monstrosity is no great sacrifice, they claim, for the soul of the slain is assured a seat at the right hand of the Emperor. To die at the hand of a daemon, however, is to risk eternal damnation, where the Acolyte's soul might have to endure an eternity of torment and never break free to join the Emperor and his saints.

Those that serve under an Inquisitor of the Ordo Malleus are selected first and foremost for their spiritual fortitude. While martial skills are useful, they will avail an Acolyte nothing if he collapses in a mewling, puking heap at the first sign of a daemon. The process by which an Acolyte is selected depends upon the Inquisitor, but invariably consists of a series of more and more difficult missions. The servant is observed and tested, often from afar. At first, the Acolyte is exposed to relatively benign, albeit forbidden knowledge. Some crack under the slightest test, their minds and spirits broken by the knowledge that every human soul is adrift upon an ocean of slaving predators. Others steel themselves against such knowledge, drawing strength from the Emperor. Those Acolytes are exposed to yet more horrors, eventually facing heretics who have sold their souls to Chaos, and either striking them down or dying in the attempt. Those who survive such engagements go on to face the horrors of the Warp made real—the Daemons of Chaos themselves.

Despite the care taken by most Inquisitors to ensure their servants are mentally and spiritually prepared to face the horrors of the Warp, most Acolytes fail. The majority fall at the first hurdle, their minds unable to accept even the slightest of revelations. Others pass the first few tests, but fail when confronted with the mortal servants of Chaos, unable to comprehend the fact that men would willingly sell their souls to the things lurking in the Warp. Even the most accomplished of Acolytes is, statistically, unlikely to survive his first encounter with the daemonic, but those that do are truly counted amongst the most dedicated servants of Mankind.

The costs of failing the many tests to which an Acolyte may be exposed are terrible indeed. Insanity followed by a merciful release is the absolute best many can hope for if they

live. At the opposite end of the scale, eternal damnation awaits after death at a daemon's hands. A very few are exposed to such dire corruption that their minds snap and they willingly offer themselves to the enemy they once swore to defeat, becoming the servants of Chaos despite their oaths. It is said that the souls of such traitors are the sweetest of meat to the Ruinous Powers, and that the turncoats serve with all the more dedication knowing that they are damned beyond redemption.

The ranks of the Inquisition are many and varied, with each servant of the Emperor able to offer the Ordo Malleus a different range of skills in the eternal war against the Ruinous Powers. The rest of this section discusses the role of each of the major types of Acolyte within an Ordo Malleus cell.



ADEPT

Adepts are experts in gathering and processing knowledge, and as such are always in high demand. The Scholariate at Arms in particular makes use of large numbers of Adepts, each employed within the retinue of a different member of that Chamber. Adepts are masters of lore, and able to recall with utter clarity the most obscure of references. They can not only process such information, but perceive and predict patterns within it, uncovering the activities of the servants of the daemonic wherever they may be found.

Adepts serving an Ordo Malleus Inquisitor are granted access to tomes and archives forbidden to all others. Most such texts are destroyed upon discovery, but many are secreted within the sealed vaults of the Inquisition, and a trusted few are allowed to consult them in the course of their duties. These tomes include bestiaries of vile daemonic beasts and servants, books of blasphemous ritual, forbidden histories of long-fallen cultures, detailed accounts of atrocities committed on a planetary scale and, perhaps worst of all, volume after volume of prophecy. Even the strongest-minded Adept is likely to be affected by exposure to such malefic knowledge, and so it takes a truly exceptional individual to survive, let alone tolerate, the task.

The task of an Adept within a cell of Acolytes is to track information that aids the group in its mission, and also to understand all that occurs so that the Ordo's knowledge of its daemonic foe may be expanded. While many Adepts are ill at ease in combat, their presence in the field can make the difference between survival and damnation. When faced with an infernal servant of the Ruinous Powers, an Adept is often able to recall obscure details of its nature that allows his companions to target an otherwise invisible weakness. He may have read the details of a summoning ritual that an infernal cult is undertaking, and knows the proper means of disrupting it, without causing a catastrophic Warp breach. He might even recognise himself and his companions in a dire prophecy, and glean actions to undertake or avoid to either bring about or avert the prophecized events.

To perform all of these tasks in the field, in the heat of combat and faced with the horrifying servants of the Ruinous Powers, an Adept must be a truly remarkable individual. He may not be as skilled with the blade as the Assassin, or able to quell the daemonic with the word of the Emperor like the Cleric, but without his knowledge many missions would have failed before they even began.

ARBITRATOR

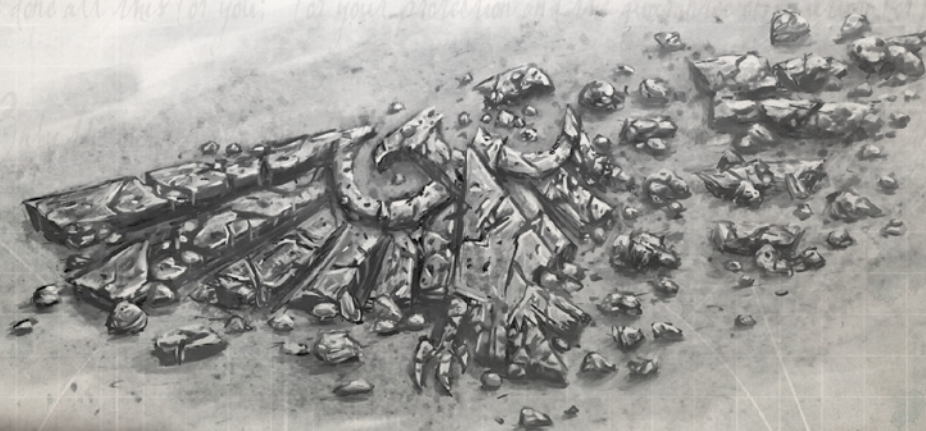
The elite of the Adeptus Arbites are the masters of investigation, able to track a daemon from one end of the sector to the other no matter how cold the trail may have grown. These bloodhounds are of great utility to the Ordo Malleus, whose mission often involves the prosecution of the very worst kinds of heretics. The Ordo Malleus doesn't hunt mere recidivists or blasphemers. Its foes seek to bring about the doom of the Imperium itself, and many have come terrifyingly close to doing so. These archenemies of Mankind must be found quickly if Humanity is to be kept safe from their plots, and Arbitrators are well trained for such challenges.

Arbitrators serving the Ordo Malleus often work closely with allied Adepts, who sift through the information the Arbitrator uncovers to find the barest trace of their prey. Arbitrators lead their cells in the pursuit of their targets, tracking them even between worlds and ultimately cornering them no matter where they try to hide.

Those Arbitrators that have come to specialise in tracing daemonic spoor often develop a preternatural sense for their foe. While the mortal servants of Chaos are men of flesh and blood, and as such leave the same traces as any other men, the daemonic servants of the Ruinous Powers are another matter entirely. Such creatures go where they will, unconfined by the confines and laws of the material universe. They lurk in the shadows, whisper in the night, and spy from cracks in the fabric of reality. In the service of the Ordo Malleus, an Arbitrator often comes to know when a Daemon is nearby, sometimes even before those gifted with the psyker's arts can detect it. Such a sense is almost primal, and those who do not develop it rarely last long in the service of the Ordo Malleus.

Within the Calixian Ordo Malleus, the Inquisitors of the Scholariate at Arms employ a great many Arbitrators, for the Chamber was founded upon the notion that for the Inquisition to defend against the Daemonic the Imperium must exercise total control over its subjects. Many are devout members of the cult of Saint Drusus and are well-versed in all his teachings, particularly those regarding discipline and authority.

The last role to which an Arbitrator must turn his hand is that of executioner. The servants of the Ruinous Powers have many ways of deflecting the executioner's blow. The servants of Tzeentch are masters at beguiling their enemies with silken words and pernicious promises, and the followers of



Slaanesh can offer the executioner such delights as to tempt the most ardent ascetic. The moment of execution is often the most perilous in the Arbitrator's duty, and one in which he must be steeled against every ploy the archenemy will use in the attempt to stay his hand, escape justice, and claim his very soul. With the words of Saint Drusus on his lips, the Arbitrator delivers the executioner's blow so that Mankind might prevail for another day.

ASSASSIN

Assassins are valuable resources for many Inquisitors, for often the most effective means of halting a rebellion or silencing a heresy is to put a bullet or blade through the heart of its leader. The Ordo Malleus makes use of such masters of the arts of death in two main ways.

First, the servants of the Ruinous Powers usually operate by forming hidden cults. Though the influence of such cults often stretches into every corner of Imperial society, they are almost invariably centred on a single, charismatic cult leader. These demagogues are often the only members of the cult that know the true extent of its alliance to Chaos, though many maintain an inner circle of equally damned attendants who have been granted access to a small portion of the truth. The vast majority of the cult's members are ignorant of the powers they actually serve, believing themselves to be following a visionary leader who will deliver them from the oppression of their Imperial overlords. Many Inquisitors invest vast amounts of time and resources in identifying cult leaders, who are often well hidden, using the skills of an Arbitrator to track them to their lairs. Then, the task of executing the arch-heretic is turned over to the Assassin. The Assassin infiltrates the target's headquarters, neutralises his guards, and silences him once and for all. Once the head of the serpent is cut off, the rest of the cell has to destroy the body. At this stage indentured Imperial Guard units are often brought in to cut down the lower-ranking cultists while the Assassin creeps silently away.

The other task that an Assassin serving the Ordo Malleus is expected to undertake is far more perilous and only possible for the most skilled of practitioners. These most puissant of Assassins apply their skills to assassinating not men but daemons.

To slay a Daemon, an Assassin must be truly blessed by the God-Emperor himself. His soul must be steeled against the corruption he will encounter in infiltrating the Daemon's lair, and his heart impervious to the terrors he will witness as he does so. Furthermore, an Assassin serving an Ordo Malleus Inquisitor must be schooled in the nature of his adversary. He must know every strength and weakness of his target—where to aim his bullet, or where to plunge his knife—to slay the beast.

Many Assassins have squinted down their scope, seen a daemon's eye looking back at them, and gone insane from the experience. Most who have felt daemonic flesh beneath their blade walk away changed forever. It takes a truly exceptional Assassin to undertake such a mission and not only slay his target, but keep his body and soul intact. For such as these, another life in one of the Officio Assassinorum Temples cannot be far off, if his master is willing to let go of such a valuable weapon.

CLERIC

The enemies that the Ordo Malleus must face are a terrible martial threat, able to slay dozens of the Emperor's most courageous champions with a single blow. But perhaps worse than this, they are a spiritual and moral threat, able to corrupt and subdue any opposition before champions can rally and take up arms against them.

Within the Ordo Malleus, it is the task of the Cleric to guard against spiritual corruption and to bolster the souls of his cell. When the envoys of Tzeentch spin their webs of deceit and tempt men with forbidden knowledge and unbridled power, it is the Cleric who reminds his companions that the only power any man requires is that granted him by the Emperor. When the servants of Nurgle offer freedom from the eternal cycle of life and death through the embrace of decay, the Cleric counters that freedom from despair may only be attained when one's duty is done and the warrior is seated at the right hand of the Emperor. When the seductresses of Slaanesh offer an opportunity to achieve perfection, the Cleric preaches that the Emperor alone represents the exemplar to which all men must aspire. And when the crazed zealots of Khorne offer strength and skill at arms unmatched by any mortal, the Cleric reveals the truth of the hideous ocean of blood that lies at the end of such a path.

The faithful heed the Cleric's words, while the infernal shrink before them. For every lie the servant of the Warp utters, the Cleric has a refutation, gleaned from his years of study of the holy texts. His soul is hardened against infernal temptations, and he is all but incorruptible.

Many Clerics are not only masters of words, but also of arms. They take the battle to the foe, engaging daemons in mortal combat and channelling the power of the God-Emperor through themselves to strike the enemy down. Some claim to have witnessed a single Cleric, an aged and stooped veteran well past his prime, standing before the most terrifying of daemons, suffused with the power of the Emperor that he appeared to be surrounded by a blinding halo, striking the beast down with a single, mighty blow.

Banishers are a class of Cleric common to the Calixis Sector. They are selected and trained by shadow groups within the Ecclesiarchy and the Holy Ordos. They are taught a unique combination of forbidden knowledge and faith. Only a body as powerful as the Calixian Conclave could have brought together such a seemingly contradictory set of disciplines, and the result is a body of Clerics trained from infancy to seek, fight, and defeat the daemonic servants of Chaos.



GUARDSMAN

Imperial Guardsmen are employed by all branches of the Inquisition to provide firepower, and plenty of it. They are especially needed by the Ordo Malleus, for many of the Ordo's foes are so supernaturally tough that only the application of a staggering weight of gunfire is likely to give them pause.

Imperial Guardsmen serving with the Ordo Malleus often take great pride in the fact that not every daemon can be banished or bound, or held at bay with holy words or finely-linked sigils of warding. Sometimes, they proudly claim, the only thing a daemon understands is a melta blast to the head, and it is their task to deliver such a blow. No matter the daemon's strength, if the physical body it inhabits can be destroyed, the thing within will have no vessel to control and can be exorcised from the material realm.

Having said all that, most of the bravado such men and women display hides a deeper courage. They have witnessed the very worst horrors the galaxy and the Warp can throw at them, and those not broken by the experience are often instilled with a deep conviction in the power of the Emperor to defend Humanity from the Daemonic. They are more than lowly soldiers—they are knights of the Emperor, defenders of the Imperium, willing and able to give their all for Mankind's future. Many regard themselves as dead men walking, knowing that their service to the Inquisition will only end when they themselves are dead. Because they know well the damnation that awaits should a daemon consume their souls, many Imperial Guardsmen are adherents of one of the myriad cults and creeds that operate across the Imperium. They often tattoo every inch of their skin with holy symbols and wear all manner of sacred icons, relics, and fetishes. They affix prayer scrolls and purity seals to their weapons and armour, imbuing them with the blessings of the Emperor. They seek the benediction of Clerics before battle, consigning their souls to the Emperor should they fall, and denying the daemon its greatest prize—the soul of a loyal servant of the God-Emperor of Mankind.

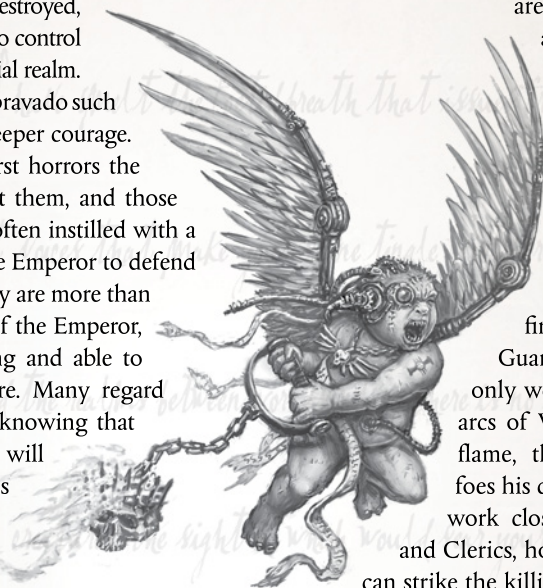
Not every Imperial Guardsman serving the Ordo Malleus is a pious warrior of the Emperor. Some are simply so blasted in mind and spirit that they are incapable of knowing fear or despair. These hollow men and women are often silent and withdrawn when not engaged in a mission, their eyes apparently staring at something no others can perceive. Only in the field do they come alive, the vacant stare replaced with the light of hatred and vengeance.

IMPERIAL PSYKER

Psykers are used throughout the Inquisition for a myriad of tasks. Many use their supernatural abilities to detect or predict the next plots of the Ruinous Powers while others use their powers to combat heretics and daemons in person, unleashing fearsome blasts of raw aetheric power strong enough to reduce any enemy to ashes. The Ordo Malleus uses Imperial Psykers for similar duties, and for many more besides.

Imperial Psykers are in many ways uniquely able to combat the daemonic and the infernal, for their powers are drawn from the same source as those of the enemy—the Warp. If the daemon is the product of the Empyrean, then so too is the psyker. While the daemon is the stuff of the Warp made solid, if only for a time, the Psyker interacts with that impossible realm by opening his mind but a fraction and channelling its power through his body. Many Psykers in the service of the Ordo Malleus develop an uncanny and disturbing sense for the presence of their infernal enemies, detecting the subtle ripples in the stuff of the Warp that presage even the most stealthy of daemonic incursions.

Battle Psykers, those gifted with powers useful in combat, are of great utility to the Ordo Malleus, and are often the only weapon able to affect the otherworldly beasts of the Warp. There are some manifestations of the Ruinous Powers that are all but impervious to conventional weapons. Bullets pass straight through their insubstantial forms, or flames are absorbed into a corona of fire around their bodies. When even the massed firepower of an Inquisitor's Imperial Guardsmen is ineffective, sometimes the only weapon left is the Imperial Psyker. With arcs of Warp lightning or sheets of unnatural flame, the battle-borne Psyker strikes down foes his companions cannot. Such Psykers often work closely with Acolytes such as Banishers and Clerics, holding the daemon at bay until another can strike the killing blow.



SCUM

Inquisitors have always turned to the fringes of human society when they needed the help of men and women not weighed down by the burden of conventional morality. Scum typically have a wide range of skills, the majority relating to endeavours that would see them executed on sight if performed openly. Scum are tricksters and thieves of the highest order, with connections within the underground criminal world across the entire Calixis Sector. The Ordo Malleus have as much use for these individuals as any other Ordo does, and exploits their skills in the endless battle against the Enemy Beyond.

Scum are invariably different from other Acolytes, most of whom are devoted servants of the Imperium of one sort or another. They often end up at odds with the hard-line Arbitrators and Clerics they serve alongside. Yet Scum are valuable to their masters because they are often willing and able to do things that other Acolytes are not. If given the correct incentive, Scum will go anywhere, say anything, and commit any act, all in the name of the mission of the Ordo Malleus. This is of course true amongst the servants of all Ordos, but is especially so in the case of the Daemon Hunters. Some are instructed to watch for signs of corruption amongst their fellow Acolytes, and entrusted with carrying out the ultimate sanction should it occur. Some Inquisitors use Scum to infiltrate infernal cults, knowing that their self-interest

and self-assuredness will keep them safe and allow them to witness horrendous deeds without cracking. Some Inquisitors even use Scum to infiltrate the retinues of their rivals within opposing factions.

As Scum are often members of large criminal networks, they have access to information denied to even the most cunning Throne Agent. Whispers and half-truths echo back and forth along the strands of this vast web of deceit, and any fact can be bought, for a price, by those who know who to ask. The Scum are often the first to learn of a criminal enterprise compromised by a cult, or a crime boss who has suddenly gained new supernatural powers. The Scum can lead the cell in missions to track down these rumours and put an end to an incursion or daemonically inspired uprising before it gets going. The other Acolytes may not like a Scum's methods, but they have little choice but to cooperate for the good of the Imperium.

SISTER OF BATTLE

The Adepta Sororitas—also known as the Sisters of Battle—is the fighting arm of the Ecclesiarchy, tasked with prosecuting the many holy wars of the Ministorum and of guarding its most sacred sites and pilgrim routes. Because of its focus on combating heresy, the Sisterhood is more often found fighting alongside Inquisitors of the Ordo Hereticus, but on occasion it has common cause with the Ordo Malleus too.

The Sisters of the Adepta Sororitas are second only to the Grey Knights in their incorruptibility. So few have turned to evil that they remain amongst the most trusted and valued warriors in the Imperium's arsenal. The servants of the Adepta Sororitas follow many disciplines, but all share this pure faith, making them highly prized Acolytes.

The Sisters of the Orders Militant—known as the Sisters of Battle—are the holy warriors of the Ministorum. They are equipped with wargear second only to that carried by the Adeptus Astartes, and possessed of exceptional combat abilities. But their true worth lies in their faith, for they are zealous in their prosecution of the enemy and unfaltering on the battlefield. The Battle Sisters' faith goes beyond worship and sometimes manifests itself in almost supernatural ways. When facing heretics and the servants of the Ruinous Powers, the Sisters of Battle often appear as angelic warrior-women sent directly from the Emperor himself to deliver his judgment to his foes. When suffused with the power of the God-Emperor in this manner, even the most monstrous of daemoniac entities causes no fear within the hearts of the Sisters of Battle, for the Father of Mankind guides their strikes and lends them strength and courage.

Other types of Adepta Sororitas are also found serving amongst the Acolytes of the Ordo Malleus. The Orders Dialogous are experts in translating lost languages and cunning ciphers, and some have come to specialise in infernal tongues. It is only the sisters' faith and zeal that keeps them from becoming irredeemably corrupted from studying such vile words, but doing so can allow them to uncover the true name of an Inquisitor's daemoniac foe to give him power over it, or enable him to understand the elaborate plots the daemon has constructed so he can unravel them.

The Orders Famulous also work alongside the Ordo Malleus. These orders provide chamberlains and counsellors to the Imperium's ruling classes and monitor the bloodlines for signs of corruption. Given their unique placement at the very heart of the many powerful noble houses, the Sisters Famulous are often the first to uncover signs of corruption, and they have the skills to trace it to its source. Some Sisters Famulous even remain in their positions after informing an Inquisitor of the Ordo Malleus of their host house's taint, acting as spies and infiltrators and providing the Daemon Hunter with all the evidence he needs to tear down even the most powerful of dynasties.

TECH-PRIEST

The Tech-Priests of the Adeptus Mechanicus serve alongside Acolyte cells when their objectives converge with those of the Inquisition. It is comparatively rare for a servant of the Machine God to be seconded to an Inquisitor for an extended period of time, but some Inquisitors enter into pacts with the Adeptus Mechanicus to gain their aid in the long term. Most Tech-Priests mix poorly with the bulk of Mankind, for they have a very different perspective on the material universe than the majority of Imperial citizens. They do not even venerate the God-Emperor like other men, worshipping instead their own machine manifestation of him called the Omnissiah. This is the cause of much friction between the Mechanicus and the adherents of the Imperial Creed, the most ardent of which are often found serving the Ordo Malleus.

Yet, the Ordo Malleus often has cause to call upon the aid of the Adeptus Mechanicus. Many of the servants of the Ruinous Powers make use of forbidden Warp technologies, using ancient and proscribed science to manipulate the barrier between the material realm and the Empyrean. Some tech-cults have created machines intended to tear the barrier asunder so the Warp and its creatures can spew forth. Other enemies use Warp-spawned weapons, either of their own creation or recovered from ancient crypts. There even exists a faction within the Calixian Inquisition dedicated to the pursuit of such technologies—the fell Oblationists—who make common cause with like-minded, often outcast, Tech-Priests. Many of the Tech-Priests that choose to serve alongside an Acolyte cell harbour some obsession with such technology, whether seeking to destroy it utterly, to study it, or to use it for their own ends.

In addition to seeking out or combating the use of Warp technologies by the enemies of Mankind, Tech-Priests serve as custodians of the technologies used by the Ordo Malleus itself. Wargear such as the holy Incinerator or the mighty Daemon Hammer are constructed by the most skilled of Adeptus Mechanicus artificers, imbued with psychic potential by the most powerful of Psykers, and blessed by the Adeptus Ministorum. Without the constant ministrations of the Tech-Priests, such wargear might fail at the worst possible moment, bringing about the ultimate victory of the servants of the Ruinous Powers. Unlike the servants of the other branches of the Imperium's government, the Adeptus Mechanicus has access to long-forbidden archives and histories, and have learned well the lessons of the Horus Heresy. Never again, they swear, will the sacred machine be compromised and turned to the service of Chaos.

CALIXIAN DAEMON HUNTERS

"The zealous martyr is praised for his valour; the craven and the unready are justly abhorred."

—The First Book of Indoctrinations

The Calixian Ordo Malleus consists of hundreds of Inquisitors and their servants, providing endless opportunities for adventure and intrigue. This section presents descriptions of several characters that the Acolytes might encounter or become involved with during the course of their duties. Enterprising Game Masters might produce profiles for these notables of the Ordo Malleus and use them as NPCs in their games. In the former case, GMs should warn their players against reading the descriptions, as several have dark and dangerous aspects that would be ruined if the players had read about them beforehand!

In addition to background descriptions, each entry includes a sidebar giving ideas of how the character might be used in an adventure. Obviously, players should refrain from reading these details unless given the go-ahead by their GM.

INQUISITOR LORD GHANKUS DHAR

Lord Dhar has served as the Proctor of the Scholariate at Arms for almost three decades, guiding his Chamber through a number of major incursions and saving the sector from several full-scale Warp breaches. He is said to have the ear of Lord Caidin himself, having served in the High Council of the Calixian Conclave and as a Master in Council for the Calixian Ordo Malleus. He is devoted to his Ordo, and has defeated several attempts by rivals to oust him from his position. Several of these rivals claimed that by serving as a Master in Council he was undermining the legitimacy of individual Inquisitors, who had no need to recognize any authority but that of the High Lords. In response, Dhar confronted the disaffected Inquisitors, defeated the ringleaders in battle, and expelled the remainder from the Calixis Sector. Dhar operates within a structure established centuries ago by the mutual consent of the majority of Ordo Malleus Inquisitors in the Calixis Sector, and has no intention of stepping down or dismantling a structure that has seen the Ordo through hundreds of turbulent years.

Lord Dhar is a craggy, weather-beaten man with skin the texture of old leather. It is not known whether he has ever undergone rejuv treatment, but if he has, it was out of devotion to duty rather than vanity, for his face bears the lines and scars of many centuries of service. When called upon to take to the field, Lord Dhar wears a suit of mighty terminator armour, the surface of which resembles black marble shot

through with crimson veins. It is said that when Lord Dhar dons his blank-faced marble helmet, he takes on the aspect of an immovable mountain or a titanic statue, standing unbowed as wave after wave of daemons crash against him.

Lord Dhar carries a Daemon Hammer of great power and obscure pedigree. This weapon is at once both the sign of his status within the Ordo Malleus and a tool by which the infernal enemies of Mankind are banished. The weapon is called formally the "Hammer of Promeus", but has also been called "Fiend-Hewer", "Warp-Crusher", and "Mason's Hand". When presiding over the Chamber of the Scholariate at Arms, Dhar keeps his hammer at his side. It has become symbolic of both a judge's gavel and an executioner's tool. It is said that this hammer was passed down to Lord Dhar, from generation after generation of predecessors, and that it predates by millennia the foundation of the Calixis Sector. Some have said that the weapon belonged to one of the very first Inquisitors, in particular one who was instrumental in laying the foundations of the Ordo Malleus. The truth about the hammer's history, however, has been lost to time.

Inquisitor Lord Dhar is unusual in two ways. First, he appears not to maintain a retinue of Acolytes, or if he does, they operate in secret and have never been detected. He does however command a household of administrators, serfs, and servitors, who are responsible for maintaining the holdings of the Scholariate at Arms. As the Inquisition operates not as a gestalt entity but an extended alliance of individuals and their servants, this arrangement allows the Scholariate at Arms and the other Chambers of the Calixian Malleus to endure from one generation to the next. Upon the death of the Proctor, the other Inquisitors elect one of their number to replace him, and this new Proctor inherits the household of the last. Second, following in the footsteps of all past Proctors of the Scholariate, he displays no outward signs of any factional allegiance. Within the Chamber of the Scholariate at Arms, none are permitted to discuss factional matters, so it is logical that the Proctor should keep his own loyalties to himself. Furthermore, the rules and traditions of the Scholariate at Arms forbid any of Dhar's peers from enquiring into the matter of his factional leanings, and none who knew him before he ascended to Proctor appear to have been close enough to have guessed his mind. Dhar keeps most of his fellow Inquisitors at arm's length, relying only on his own counsel on most matters.

USING GHANKUS DHAR

Inquisitor Lord Dhar should be a distant, awe-inspiring figure from the point of view of the average Acolyte, one who is the subject of much conjecture and myth. If the Acolytes serve an Inquisitor who is a member of the Scholariate at Arms they may, rarely, have the chance to meet him.

Lord Dhar can be used by the GM to set up some interesting scenarios, especially those in which Inquisitors of opposite factional beliefs are forced to work together. While the Acolyte's masters indulge in their own politicking, the Acolytes do likewise, just at a lower level. Just as rival Inquisitors are set against one another by their philosophies, so too are their Acolytes.

KERAMIAH TOR, THE HOLLOW PRIEST

A Banisher formerly serving Inquisitor Ahmazzi of the Tyrantine Cabal, Keramiah Tor is now a senior member of the Collegiate Exterminatus and one of the most experienced of his rank in the Calixis Sector. Tor served Ahmazzi for many years, and by all accounts stood on the verge of elevation to the rank of Interrogator. His peers fully expected that he would eventually ascend to bear the Inquisitor's rosette, but sadly, it was not to be. Two decades ago, Tor was brought before the high council of the Calixian Conclave to be judged, and was found wanting. Although the Banisher was found to be free from corruption and untouched by the taint of the Warp, his mind and soul had become so entrenched and rigid by what he had witnessed in the course of his duties that the assembled Inquisitors decided he lacked the wits to progress further in rank. Ahmazzi, who had willingly submitted his Acolyte to the conclave's judgement, was bitterly disappointed. Though he could have ignored the judgement of his peers and elevated Tor to Interrogator status, Inquisitor Ahmazzi saw that to do so would be divisive and cause certain other Inquisitors to align themselves against him. Reluctantly, Ahmazzi acceded to the council's verdict. The Banisher himself appeared unmoved by the judgement, a fact that served to confirm the decision in the minds of the members of the conclave. Ahmazzi retained Tor's services, for he had served stoically against the foes of Mankind for many years, and so his master sponsored his induction into the upper echelons of the Collegiate Exterminatus, where he serves to this day.

Keramiah Tor continues to undertake missions for the Calixian Malleus, though not under the auspices of any one Inquisitor. Instead, he works at the behest of the Collegiate, answering the needs of any Inquisitor who requests his specialized knowledge. Tor is a Banisher of unparalleled skill and experience, and so his services are requested frequently. When a cadre of Inquisitors or a cell of Acolytes faces a daemonic threat too severe for them to defeat alone, the Collegiate dispatches Tor to aid them, since his knowledge of the infernal and his unwavering faith can likely tackle anything the servants of the Ruinous Powers can throw at him.

USING TOR

Keramiah Tor is a great character to include in a campaign if the Acolytes bite off more than they can chew and find themselves up against a truly terrible incursion. The Acolytes might dispatch a desperate plea for aid, and find Tor answering that plea. Conversely, should Tor be assigned to help the Acolytes out right from the beginning of a mission, they really should be worried!

Another way to use Tor is for the Acolytes to seek him out for his specialised knowledge of a threat. There is very little of the infernal that the Banisher has not faced or studied, and he can provide a wealth of wisdom — if the Acolytes can understand it.

Despite his skill and fortitude, Keramiah Tor is a broken man with very little will or passion for anything other than slaying daemons in the name of the God-Emperor of Mankind. Even that task he takes up with grim determination as he recites litanies against the powers of Chaos. His drive has been sapped from him by the forbidden knowledge locked away in his head, and eroded from him by the sights he has seen. For this reason he is referred to by his peers as the “hollow priest”, for his eyes appear empty, and his soul withered. He rarely speaks, and then only to answer queries with mumbled, esoteric riddles. In the field, he does not take charge, instead relying on those around him to lead the way. It is only when confronted with Daemons of Chaos that he shows any passion at all. Then, the holy invective of his calling comes tumbling from his lips and his formidable powers shine forth to blast the infernal scions of the Ruinous Powers back to the dimension they hailed from.

Tor is not a fighter by nature, though he bears a shoulder-mounted, mind impulse unit-controlled bolter armed with psybolt ammunition as a weapon of last resort. Despite his lack of social skills and awareness, Keramiah Tor is one of the foremost Banishers in the Calixis Sector, and many Acolytes have been saved from a fate far worse than death by his presence in the midst of a daemonic threat.



MAIA, THE BLASTED ANGEL

Very little is known about the past of Maia Juno, for she appeared in the service of the Scholariate at Arms in her current, somewhat unusual state, prompting some to speculate that she was brought in from elsewhere, possibly another Ordo or another sector entirely. What is known of Juno's past is that she sustained such terrible wounds in combat with a daemon of Tzeentch that the flesh was burned from her bones. Only her formidable will and the beneficence of the Emperor kept her living. Though she was reduced to little more than a blackened skeleton, Juno survived the encounter, and was rebuilt into her current form that she might battle the servants of the Ruinous Powers once more. Who undertook this feat of the biologists' art and why is unknown, but surely Juno must have allies in very high places indeed. She is not an Inquisitor or Acolyte herself, though she is bonded to the service of the Holy Ordos of the Emperor's Inquisition in other ways.

Juno's body is encased in metal crafted to resemble that of a lithe and youthful angel. The metal is an unknown substance and its surface is polished to a blinding silver sheen. What remains of her face is hidden behind a mask sculpted in the visage of a beatific saint. Her voice, artificially modulated by her armour's systems, is so sweet and pure that a single word can quell the anger in the most enraged heart. It is said of Juno that her artificial outward appearance is a mirror of her soul, which is pure and angelic beyond even that of the most venerated saint. It reflects her true, inner self more closely than her mortal body ever could, even before it was ravaged by the daemon's fire.

Maia Juno plays an unusual role in the Calixian Ordo Malleus. Although she is not an Inquisitor, she is accepted as a peer by almost all of the Daemon Hunters in the sector. She serves the Scholariate at Arms, and frequently serves as a Master in Chambers, the only known individual not of Inquisitorial rank to do so. She is often dispatched on missions to confront the infernal, and when she takes to the field alongside the Acolytes of other Daemon Hunters it is always made clear to them that they are to heed her words as if they came from the mouth of their own master.

USING JUNO

Maia Juno is the sort of figure who should provoke admiration and awe amongst the Acolytes, for stories of her battles have circulated extensively throughout every level of the Scholariate at Arms and the wider Calixian Ordo Malleus. Some Acolytes might be so moved in her presence that they come to regard her as a figure worthy of adoration, a situation that she will seek to avoid at all costs. In all likelihood, the Acolytes will only see her from afar, but even at a distance she is a truly angelic and terrible force of nature.

Another way to introduce Juno is to have the Acolytes involved in suppressing accounts of her actions on the battlefield. The Scholariate at Arms does not want her becoming a popular figure, so perhaps the Acolytes are tasked with tracking down those who might have seen her in combat and ensuring they keep their secret.

Juno's role within the Scholariate at Arms, and her main duty when operating in the field, is that of the avenging angel of the Emperor's wrath. Since she almost lost her life to the daemon of Tzeentch, she has faced countless others, and bested or routed every one of them. Those who

have witnessed her in combat say that Juno appears as a glorious, angelic saint sent from the Emperor's side. Her silver armour shines with such a ferocious holy light that only those blessed by the Emperor can look upon it without being blinded. She wields her nemesis force halberd with dazzling speed, its every touch inflicting wounds against her foes when other weapons would be useless. Were true accounts of Juno's battles to reach the ears of the masses of Humanity, the people of the Calixis Sector might think that they were in the presence of a saint of old. Juno does not seek disciples or followers however, and disappears as soon as the battle is over.



THE DAEMONHOST KAPETH-SHEM

There are Radical Inquisitors amongst the servants of the Ordo Malleus who believe they have the right and the responsibility to use every weapon at their disposal to fight the daemonic, even weapons and methods that might earn them the disdain or hatred of their peers. One such method, postulated in many tomes of forbidden knowledge, is the notion that an individual can be made immune to daemonic possession by deliberately inviting a daemon in and then exorcising it. This process, its proponents claim, renders the subject's soul an impenetrable fortress that no daemon could ever breach again. In truth, such doctrines have never been proven effective, and countless innocent (and not so innocent) souls have been cast into damnation as a result.

The daemonhost known as Kapeth-Shem is an example of the process, and a dire warning against following such obviously radical doctrines.

Kapeth was once a proud Imperial Guardsman who served his master, Inquisitor Selech of the Ordo Malleus, for many years and with great distinction. While Inquisitor Selech started his career as an adherent of the Amalathian philosophy, the dire events he witnessed over the course of his duties set him on a very different path, one that led ultimately to him discarding his old philosophy and turning to the Xanthites. Selech came into the possession of various ancient texts describing in detail the process by which a virtuous servant might be possessed and then purged in order to create an elite cadre of holy warriors. The texts even claimed that such a cadre existed already, operating beyond the rules of the Inquisition in the direct service of the Emperor himself. Inquisitor Selech was all but blinded by this new vision of the Imperium, and he devoted the next decade of his life to studying the process by which he and his followers might join the ranks of this elite.

Having absorbed every scrap of knowledge that he could find, Inquisitor Selech determined that his most loyal servant, Imperial Guardsman Kapeth, would be the first to receive the honour of “illumination”. Some say that Selech feared the process would fail and therefore selected one of his servants to undergo it first, but Selech himself wrote just prior to undertaking the rite that Kapeth was his most valued of followers, and the most deserving of the honour. Unfortunately, the rite failed horribly.

In a blasphemous ritual, Selech called upon the Ruinous Powers to enter the body of his servant, and an entity that called itself “Shem” responded. Bound by holy wards, Kapeth-Shem raged and sought to escape, but could not cross the intricate holy glyphs etched across the floor. Then Selech proceeded to the culmination of the ritual, commanding Shem to leave Kapeth’s body and return to the Warp that had spawned it. This Shem did, or so Inquisitor Selech believed.

Despite every one of the Inquisitor’s precautions, the daemon had tricked him. It was not cast out, but lurked within the very deepest recesses of Kapeth’s soul. When Inquisitor Selech announced the process complete and his servant cleansed, Shem regained control of the vessel, transforming it into a hideous parody of a man, and struck his summoner down.

The thing that became known as Kapeth-Shem slaughtered Inquisitor Selech as well as his Banishers, and broke free of its bonds. Three dozen servants of the Ordo Malleus died before the daemonhost was finally cornered and bound, deep within the Inquisitor’s fastness in the wastes of Scintilla. Selech’s retinue determined after much debate that the daemonhost was too powerful to destroy outright, and they could not transport it one of the Pandaemonia without great risk. However, after some experimentation they found that it could be controlled for short periods of time and compelled to serve them. The soul of Kapeth still remained, subsumed beneath the will of the raging daemon, and could be called forth to assert control over his body. In time, other Inquisitors allied to the slain Selech came, and assumed ownership of his former holdings. To this day, these individuals maintain Kapeth-Shem’s imprisonment, bringing the daemonhost forth to undertake their bidding when an enemy must be

confronted or forbidden knowledge sought.

USING KAPETH-SHEM

The Daemonhost Kapeth-Shem can be used as either an ally or an adversary, depending on the GM’s needs. The most appealing aspect of the character is that Acolytes will be dealing with Kapeth rather than Shem for much of the time that they interact with the daemonhost, but always with the knowledge that the daemon within will soon take control. The PCs might encounter Kapeth-Shem in the depths of one or the Seven Cloisters or out in the field, as suits the adventure. It can be used to impart information and drive an adventure forward, or as a great enemy and servant of a rival Inquisitor.



INQUISITOR SURESYA THE FORSAKEN

A veteran Daemon Hunter and long-serving member of the Scholariate at Arms, Inquisitor Suresya espouses the Xanthite philosophy, even going so far as to openly wield a known daemon weapon called Kherez'phyr. Suresya's methods have earned him the condemnation of dozens of fellow Inquisitors, especially Puritans, but so far he has avoided formal censure. This is largely because his methods have always proven highly successful, but also due to the governing principles of the Scholariate at Arms, which enforce an uneasy truce between peers with widely divergent beliefs.

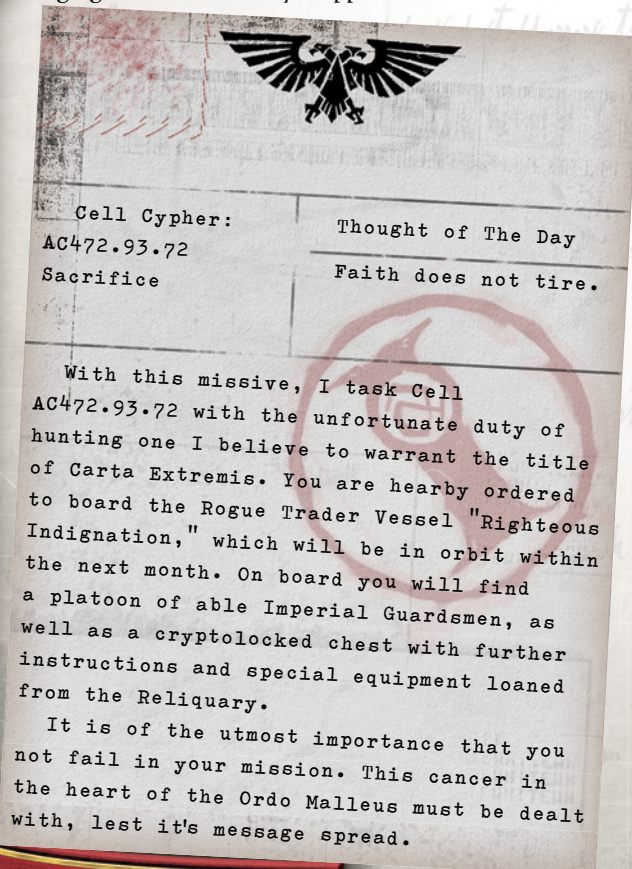
Suresya has been instrumental in purging many widespread conspiracies and cults, and has halted several potentially devastating daemonic incursions. He maintains a small, but highly competent, household that includes dozens of oath-bound Banishers and Tech-Priests, as well as a large cohort of warded gun-servitors. Suresya rarely undertakes missions alongside other Inquisitors, although he will cooperate in the early stages of an investigation if circumstances dictate. However, the final execution of any mission is always undertaken exclusively by Suresya and his followers. None outside of his household have ever witnessed the methods he uses to such great effect in the banishment of the enemies of Mankind.

The true reason that Suresya refuses to work alongside other Inquisitors is that he is not a Xanthite at all. He is in fact a member of a splinter faction of the Xanthites known as the Phaenonites. These individuals are rare indeed, for their philosophies have caused them to be outlawed the length and breadth of the Imperium. The faction was thought wiped out long ago, but has recently reappeared in the Calixis Sector.

The faction takes the philosophy of the Xanthites—that Chaos can be used against Chaos—to such an extreme that even their fellow Radical Inquisitors often believe them to have crossed a line. The Phaenonites believe that the Warp and technology can be fused to create an ultimate weapon, which they are fated to wield. But what truly sets them apart from even the most radical of Xanthites is that they believe that anyone who follows a god—whether that god is a Ruinous Power or the Emperor himself—is nothing but a deluded fool. They denounce the worship of all gods and believe themselves the true ultimate power in the universe. It is through their mastery of Warp-technology—known to the Adeptus Mechanicus as “Maletex”—that the Phaenonites hope to become far greater than the gods themselves.

Suresya follows this pariah creed and surrounds himself with servants useful to him in the pursuance of its ends. His daemon blade is in fact the least of his heresies, and he wields it to draw attentions away from his true allegiance. In the field, Suresya uses the most wretched of technologies, including Warp-infused armour and infernal engines of destruction. His legion of gun-servitors are in fact heretical parodies of the constructs used by the Adeptus Mechanicus, created through a combination of daemonhost-summoning rites and forbidden technologies. Very few of Suresya's servants are aware of his true loyalties, for his every word and deed is part of his web of falsehood and deceit. Even the closest of his allies believes that his Xanthite beliefs are his worst excess and are unaware that his impossible depths of heresy lurk below that mask.

The only Inquisitor in the Calixis Sector seemingly able to exercise any authority over Suresya is Inquisitor Lord Dhar, Proctor of the Scholariate at Arms. Whether or not Dhar is aware of Suresya's true loyalties remains to be seen, but so long as the false Xanthite maintains his record of success in the eternal battle against the Enemy Beyond, the question is likely to remain unanswered.



USING SURESYA

Inquisitor Suresya the Forsaken is the sort of character a GM can have a lot of fun with. Perhaps the Acolytes' master has uncovered some clue as to Suresya's true factional beliefs, and has ordered them to investigate further. Of course, their master is unlikely to explain his suspicions to the Acolytes, leaving them to work it out for themselves.

Conversely, it is possible that the Acolytes might be assigned to work alongside a group of Suresya's followers, especially if the PCs serve a master who is a member of the Scholariate at Arms. Perhaps during the course of the mission the Acolytes uncover some hint that Suresya is not just a Xanthite, but a Phaenonite. What will they do with this information, and is Suresya aware of their suspicions? However the PCs choose to proceed, they are entering a whole new realm of peril and intrigue if they decide to work against such a powerful and ruthless Inquisitor...

INQUISITOR OCTUS ENOCH

Octus Enoch is an Ordo Malleus Inquisitor and a member of the Scholariate at Arms. He holds the title “Prognost Pursuant”, and his primary mission is to hunt down prophesies relating to future daemoninc incursions. Once he has found a true prophecy foretelling an incursion, and has interpreted it, he dispatches a cell of Acolytes to ensure that it does not come about; whatever the cost in doing so. To this end, Octus employs a huge household, with a mix of Adepts and more militant Acolytes. The Adepts are tasked with poring through thousands upon thousands of tomes of prophecy, prognostication, and sometimes pure gibberish, and the others work in the field according to their master’s instructions.

The Inquisitor rarely takes to the field himself, although he has done so in the past, most notably when he bound the daemon Nahterus into a daemonhost and imprisoned it within a shuttle orbiting a dead star. Instead, Octus presides over his many Acolyte cells, dispatching them across the entire Calixis Sector to disrupt the dark prophecies identified by his Adepts. He is utterly ruthless, and his Acolytes have standing orders to assassinate anyone who might bring about a daemoninc

incursion, whether deliberately or innocently. Over the decades, he has become highly skilled in thwarting the machinations of fate. In one infamous case, his most skilled savant uncovered a coded prophecy predicting that the end of Fenskworld would be brought about by a Warp breach of unprecedented proportions. The prophecy stated that the doom of Fenskworld would be presaged by the agonised baying of the mighty loxophants kept in the Imperial Commander’s private zoo, but gave no other clues to its nature or cause other than the timing of the breach. With time running out, Octus Enoch resorted to ordering that every loxophant on Fenskworld be slain. Despite the protestations of the beasts’ owners, they were put to death and the Warp breach averted.

Despite his ruthlessness in averting prophecy, Inquisitor Octus Enoch is a reasonable man in all other realms. He husbands his resources with an expert hand, and never sacrifices agents unless no other course of action is possible. He has spoken against the use of exterminatus on many occasions, believing it a tragic waste of resources. These traits make him a popular master amongst his Acolytes, though few are so deluded as to believe their master would not sacrifice them if it became truly necessary.

Inquisitor Enoch’s role as Prognost Pursuant grants him access to all but the most secret of archives and reliquaries. He has the very highest level of clearance within the Scholariate at Arms, as well as access to many of the vaults within the Seven Cloisters. He has many allies within the Scholariate and elsewhere, and has even been known to work alongside Inquisitors of other Ordos. He appreciates the wide-ranging nature of the threat of the Enemy Beyond, and understands that incursions can begin as heresies or xenos worship, necessitating cooperation with the Ordo Hereticus and the Ordo Xenos. On several occasions, this cross-Ordo approach has paid dividends. On Dalthus, Octus uncovered a xenos-worshipping coven, only to discover its foolhardy Warp-dabblings had attracted not the alien overlords the cult members had sought, but the daemoninc servants of Nurgle. Octus sent a cell of Acolytes to aid the Ordo Xenos in the battle, and during the event one of his Banishers averted an incursion that might have cost the lives of billions. Since then, Octus Enoch’s star has been ascendant, as all three Ordos have seen him as a reasonable but effective man. He has been invited to speak before the High Council of the Calixian Conclave on three separate occasions. However, this great honour has come at a price. The more prominent he becomes, the more others will begin to manoeuvre against him and his allies and servants, fuelled by the eternal internecine rivalries that bedevil the Holy Ordos of the Emperor’s Inquisition.



USING OCTUS ENOCH

Octus Enoch is perhaps best used as a background presence in your adventures, one which the PCs will become to appreciate as a source of great wisdom. He can be the author of cryptic messages and dire warnings, channelled through the Acolytes’ master or to them directly. So extensive is Enoch’s network of agents and allies that the PCs might easily become involved in his machinations, even when investigating other matters entirely.

EXTREME MEASURES

"The daemoniac leads to two crimes. You turn from the path of righteousness, and you abandon the Emperor as the object of your devotion. For the first, death is a just retribution. The second is a heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found."

—Malleus Daemonicus, Ecclesiarch Issus XLVII

A Daemon Hunter's investigations may take him to any or every world in the sector, from the forbidden Threnos Zone to the tallest spires of Hive Sibellus; from the filthiest scum-run outland to the most opulent noble court. The Ruinous Powers twist the lowliest of gang juves to their service just as gladly as they corrupt the scions of noble families. An Inquisitor can expect to face a myriad of enemies in the course of his investigation, and the measures he must take to battle them range from targeted assassination to indiscriminate planetary bombardment.

The threat posed by the Enemy Beyond is considered so dire that any action is justified in combating it. The threat ranges from individual possession up to full daemoniac incursion, and frequently the two are connected. What began as heretical cult activity, for example, might lead to an insane attempt by the members of that cult to open a gate and summon a being they believe to be their saviour. The Inquisitors of the Ordo Malleus employ a wide range of sanctions to curtail the activities of their enemies, but sometimes the threat is so great that extreme measures must be taken.

The most common tool used by the Daemon Hunters is execution. The merest rumour that an individual is considering worshipping the forbidden powers is sufficient to damn him, and the Ordo Malleus is swift and brutal in its response. Often, however, a Daemon Hunter may decide to stay his hand, even when a daemonologist or the magister of an infernal cult has been identified. In all likelihood, the individual is a small part of a far larger web of deceit and heresy, which must be entirely picked apart in order to ensure that no corruption remains. A single possessed man or heretical sorcerer left undiscovered can bring about a daemoniac incursion, and the Inquisitors of the Ordo Malleus go to great lengths to ensure they have identified all such threats before they strike. None are exempt from the sanction of execution, not even Sector Lords. Some executions are carried out in total secrecy, while others are very public indeed. Some involve a sniper's bullet fired from the shadows, while others happen at the hand of the Inquisitor himself. Yet the end result is always the same—the price of consorting with Daemons is death.

Heretics are often targeted for assassination when the Ordo Malleus believes that they are likely to spread their influence to the population at large. The charismatic leader of a cult or a sorcerer with access to forbidden knowledge might be a primary target, since such figures are often the locus of a Warp incursion, and without them the incursion and their cult

will wither and die.

On occasion, a cryptic prophecy might identify not one but many individuals who are crucial to an incursion, and then a wise Inquisitor must dispatch all his servants to ensure that every single one is eliminated. Cells of Acolytes are tasked to track down all the heretics, however widely scattered they may be, and assassinate them in perfect concert. Generally, assassination is used against the mortal followers of the Ruinous

Powers rather than daemons—the supernatural powers of a daemon make them extraordinarily hard targets for a lone sniper or single swordsman to bring down. There are some occasions when an Assassin has been dispatched to hunt down and slay an actual daemoniac entity made manifest in the material universe, but such missions are usually suicidal for all but the most accomplished of Acolytes, and are normally left to the master assassins of the Officio Assassinorum.

In theory, an Inquisitor of the Ordo Malleus can employ any sanction he believes appropriate to defeat a potential incursion. His Inquisitorial mandate not only gives him that power, but also requires that he use it when needed. In reality however, the power of an individual is often limited by his position within the Inquisition's web of influence and patronage. In many sectors, Inquisitors are all but free agents, travelling from one world to the next and enacting their duties limited only by the bounds of their own consciences. In the Calixis Sector, however, successive generations of Inquisitor Lords have built an arcane and convoluted power structure. Within the Calixian Ordo Malleus, the system of Masters in Chamber has arisen over the last millennia, and the majority of Daemon Hunters operating in the sector acquiesce to their authority for two reasons. First, membership in a Chamber such as the Scholariate at Arms grants the Inquisitor access to many resources he might not otherwise be able to acquire. Some members of the Scholariate maintain vast libraries of otherwise forbidden knowledge, while others stockpile weapons of fearsome potency. Some have built up huge networks of informants while others command the loyalty of Imperial Commanders and Governors. By operating within the agendas of such Chambers, an Inquisitor becomes part of a larger body, which can mobilise all of its resources at a moment's notice. Second, although organizations like the Scholariate make potent allies, they can be even more terrible foes. An Inquisitor certainly has the power to execute an Imperial Commander at will, but the will of his peers is likely to stay his hand should they decide that killing the Commander would be detrimental to the Chamber's long-term interests.



THE GREY KNIGHTS

While most of the methods of the Ordo Malleus are common to all Inquisitors, there is one sanction that the most knowledgeable Throne Agents associate with them alone—the superhuman warriors of the Grey Knights Chapter of the Adeptus Astartes. Within the Calixis Sector, all Ordo Malleus Inquisitors, and the most valued of their Throne Agents, are entrusted with the means to contact the Grey Knights and the authority to demand their assistance should they encounter a threat that the Ordo cannot deal with alone. Many Inquisitors of other Ordos have the means to contact the Grey Knights too, and these elite warriors have seen battle against aliens and heretics on countless worlds.

The Grey Knights are a Chapter of Space Marines quite unlike any other. Although the Chapter's Fortress-Monastery is in the Sol system, it has access to the fastest vessels and most skilled Navigators in the Imperium, enabling it to deploy forces anywhere in the galaxy on very short notice. Even with the fastest war ships the Adeptus Mechanicus can construct, however, Warp travel times are unpredictable and dangerous, and so many Grey Knight vessels conduct years-long patrols of the entire galaxy, responding to nearby threats and monitoring the astropathic conduits for pleas for aid. Most of these vessels are just escorts, and carry only a single squad or even a lone Battle-Brother. Nevertheless, the

intervention of even such a small force has proved sufficient to avert disaster on countless occasions.

In the Calixis Sector, conventional Space Marine forces are a rare sight, and the Battle-Brothers of the Adeptus Astartes are more figures of myth and legend than reality. The Grey Knights therefore are all but unknown, even amongst the upper echelons of the Inquisition. In truth, the Grey Knights rarely fight alongside ordinary men and women, for their very presence indicates that an incursion has grown so powerful that none but the Grey Knights are likely to survive it. In the event that a daemonic incursion is turned aside by the Grey Knights, most surviving witnesses are likely to be rounded up and, if they are lucky, relocated to a far-away world where they will be forbidden to tell anyone what they have seen. In all likelihood, only the most trusted servants of the Inquisition will be allowed to live after witnessing the Grey Knights in action, and many of these will be mind-cleansed as a precaution.

When an Inquisitor or Throne Agent decides that the Grey Knights must be called upon, there are several ways in which they may be contacted, some universal and some unique to individual Inquisitors. One of a myriad of methods requires the Agent or Inquisitor to transmit an Astropathic message via conventional means, but 'tagged' with a specific cipher code. If there is a Grey Knight vessel in the region, its own Astropaths will detect the cipher amidst the churning ocean



of Astropathic communication and decode it. Although the Grey Knights are oath-bound to respond to requests from Ordo Malleus Inquisitors, they are unlikely to be able to dispatch more than a handful of warriors to respond to a crisis in the Calixis Sector, as their forces are scattered far and wide. Nevertheless, even a single Battle-Brother dispatched to aid an Acolyte cell is sufficient to eliminate most threats. If it is not, then the peril is dire indeed, and the Grey Knights will summon more of their brothers to combat it.

Another way in which a cell of Acolytes might find themselves serving alongside one or more Grey Knights is in the course of a pre-planned mission. A cell may be accompanied by a single Grey Knight Battle-Brother for the duration of the mission. The Battle-Brother's sole duty in such cases is to combat the daemon at the climax of the mission, and in this matter his authority over mere Acolytes is total. It is quite likely, in fact, that the Acolytes are entirely expendable, their only task to guide the Grey Knight to the target. Such is the reality of a life serving the Ordo Malleus, but those Acolytes who survive such missions are truly fated to achieve great things.

EXTERMINATUS

Exterminatus is the final recourse of an Inquisitor who has seen a situation grow so dire that only the complete destruction of an entire world can avert a worse disaster. In truth, this final sanction is of limited utility to the Daemon Hunters, for the daemonic servants of the Ruinous Powers are often all but immune to viral strains and resistant to orbital bombardments. If a daemonic incursion grows to the extent that it might require Exterminatus, the only true reason to do so is to save the souls of the billions of innocents on the surface who might otherwise be slain by the creatures of Chaos and tortured throughout all eternity. Far better, some Daemon Hunters would say, that the innocents die at the hand of the Inquisition and in so doing avoid that eternity of damnation.

One situation in which Exterminatus might be declared is as an immediate prelude to a mass daemonic incursion. If the interface between the Warp and the material universe becomes sufficiently compromised, every single mind upon a world, even those with no psychic potential, could form a



gateway to the Empyrean. When a planetary-scale incursion is imminent, the Daemons of Chaos can use every such mind as a portal, literally tearing through the thin veil of reality, consuming the soul of the victim and ripping their body asunder. Exterminatus can thus prevent the incursion by destroying all the minds the Daemons might try to use.

Depending on the nature of the incursion, the Inquisition might simply decide that Exterminatus would make no difference, and abandon the world to its fate. Exterminatus devices are rare and expensive assets, some dating from the Dark Age of Technology itself. While Exterminatus may serve as an example to others considering turning aside from the light of the Emperor, it is more often used to avert some larger threat to the Imperium, such as destroying the biomass of a world being invaded by a Tyranid hive-fleet in order to starve it of the food it needs to sustain its invasion. Once a world has fallen to a full scale daemonic incursion the Imperium can do nothing to save it. In all likelihood, the region of space in which the planet exists has also become subject to raging Warp storms as the impossible energies of the Empyrean surge forth, filling the void around it with turmoil. In such instances, the planet is truly lost for all time, and Exterminatus will serve no purpose whatsoever. Far better, some Inquisitors state, to ensure that the region is sealed off so that none may lay eyes on it ever again. The real danger in this particular viewpoint is that the Warp breach might expand to become a widespread and permanent stellar phenomenon, akin to the Eye of Terror, the Maelstrom, and many other, smaller regions of Warp and Realspace overlap. Should that occur, the breach may become an established gateway and expand to include other systems. Chaos's mortal followers may then build their armies on worlds entirely beyond the reach of the Imperium, and use the breach itself as a gateway through which they may launch assaults on other points in the galaxy. Thus, the Ordo Malleus and their Grey Knight allies make every effort to track down and eliminate those who would summon forth Daemons long before they reach the point of endangering worlds.

ACCESS DENIED

Knowledge of the daemonic is ruthlessly suppressed within the Imperium, although plenty of abstract and dire warnings assail the faithful whenever they attend any sort of religious rite. Those who actually lay eyes upon a Daemon are most unlikely to survive the experience, or if they do their sanity will be so blasted that their accounts will be written off as the ravings of a madman. On occasion, however, the Imperium must field its armies against those of Chaos. Planetary Defence Forces, the Imperial Guard, and the Space Marines will not only witness such creatures, but be called upon to fight them on the battlefield.

Should such forces be victorious, their lives hang in the balance yet. They will be subject to the most invasive of investigations in order to ascertain if they have incurred even the slightest hint of corruption. Many planetary militias and Imperial Guard units are, tragically, purged, often by way of orbital bombardment, lest they spread the taint of the Daemon inadvertently. Records and manifests are then altered so that it appears that the unit fell honourably in combat or was lost during warp transit. On occasion, entire populations have had to be purged, while some have been granted the cruel reprieve of enforced isolation, banishment, or imprisonment.

Only the Space Marines of the Adeptus Astartes are immune to outright purging. Having faced a Daemonic foe, a Space Marine force is examined by its Chaplains for any sign of taint, and those found to have suffered are subject to prolonged rituals of purification and atonement. Occasionally, a Space Marine witnesses such mind-bending horrors that even he cracks. Such unfortunates may be mind-wiped, and in time retrained, though they must first relearn the most basic of tasks and they will never be the warrior they once were.

To my most trusted friend,

These words I commit to the archive, for the sake of my immortal soul. These years of service to the Holy Ordos have seen me rise to the rank of Inquisitor, an honour I have desired since I first encountered the servants of my master. Throughout my service, I have witnessed sights that withered my soul, and partaken of knowledge that haunts my every waking hour. Upon my ascension, I realized that everything I had seen, done, and learned as an Acolyte was as nothing compared to the true horrors that stalk us across the stars. It will soon come time for me to take on as Acolytes of my own, and perhaps to choose one from their ranks to become Interrogator. Though it pains me greatly to do so, I must now recall things I would prefer to forget, and commit what knowledge and wisdom I have gleaned to this tome, so that others who shall come later may benefit. In writing these words, I commit an even greater sin. For that I beg forgiveness.

The first lesson I must pass on is the most important and terrible one I learned upon becoming an Inquisitor. As an Acolyte, I foolishly believed myself somehow blessed to serve my master, and elevated above the herd of common Humanity. In short, I thought I was special. It was only later that I saw how utterly wrong I was. Now, I understand the true price of failure. None of us, from the newly recruited Acolyte to the most experienced and venerated Lord, is exempt from the sacrifices our duty demands. We must be ready with but a moment of notice to cast aside our lives and the lives of all our servants. Our Acolytes are expendable, though they need not know his terrible truth. I myself abhor waste in all its forms and would never countenance sacrifice without good cause, but others treat their servants differently.

For those who read this who have not faced the Enemy Beyond made manifest, I offer these simple words:

Turn back. Turn back now.

If you refuse to do so, then perhaps you are strong enough to face that which has claimed the lives and the souls of so many of our kin. I can say nothing of the true horror of facing our greatest foes. To attempt to do so would be folly, and perhaps instill some false hope in the reader. I can instead conjure impressions, which in themselves may prove of some use.

The infernal is utterly inimical to all that makes us what we are. To witness even the least of the servants of the Ruinous Powers is to know insanity. I have seen stalwart priests reduced to gibbering shells by the sight of our enemies, a lifetime of faith shattered in an instant. I have seen mighty warriors void their bowels and collapse to the ground upon hearing a single infernal whisper. I have seen one gifted in the psychic arts turn his powers upon himself in the most hideous fashion, unable to resist the voices that screamed for him to do so. I have looked upon reality itself and known that it is an illusion. I have heard the howls of hunger that echo just beyond our hearing, audible only to those touched by the Emperor. How they endure such clamouring I can scarcely imagine, but they do, and for that we must all be eternally grateful.

But I digress. I shall describe our foes in the broadest sense, by considering each of the four Great Powers. I shall steel my soul as I write, and I pray that those who read these words will pray for me as they read them.

The most powerful of the Ruinous Ones, the Blood God, is known to his followers as Khorne, meaning the Lord of War or the Taker of Skulls or any one of a thousand other grim titles. It is my contention that this being is the oldest of the powers, for he was brought into existence the very first time a man raised his fist in anger at another man, something we have been doing since the very dawn of our species. Khorne is the essence of rage and hatred, and revels in violence and bloodshed for its own sake. His followers claim a certain nobility born of martial honour, and feed upon hubris and pride. Where you see men following martial traditions like a faith, look beyond the pomp and tradition, for there may you find fertile ground for the worship of the Blood God. Beware the Blood Cult that hides the servants of Khorne within its inner circle, the feral shamans who demand blood sacrifices to honour nameless gods of war. But be warned too: do not make rash accusations, for those loyal men and women who devote themselves to war are as honoured in the eyes of the Emperor as any other class of servant. You must

develop an understanding of them, and learn the difference between a distasteful victory celebration and a genuine ritual in honour of he who sits upon the Throne of Skulls.

What words of advice can I give to those who must face the servants of the Blood God? They are warriors of the utmost ferociousness, and in open battle they are equal to all but our most elite forces. The plots of their mortal followers are brutal and simple, and once uncovered, not difficult to shatter. But once manifested, the infernal servants of Khorne are terrible to face. Call upon the Adeptus Astartes, especially the Grey Knights, and pray they reach you in time.

Next I shall describe something of the Changer of the Ways, the God of Change and Sorcery, Tzeentch. This most unknowable of the Ruinous Powers is the lord of deceit and insanity. It is said that only the truly insane can look upon the true works of Tzeentch and perceive their true nature, and so to study such works is to invite madness. Indeed, I have witnessed soul-warded savants, Omniscientis of our order, driven mad in a heartbeat by some sliver of forbidden knowledge. One of my psi-seers had his mind shattered upon glimpsing but the smallest part of Tzeentch's realm during a prognostic rite. While not the most overtly powerful of the Ruinous Powers, the Changer of the Ways is perhaps the most dangerous. In an age when ever more psykers are being born, Tzeentch in his aspect of the mastery of vile sorcery has uncounted souls through which he may manipulate us, move amongst us, and ultimately tear down all that we stand for. Tzeentch is the ultimate manipulator, and his mortal servants are cunning plotters and infiltrators. How many secessionist schemes have been revealed as the work of Tzeentch? How many vainglorious demagogues have been revealed as puppets of the God of Change? How many savants have been seduced by the promise of ultimate knowledge, and how many psykers offered powers beyond that which a mortal could ever hope to wield?

When faced with the works of Tzeentch, your greatest weapon is you intellect. Hone it to a keen edge; wield it as a cold blade that slices through the web of deceit with which his servants attempt to ensnare you. Should his infernal servants become manifest, counter them with the purest light of the Emperor; surround yourself with the mightiest of sanctioned psykers and pray that their powers are greater than those of your foes.

The next Ruinous Power I shudder to consider, for his works are so vile as to turn the stomach and render spoiled every iota of that which remains pure within my soul. He is Nurgle, the Lord of Decay. To dwell long upon Nurgle is to court utter despair, for he is the begetter of every foul plague and pox that has ever afflicted mankind. He would transform the realms of Men into gardens of putrefaction, swamps of sweet decay through which his servants may wallow in their own filth. Yet, many of our order make the mistake of believing Nurgle to be the lord of all deathly things. This is the ultimate mistake, and one that has led many bold servants of the Emperor to their deaths. The servants of Nurgle bring about death and decay only that new life may be reborn. They extol the eternal cycle of growth and decay, which feeds their vile god and makes each generation stronger than the last. As a bacterium slays the living and produces food on which fungi grow, so Nurgle seeks to bring about the death of the Imperium by

rotting it from within. His followers may appear withered and afflicted by the most hideous of plagues, but in truth they become all the stronger from the gifts of their lord.

When faced with the mortal followers of Nurgle, we must be prepared to face corruption on every level imaginable. They seek to spread contagion on the very air itself. They come upon the afflicted and the desperate and offer deliverance, but those who accept are damned for all time. But them and their works to the flame, that not even a single cell shall remain. If you must face the Daemonic servants of Nurgle, steel your soul against the foul sights you will see, and shield your body from plague and corruption by whatever means you have at your disposal. Know that to accede to despair is to invite the gifts of Nurgle, so seek the benediction of the God-Emperor, and go forward with his blessing.

Lastly, I must turn my thoughts towards the youngest of the Ruinous Powers, Slaanesh, called the Prince of Chaos and the Lord of Pleasure. Slaanesh is the embodiment of temptation in all its forms. He causes even the most stoic of souls to cast aside duty and indulge in the most selfish deeds imaginable. He seduces the unwary, offering them every pleasure they can imagine, from undreamed of riches to the fulfillment of forbidden pleasures. Slaanesh is often mistaken for a female being, yet in truth the Lord of Pleasure is both male and female, and yet neither. His Daemonic servants ordinarily take a hermaphroditic form, yet many who look upon them see that which they most secretly desire. Some of our Ordo mistakenly believe that the realm of Slaanesh is purely carnal, yet this is far from the truth. Slaanesh offers the unwary a myriad of temptations, looking deep into the unwary soul to draw out that which the victim most desires and offering it in return for his immortal soul.

When fighting the mortal servants of Slaanesh, be ever vigilant for their temptations. Slaaneshi cults seek to fulfil the darkest of mortal desires, yet if left unchecked soon become dulled to any pleasure. They seek ever greater, more intense diversions, and in between appear unmoved by everything around them. The only defence against the Daemonic servants of the Prince of Chaos is to shield your soul with the armour of contempt and to meditate upon purity. To show the slightest weakness in the face of the Daemons of Slaanesh is to lose your soul for all eternity.

These brief passages I offer that those who come after me might be granted some slight glimmer of hope in the eternal battle against the enemy beyond. I shall return to my writing soon, I hope, recording what wisdom the Emperor has granted me. I pray that by the end of my days this tome shall be a mighty library of knowledge. I fear my time numbered, however, for damnation stalks me even now.

In Faith,
O.C.



HUNTER CAREERS

BACKGROUND
PACKAGES

•

MALLEUS ALTERNATE
CAREER RANKS

•

MALLEUS CELL
DIRECTIVES

CHAPTER II: HUNTER CAREERS

"Their singular sense of duty is admirable. I appreciate the fact that the tactics honed against Daemons are equally effective against so many other heretical forces."

—Inquisitor Acherus, Ordo Hereticus Calixian

Bravery cannot be measured until it is tested. Daemon Hunters are those who seek out such tests. They stand before the worst the galaxy has to offer with the unshakable belief that they will not be broken, and that they have the faith and courage to prevail.

The servants of the Ordo Malleus know the true meaning of bravery. They fight not for their own lives, or the lives of those they care about. They do not risk merely their bodies, but also their minds and souls, so that all of humanity might have a glimmer of hope towards survival.

ORDO MALLEUS BACKGROUND PACKAGES

"Every man, no matter his past, can serve to aid the Imperium of mankind. Even if only in death."

—Inquisitor Javid Donzon

The following section presents a variety of optional Background Packages for **DARK HERESY** characters. These backgrounds offer the Acolytes ways to fill in more details of their past and experiences before joining the Inquisition and provide the characters with a story of their own, complete with story hooks tied into their personalities, beliefs, and goals. All of the Background Packages set out here provide additional insights into the origins of characters with a puritanical or religious outlook. Depending upon the character's career, the Background Package may involve terrible events of the characters past or deeds that set the character apart from others of his ilk. Each origin describes a turning point in the character's past that led them to the light of the Emperor.

Each Background Package affects the character's Skills, Talents, or Traits in ways that reflect their unique origin. Not all of these effects are advantageous; sometimes a character's past has harmed their health, reputation, or sanity.

USING BACKGROUND PACKAGES

Background Packages provide several adjustments to a character's Skills, Talents, and, in some cases, Traits. Adjustments made as a result of Background Packages do not count as Advances for the purposes of increasing Ranks, nor do increases or reductions in Characteristics count towards, or affect, their normal means of improvement.

To select a Background Package, the player must meet any requirements set out under the description of the Package. Some Packages are restricted to particular Careers, while others include a Homeworld or other origin requirement, which must also be met. All Background Packages have an xp cost, which is paid from the character's starting experience during character creation. The Background must be purchased in its complete state: players cannot purchase half the Package with half the xp. Players may find that the Background Packages grant Talents and Skills not normally available due to character restrictions. A character does not have to meet the normal prerequisites of any listed Talent gained from a Package.

Players may only acquire a Background Package at character creation. A player cannot go back and select a Package later in the character's career; these are intended to represent the character's past, not his present or future. A player can only ever have one Background Package. Background Packages are entirely optional, and a player should always get his GM's permission before selecting one for his character.

EXAMPLE

John has created a Tech-Priest, but wants to take a Background Package to better reflect his vision of a character with experience dealing with daemonic threats. He looks up those backgrounds available, and settles on the "Daemonic Vanquisher" Background Package. He gets the approval of his GM for this Package, and applies the effects to his character. He adds the Skills and Talents listed under "Effects" to his character sheet. He also marks off 300 xp (the Package's cost) from his starting xp, and goes on to spend the rest of the starting xp given by the GM on the Skills or Talents available under the Tech-Priest Career.

The stories included in these Background Packages are not intended to be restrictive; they are intended to inspire and intrigue players. All players are free to vary the details of the story that underpins each Package to reflect their own views and tastes, provided the effects and cost are the same as those listed.



CORPOREAL SANCTIFICATION

Career: Any

Cost: 100 xp

With the constant threat of Daemonic incursions from various sources within and without, the Ordo Malleus within the Calixis Sector has taken a unique approach to combating these foes. Through various rituals, both mystical and technological, the Ordo has been able to cover individuals with ritual warding glyphs that repel daemons. Without a Psyker's mental strength to power these wards, the symbols are carved directly into the recipient's bones and flesh. While this is an incredibly painful process, the results are worth it, as the recipient of this distinct honour becomes one of the finest weapons against Daemons in the Malleus arsenal. The one downside is that the warding process affects individuals differently. Some say this is due to the persons own psyche fuelling the wards in subtly different ways. Others, primarily Monodominant Inquisitors, feel that the entire process is corrupt and should be ended immediately.

A character taking this Background Package has been taken at a very young age by the Ordo Malleus Calixian, and has been inscribed with very powerful warding sigils and symbols. Most normal Imperial society will shy away from this person as even if they do not understand what the symbols mean, as they tend to provoke a very primal fear within people. Inquisitors and other scholars see the character as an instrument of the God-Emperor's divine will and tend to be less wary around him.

EFFECTS

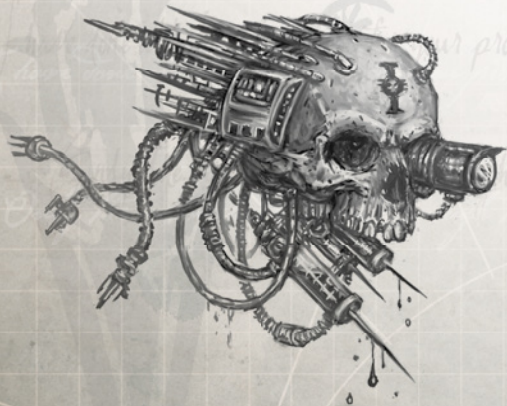
Apply all of the following to the character:

Malleus Conditioning: Due to his intense training by the Ordo Malleus, the character receives the Malleus Conditioning Talent (See Sidebar).

The Guiding Hand of the Emperor: The effect of this arcane process varies depending on the individual, but the highly skilled surgeons who perform the arcane surgeries have come to recognise and cultivate the more beneficial side effects of the process. Roll once on table 2-1: **Sanctification Effects** and apply all of the effects listed.

TABLE 2-1: SANCTIFICATION EFFECTS

1d10	Result
1-2	The character has been blessed with visions of the immortal foe and given the knowledge on how to defeat them at the small cost of a portion of his sanity. Gain Hatred (Daemons) and 1d10 Insanity points
3-4	The process has left the body broken, but the mind sharper than ever. Reduce the character's Strength by 1d10, but increase his Intelligence by the same amount (roll only once for both effects).
5-6	The strength of the wards inscribed into his bones has filled the character with the light of the Emperor. Unfortunately this inner fire steadily roasts the character's skin, which burns and sloughs off in large patches and heals slowly. Reduce the character's Fellowship by 1d10, and he gains a Fate Point (to a maximum of 5).
7-8	The subject's eyes are constantly aglow with the power inscribed within, but this makes him a beacon for any foe lashing out psychically. The character gains the Dark Sight Trait, but receives a -10 penalty to any Test made to resist psychic powers used by non-daemons.
9-0	The warding process has left no outward markings upon the skin, and the only visible sign of the process is a small mark on the tongue. The engraving on the character's bones, however, is carefully designed to thwart the powers of a specific warp entity. The GM chooses a daemonic force, and the character is completely immune to any fear or corruptive influence from this entity. This could be a single type of lesser daemon (such as Khorne Bloodletters) or a specific powerful daemon (one that is pertinent to the campaign).



TALENT: MALLEUS CONDITIONING

Many Inquisitors of the Ordo Malleus expend considerable effort to make sure that their agents are well protected against the Daemons of the Warp. As such, any character with this Talent ignores the negative modifier to Willpower Tests from the Daemonic Presence Trait. In addition, the character is immune to Warp Shock. The character still gains Insanity as normal, but does not gain Corruption from Warp Shock.

DAEMONIC VANQUISHER

Career: Any

Cost: 300 xp

When the Emperor calls, anyone who can hear it must answer. Few men or women have defeated a Daemon in combat, and the Ordo Malleus spends considerable effort recruiting these invaluable soldiers to their cause. Whether it was in a one-on-one confrontation or with a group (such as a platoon of Imperial Guardsmen), the character has defeated one of the foul denizens of the Warp. It is clear to all those who have heard the tale that the character is blessed by the Emperor for his bravery in the face of such a horror.

EFFECTS

Apply all of the following to your character:

Skills: The Character gains the Forbidden Lore (Daemonology) Skill.

Talents: The character gains Hatred (Daemons).

FATE-EATER

Career: Any

Cost: 400xp

The light of the God-Emperor shines upon all of humanity, guiding Mankind through the Warp. Faith in the God-Emperor protects from the ravages of Chaos. Imperial citizens will often look to the Emperor's Tarot to receive insight into the God-Emperor's plan and to know their destiny.

Some are told that they have none. It is believed that these individuals are doomed to commit heresies so great that the God-Emperor has turned his back upon them. Others hold that they are protected from the plots of some great Daemon by the grace of the God-Emperor. Perhaps both are true.

Whatever is true about these individuals, they are extremely rare. The futures of such people are unknown, for they are anathema to the twisted machinations of those who would plot against Mankind and are highly sought after by the Ordo Malleus as Acolytes against the forces of the Chaos Gods.

The unknown effect of being without fate is that the character consumes the fate of others. They are a hole in the weave of the future, and those they slay were not meant to die then. Thus, a Fate-Eater is cursed (or blessed) with the duty of fulfilling the destiny of his victims.

EFFECTS

Apply all of the following to your character:

Talents: The character gains the Dark Soul Talent.

Divination: The character begins play with no Divination.

Fate: The character begins with 1 less Fate Point than normal (to a minimum of 1).

Consume Fate: Every time the character is involved in the killing of any character with Fate Points, the Touched by the Fates Trait, or who the GM feels is significantly important, the character rolls once on the Divination chart and gains that Divination. Keep track of what Divinations have been applied, as no Fate-Eater can have the same Divination more than once.

HOST-BOUND

Career: Any except Tech-Priest or Sanctioned Psyker

Cost: 400 xp

The discovery of the stasis chambers aboard the Space Hulk *Unbound Corruption* would have led any proper Inquisitor to destroy every cryo-coffin. Unfortunately it was the cybernetically resurrected Inquisitor Herrod who stumbled upon those within the vast chamber. Unknown dark rituals had been performed on hundreds of Imperial citizens, preparing them as an army of Daemonhosts for a now dead cabal. Thus prepared, but never filled with a Daemon, the mortals were blessed with some limited defence against the warp, and slumbered undisturbed aboard the *Unbound Corruption* until Herrod found them.

The Tyrantine Cabal now allows these poor souls to filter back into the population at large, placing them in positions to be selected as Acolytes. Most live quiet lives of faith, as any other Imperial citizen, believing that they have simply emerged from a long trip in stasis as pilgrims to a new planet. Many, however, are recruited into the Ordo Malleus to serve as tools against the Daemonic.

EFFECTS

Apply all of the following to your character:

Talents: The character gains the Resistance (Psychic) Talent.

Unsulliable: The character is highly resistant to the physical attacks of daemons. The character is treated as having a Force Field with a Protection Rating of 25 (see page 72) against any melee attacks from a creature with the Daemonic Trait. This field cannot be overloaded.

Psychic Locus: The character begins play with 1d5 Corruption Points. In addition, if a psyker within 10m of the Host-Bound must roll on the Perils of the Warp table (see page 163 in the **DARK HERESY** Rulebook) then the Host-Bound will be the affected target of the result instead. Effects that would normally affect the psyker instead affect the Host-Bound and any effect with an area is centred on him.



ORDO MALEUS CAREER RANKS

"May the God-Emperor protect us. This day we leap into the roiling throat of the Leviathan. There is no victory to snatch from those jaws. Today, my friends, we hope to give it a moment's pause, to create within it such pains that it notices us and turns its baleful gaze to our destruction. In that moment there is hope that others might escape the wrath of the Dark Gods."

—Banisher Whard before the Dybuk Incident

The following Section details a number of Ranks which may be taken during your character's Career progression as alternatives to the normal path of his Career. These Alternate Ranks change your character's potential abilities and direction, but not his fundamental nature. A player won't swap his character's Career Path, but rather his character's fate takes an unusual detour for one Rank along the way.

These Alternate Career Paths serve two functions: The first is to offer the player an opportunity to personalise his character. The second is to give characters a very definite place within the Ordo Malleus of the Calixis Sector.

TAKING AN ALTERNATIVE RANK

Alternate Ranks are attractive, and for good reason. Gaining new Skills, Talents, and tools to distinguish a character from others of the same path are all excellent reasons for acquiring an Alternate Rank. To select an Alternate Rank, a player must first secure his GM's permission. Several of the Alternate Ranks require adopting a specific social role that may be at odds with an existing plot line or campaign. Second, most Alternate Ranks include one or more prerequisites that a player must fulfil before taking the rank. Finally, Alternate Career Ranks have a minimum level at which they can be taken by the character (and some can be taken by more than one Career Path). The Rank can be taken at this minimum Rank or at any Rank thereafter.

Once his character meets all the requirements and the GM agrees, a player may select the Alternate Rank. In every case, the Alternate Rank is "swapped" for the Rank he would otherwise take, and its Advance Scheme is exchanged for the one found in his Career's normal Path. From this point onward, the character has access to these Advances, and the player may spend his xp freely on them. The rank may also indicate some unique ability or Trait that is gained as well—apply this immediately.

Despite offering up a slew of new abilities and potential, taking an Alternate Career has its downsides. A character may (and probably will) miss out on certain Skills and Talents from his original Rank, have his maximum ability with certain Skills capped out early, or be forced to pay more xp for them. This is simply the price a character pays to study a new and specialised area. The GM may allow a player to

pick up missed Skills and Talents if appropriate, but only as Elite Advances (see Elite Advances from Missed Career Ranks below) during the player's next Career Rank.

Because taking an Alternate Rank complicates the character progression system, it is only recommended for experienced players and GMs.

EXAMPLE

Caravelle, a Cleric in service of the Ordo Malleus, decides to become a Banisher, trained by his Inquisitor and the resources of the Scholariate at Arms to confront the Enemy Beyond. He exchanges his usual Rank 1 of the Cleric Career for Rank 1: Banisher and fulfils the requirements listed in the Banisher Alternate Career Rank. He doesn't cease to be a Cleric, he is just now a Cleric who also trained for a specific purpose. Caravelle's player now has access to the Skills and Talents listed under the Banisher advance at the costs listed there, and may spend xp freely on them from this point forward. However, all the time he spends expanding his knowledge of the Dark Gods means that he misses out on certain opportunities from Cleric Rank 1. When he moves on to Cleric Rank 2, if he wishes to still obtain these, and has the xp to spend, he must pay for them as Elite Advances.

MOVING ON

Once a player has accumulated and spent enough xp to advance his character to the next Rank, he does so as normal. If his Career Path splits, he must choose one path as he normally would, his Alternate Career standing in the stead of any previous choice he needed to make. The player must then follow his chosen career path normally, although again he may find his tangent has left his character missing certain Skills needed as prerequisites for some of the Advances offered by the new Rank and to acquire them he must obtain them as Elite Advances. More likely, however, he will continue to develop Advances from his Alternate Career to make up for missed Advances.

MISSED CAREER RANKS

Having taken an Alternate Career means a character has deviated from the regular path experience and training he would have undergone, and while the character will have gained new and often unique abilities from this extracurricular activity, he misses out on what would have been his regular development. In this case, Talents and Skills from the missed rank that can be reasonably obtained by the character (with the GM's approval) can be gained as Elite Advances for their listed costs in the missed rank plus an addition 50 xp.



AGENT OF RELIQUARY 26

"Ours is not an easy task. We gather those most important relics, those symbols of the culture of Mankind. We dare the darkness and travel across the stars clinging to rumour and legend as our guide."

—Marcius Dans, Agent of Reliquary 26

Entombed more than twenty-two hundred feet beneath the majestic Tricorn Palace is the Grand Reliquarium, a series of vaults that are home to many artefacts and powerful relics of the Calixis Sector. In these hallowed halls rest hundreds of items of power, from crafted trinkets of the Dark Age of Technology to the blessed weapons of venerable martyrs or even saints. Each of these countless vaults are heavily guarded, monitored, and tended to by the Custodiatix, a small organization of curator assassins, each charged with the safety of the artefacts and assigned to one of the vaults. Reliquary 26 contains the relics of the Scholariate at Arms.

In addition to housing artefacts, Reliquary 26 also employs a great number of Agents, men and women who scour the Calixian worlds in search of more items of renown to add to the vaunted collection. Whether through negotiations with powerful nobles or more violent means, the goal of these Agents is a simple one: ensure the safety and survival of the relics of Man. To do so, they must first identify such items of power, decide whether or not the current ownership is valid, and reclaim the item in question, by force if necessary. Often, Agents act alone or in pairs, though it is not uncommon for an entire cadre of mercenaries to be hired if an acquisition proves particularly difficult. It is rumoured that that the Scholariate at Arms once hired an entire house of assassins to reclaim a shoulder piece from the blessed armour of Saint Drusus, though such rumours have no solid evidence behind them.

As one might expect, Agents of Reliquary 26 are very well outfitted. Although they are relatively unknown as an organization, members often find themselves at odds with Calixian nobles, who value their possessions and do not wish to part with them simply because the Inquisition asks. As a result, many Agents have at least one or two enemies in the upper echelons of Imperial society. Though the agency occasionally attempts to reimburse the owners of the relics they acquire, often they have to pry relics from the lifeless fingers of some greedy soul.

Reliquary 26 works quite closely with the larger Ordo Malleus as well. Often, Inquisitors find themselves with items of interest left over from an investigation. In exchange for the safe return of any relics or artefacts found by an Inquisitor in the course of his duties, Reliquary 26 will sometimes loan out an item of great power. Inquisitors will often make use of an Agent of Reliquary 26 as a member of their Acolyte cells, trusting in their skills at handling and wielding ancient artefacts.

BECOMING AN AGENT OF THE SCHOLARIATE RELIQUARIUM

An experienced servant of Reliquary 26 is an indispensable resource to an Acolyte cell. When dealing with nobility, or in areas where ancient (or even xenos) technology may be encountered, an Inquisitor may requisition an Agent of Reliquary 26. More rarely, an Inquisitor may have one of his trusted Acolytes trained by the Custodiatix to serve him outside the vaults.

Required Career: Any Career

Alternate Rank: Rank 4 or higher

Other Requirements: Must have acquired one item of Near Unique Availability or rarer, and turned it over to his Inquisitor, or directly to the Grand Reliquarium.

Rival: Noble of GM's choice

Rare Equipment: The Grand Reliquarium has resources that include ancient equipment often entrusted to those Acolytes serving an Inquisitor. At the beginning of each mission (as determined by the GM) the character gains one item from **Table 2-2: Reliquarium Assignment**. This item must be returned after the mission. Failure to do so may have grave consequences (as determined by the GM).



TABLE 2-2: RELIQUARY ASSIGNMENT

1d10	Result
1	Reliquary 26 maintains a xenos beast known as a Jokaero in stasis for study. On occasion it is released and provided with a weapon to enhance. This lasgun is identical to all others in appearance and function except that it has a RoF of S/3/6.
2	The Reliquary has placed an Ulumeathi Plasma Siphon in the Agent's possession so he can test it in the field.
3	Following a vision by one of the Reliquary's psykers, the Acolyte has been issued a Condemner Bolt Gun and a single silver stake.
4	The agent may choose a digital weapon that blends in with his clothing.
5	This ancient scope attaches to the Acolyte's weapon and serves as a Psyocculum when looked through.
6	The origin of these alien devices is unknown, but the Reliquary calls them "Brain Mines" and they are capable of rendering an opponent catatonic without harming him physically.
7	This Hellrifle is designed for taking out heavily armoured targets, and is issued "just in case."
8	This suit of Truesilver Platemail has minute wards engraved on every inch of its surface and is anathema to the Daemonic. This is a Best Craftsmanship suit of Feudal Plate.
9	The effects of this Psychotroke Grenade are impossible to predict, but it is just as impossible to deny their usefulness.
0	The agent may roll twice on this chart and choose which of the two relics he will be issued.

GMs may wish to choose the item given to the Acolyte based on what they feel is appropriate to the Acolytes mission. The GM may also wish to make some assignments more permanent rather than having the Acolyte randomly determine the relic.

AGENT OF RELIQUARY 26 ADVANCES

Name	Cost	Type	Prerequisites
Barter	100	Skill	—
Barter +10	100	Skill	Barter
Charm	100	Skill	—
Chem-Use	100	Skill	—
Chem-Use +10	100	Skill	Chem-Use
Deceive	100	Skill	—
Deceive +10	100	Skill	Deceive
Evaluate	100	Skill	—
Evaluate +10	100	Skill	Evaluate
Inquiry	100	Skill	—
Inquiry +10	100	Skill	Inquiry
Scholastic Lore (Archaic)	100	Skill	—
Scrutiny	100	Skill	—
Search	100	Skill	—
Search +10	100	Skill	Search
Trade (Technomat)	100	Skill	—
Air of Authority	100	Talent	Fel 30
Chem Geld	100	Talent	—
Exotic Weapon Training (Choose one)	100	Talent	—
Command	200	Skill	—
Forbidden Lore (Archeotech)	200	Skill	Int 40
Intimidate	200	Skill	—
Tech-Use	200	Skill	—
Foresight	200	Talent	Int 30
Iron Discipline	200	Talent	WP 30, Command

BANISHER

"To defeat the Daemon, you must hate the Daemon. To hate the Daemon, you must know the Daemon. To know the Daemon is to know madness."

—Banisher proverb

In the eternal battle against the Enemy Beyond, faith and knowledge are weapons. Few Acolytes wield these weapons with greater prowess than the Banisher. Whether stalking the darkest halls of a hive librarium in search of omens or enacting the Rites of Dispossession in the fields of battle, Daemonic lore is vitally important to the servants of the Collegia Exterminatus.

Banishers in the Calixis Sector are a relatively new phenomenon. In 335.M41, a small cabal of Ordo Malleus Inquisitors came to the Calixis Sector on the trail of a prophecy regarding a greater Daemon. Lord Inquisitor Caidan found himself most impressed with their retinue of scholar-priests, who studied a rare copy of a book called the Liber Daemonica to learn their enemy's tricks. Although the Inquisitors and their tome soon moved on, Caidan's interest in the scholar-priests only grew. The Calixian Conclave decreed that Ecclesiarchal resources could not be adequately spared for the task of researching Daemonic threats in the vast quantities required, while Adepts did not typically have the faith necessary to fortify themselves against the information they might uncover. Thus, the Calixian Ordo Malleus began to formalize the training of the Banishers, a type of holy warrior who would be equally skilled at researching and eradicating Daemonic forces. An Inquisitor would be wise to have several of these individuals among his immediate companions, with many more acting behind the scenes to uncover a Daemons' dark secrets.

Banishers in the Calixis Sector are, like many other agents of the Ecclesiarchy, chosen at a young age from the most pious children. Their training takes a great deal of time as they are armed with the tools to seek out forbidden knowledge while maintaining their faith. As a result, many Banishers are relatively advanced in age by the time they become Acolytes. The intensity of their training often leaves them with scars and augmetic replacements. Their bodies show the sacrifices they have made for their purity.

Not all Banishers are trained by the Ministorium. On many Calixis Feudal or Feral worlds, wise men steel themselves to study that which dwells in the dark, seeking wisdom to help them vanquish Warp-spawned entities. While these elders are not usually steeped in the tutelage of the Ecclesiarchy, they are no less devout to the Imperial Creed, and can be quite useful in rooting out long forgotten omens and ancient secrets in Imperial archives. Many Inquisitors have also been known to train Banishers to combat specific daemons.

Banishers hold a delicate position in an Acolytes Cell. Experienced Acolytes revere them for their wisdom and temperance in the face of terrible secrets, and often owe their survival and success to the madness the Banisher has interpreted for them. Yet these same Acolytes know that no mind can understand the unknowable and walk away unscathed. Therefore Banishers are seen with a distant respect and watched closely for fear that they may suddenly snap under the weight of their dark knowledge.

Though occasionally found within other Ordos, Banishers are usually under the employ and oversight of the Ordo Malleus. A Malleus Inquisitor may employ dozens, or hundreds of Banishers all working diligently to uncover the details of a Daemonic incursion into the materium.

Many Banishers work in groups, though not for the sake of efficiency. There have been cases of Banishers using their knowledge to gain personal power or to traffic with daemons. Thanks to their training, however, these instances have been few, and placing them in a larger group allows other Acolytes to keep an eye on them as needed.



CREATING A BANISHER

To be a Banisher is to seek out knowledge many believe is best left buried. They combine lore with faith, without failing to bring a flamer to bear should it be necessary. Their will is fortified against the madness which accompanies such endeavours, for they must go where few dare. They must be prepared to face many horrors in their search for manuscripts, ancient legends, and even the true name of a powerful Daemon.

Required Career: Cleric

Alternate Rank: Rank 1 or higher

Starting Talents: A character who replaces Rank 1 with Banisher gains the Hatred (Daemons) Talent.

Starting Gear: A character who replaces Rank 1 with Banisher replaces his starting equipment with a Best Quality Staff (with the Sanctified Trait) or a Stub Revolver with 6 Sanctified rounds, chain coat or flak vest, aquila necklace, Ecclesiarchy robes (Good Quality), charm (Skull) and a backpack.

Income: The character's Income becomes Learned Class.

BANISHER ADVANCES

Name	Cost	Type	Prerequisites
Awareness	100	Skill	—
Common Lore (Ecclesiarchy)	100	Skill	—
Common Lore (Imperial Creed)	100	Skill	—
Inquiry	100	Skill	—
Literacy	100	Skill	—
Hatred (Daemons)	100	Talent	—
Melee Weapon Training (Primitive)	100	Talent	—
Pistol Training (Primitive)	100	Talent	—
Drive (Ground Vehicle)	200	Skill	—
Forbidden Lore (Daemonology)	200	Skill	—
Scholastic Lore (Occult)	200	Skill	—
Chem Geld	200	Talent	—
Speed Reading	200	Talent	—
Unremarkable	200	Talent	—
Aura of Faith	300	Talent	Rank 3
Intellectualization	300	Talent	Rank 2
Total Recall	300	Talent	Int 30
Rite of Banishment	400	Talent	Rank 4

TALENT: INTELLECTUALIZATION

The character is adept at rationalizing words and text and stripping them of their power over him. If called to make a Test against Fear, Insanity or Corruption as a result of reading or hearing forbidden words or language (such as from reading a corrupted tome), the character may reroll any failed Willpower Tests substituting his Intelligence for Willpower on the reroll.

TALENT: SPEED READING

Through years of practice the character has developed the ability read text at an astonishing rate. The character may make a Challenging (+0) Literacy Test to read text at the rate of 20 pages per minute, plus an additional 5 pages per minute per degree of success. The character automatically passes any Total Recall Tests required of him to recall the information within the book.

TALENT: AURA OF FAITH

Daemonic entities reel from the Acolyte, their daemonic powers cleansed in his presence. Any Daemon within a radius equal to the Acolyte's Willpower Bonus in meters suffers 1d5 damage if it fails a Warp Instability Test plus an additional 1d5 damage per degree of failure. This damage is not affected by armour or Toughness Bonus.

TALENT: RITE OF BANISHMENT

This rite is closely guarded, written only in the most sacred texts and taught only to experienced Banishers. With this rite the Daemonic can be banished from the material world. The character chooses a single daemonic entity and spends three Rounds inscribing holy symbols into the floor in up to a 10m radius. The targetted daemon need not be present at the time of the inscribing. While in the area the chosen daemon does not benefit from the Daemonic Trait and may not enter or leave the area unless it passes a Very Hard (−30) Willpower Test.

CULT-STALKER

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the correct course. Mercy destroys us; it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of our Emperor. Praise His name for in our resolve we only reflect His purpose of will."

—The Verses of Inquisitor Octus Enoch

One of the greatest threats facing the Holy Inquisition within the Calixis Sector is that of recidivism. There are cults devoted to the Dark Gods hidden within all levels of society and it is the Inquisition's job to root them out. Each Chaos cult plans its own way to escape detection until it can grow to the point of dominating society. Mere survival is particularly important on Imperial worlds, where Chaos worship is the greatest of heresies and Inquisitors are always vigilant for any taint of Chaos. Extremist political organizations make especially good fronts for cults, since they naturally attract power-hungry and mentally unbalanced individuals, who are often well-suited to becoming cult members. A very successful cult can even gain enough power to become the governing body of its home planet without having to resort to rebellion. Thus, many Calixis Adeptus Arbites precincts keep dedicated squads of Cult-Hunters on hand. The Arbites' Judges prefer to take care of cult problems quickly and quietly as the knowledge of a cult's ongoing survival within their sphere of influence could lead to further civil unrest, or draw the attention of heavy-handed Inquisitors.

Often, cults lair in unsavory parts of cities where no Arbitrator would dare go without formidable backup. As they do not want to call attention to this problem, a "troubleshooter" is occasionally brought in from the local criminal element to assist the Adeptus Arbites by infiltrating the cult. Usually this service comes at the price of a pardon for the troubleshooter's lesser crimes, but some rare street scum are willing to help with an investigation purely out of devotion to the God-Emperor.

One notable success took place on Malfi when the Adeptus Arbites conscripted several small Hive gangs to infiltrate a suspected blood cult. Judge Chal York coerced a troubled Kestrali noble dynasty to enter into the slave trade, selling his Cult-Stalkers into the pit fights. York was assassinated shortly afterwards. The nobles of the Kestrali dynasty, unable to prove their innocence in the sanctioned operation, were put to death in the wake of the Judge's death. The Cult-Stalkers were forgotten to the Adeptus Arbites.

Nearly a decade later, Inquisitor Medina uncovered the blood cult in her investigations. The ex-gang's numbers had dwindled to only a handful, but they were now the elite guard and some of the cults most trusted members. Never failing in their duties or faith, these former criminals had proven that they were loyal to the God-Emperor above all else. They presented their years of meticulously gathered information to the Inquisitor, and on her authority executed over a thousand citizens in one bloody night, and presented themselves for execution. Their sacrifice ended a daemonic incursion before it even began.



BECOMING A CULT-STALKER

Cult-Stalkers need to have a keen eye for detail and strong, inquisitive minds. Those that come from the Scum career are more often than not con-men who use their silver tongues to gain access to a cult and infiltrate its ranks. They pass any information they gain on to their Arbiters contacts, who can then swiftly and mercilessly destroy the cult.

Required Career: Arbitrator or Scum

Alternate Rank: Rank 1 or higher

Income: The character's Income becomes Outcast, but uses **Table 2-3: Cult-Stalker Income** rather than the **Scum Income Table** presented in the **DARK HERESY** Rulebook.

TABLE 2-3: CULT-STALKER INCOME

D10	Result	Earnings
1-3	Scrounge	10+1d10
4-5	Confidence	20+FB d10
6-7	Exort	25+SB d10
8-9	Embezzle	35+IB d10
10	Luck	50+FP d10

FB=Fellowship Bonus

AB=Agility Bonus

IB=Intelligence Bonus

FP=Fate Points

SB = Strength Bonus

CULT-STALKER ADVANCES

Name	Cost	Type	Prerequisites
Blather	100	Skill	—
Ciphers (Underworld)	100	Skill	—
Deceive	100	Skill	—
Inquiry	100	Skill	—
Interrogation	100	Skill	—
Scholastic Lore (Judgement)	100	Skill	—
Scrutiny	100	Skill	—
Forbidden Lore (Cults)	100	Skill	—
Concealed Cavity	200	Skill	—
Unremarkable	200	Talent	—
Hatred (Cults)	200	Talent	—
Forbidden Lore (Cults) +10	200	Skill	Forbidden Lore (Cults)
Inquiry +10	200	Skill	Inquiry
Cult Briefing	400	Talent	—

NEW TALENT: CULT BRIEFING

The character has undergone indoctrination so that he may blend into a Chaos cult. Depending on the type of cult he has been tasked with infiltrating, he gains the following benefits:

Political: The character has spent weeks memorizing the intricate relationships of noble families, powerful local Governors, cabinet advisors and military personnel. The character may treat all Common Lore Skills as Basic Skills. In addition, he is treated as having the Total Recall Talent when attempting to recall someone's name within one world's political or social elite.

Heretek: The character has spent hours alongside Tech-Priests, learning their ways and examining their mannerisms. He has been implanted with a single augmetic designed to appear "questionable" to Mechanicus observers. He is trained in the Tech-Use Skill and gains one of the following Talents: Autosanguine, Logis Implant, Orthoproxy or Technical Knock.

Pleasure: Steady doses of poison within controlled environments, chemical treatments, and dozens of surgeries have prepared the character to resist the call of a pleasure cult while simultaneously making them look like a perfect candidate. The character gains +5 Fellowship and chooses either the Chem-Geld or Decadence Talent.

Infestation: These cults can be some of the hardest to infiltrate, requiring years of training and surgery to prepare an Acolyte to be a plausible candidate. The character is trained in the Medicae Skill and gains the Hardy Talent.

Blood: Endless hours of martial training and physical conditioning have prepared the Acolyte to impress cult members with his martial prowess. The character gains the Melee Weapon Training (any, choose one) and Frenzy Talents.

Culture: Hypno-indoctrination and months of linguistic drills have prepared the character to blend seamlessly in with a society alien to his own and work his way into the halls of power. The character chooses one Homeworld other than his own and gains all the Traits associated with that Homeworld (both negative and positive).

DAEMONYM SEEKER

"The most ideal of conditions for defeating the daemon: be on a first-name basis."

—High Banisher Segrin

Within the Collegia Exterminatus it is considered a blessing that summoning a powerful Daemon is not easy; it can take a lifetime of devotion and hundreds of years of preparation. Generational cults of worship exist that have secretive agendas hidden behind layers of faithful rhetoric. However, banishing or controlling a Daemon is a far less difficult task if the summoner or banisher possesses the True Name of the Daemon.

The True Name of even the most minor Daemon is a closely guarded secret among Warp entities. Knowing the True Name of a Daemon gives one power over that Daemon, any minions of that Daemon, and possibly even its worshippers. Most daemons are known by a variety of pseudonyms, should they desire to be called anything at all. However, among the Banishers, there are some who would seek out the True Name of a Daemon; they are called the Daemonym Seekers.

When a Banisher wishes to become a Seeker, there is no training or ceremony; he simply begins to hunt for the name of a specific Warp entity. This may be a Daemon who has given his Inquisitor trouble in the past or simply a beast that caught his attention during the course of his normal studies. Whatever his reasons, the Seeker devotes himself completely to the pursuit of this daemon's True Name.

The path of the Daemonym Seeker is rooted in the work of Inquisitor Adorjin. She was a potent psyker, and employed a great number of Banishers. Many of her Banishers considered her one of their own, as she pursued Daemons with zealous determination. Adorjin devoted her life to hunting one vicious and particularly powerful Warp entity. For nearly two centuries, she studied the creature, learning its True Name and tracking it to the Calixis Sector. She brought with her several Banishers who had studied with her, a small squad of Grey Knights, a powerful relic weapon, and an ancient copy of the *Liber Daemonica*. Though she fell in the battle, her strategies were adopted by a great many Banishers, and her name was remembered by all of the Calixis Ordo Malleus.

Daemonym Seekers employ every resource they can in their search for the names of daemons, from the study of ancient prophesy to dangerous séances. The majority of Seekers devote their entire careers to the study of one greater Daemon, declaring that Daemon their nemesis and often growing to be obsessed with the target of their study. Daemonym Seekers are rarely trusted by any but the most radical of Inquisitors, and more than a few Seekers have had

their quests and lives cut short by puritanical Inquisitors who did not approve of the dark path their Acolyte was travelling. The Puritans' judgment is not unwarranted; more than a few Seekers have attempted to harness a Daemon for the benefit of the Imperium, but such a noble effort almost always ends in tragedy. Even more dangerous are those who secretly grow to respect or worship the Daemon they obsess over.

BECOMING A DAEMONYM SEEKER

To become a Daemonym Seeker is to take up the single-minded cause of exterminating a great evil from the galaxy. There is no ceremony; there are no badges of office. Once you have set out on the path to discover the True Name of a fiend, you have taken it upon yourself to become the hunter, dogging your prey across the sector. It will not be long before the beast knows that you are its enemy.

Required Career: Adept or Cleric

Required Experience: Rank 5 or higher



DAEMONYM SEEKER ADVANCES

Name	Cost	Type	Prerequisites
Ciphers (Occult)	100	Skill	Ciphers (Occult) +10
Evaluate	100	Skill	—
Evaluate +10	100	Skill	Evaluate
Forbidden Lore (Daemonology)	100	Skill	—
Forbidden Lore (The Black Library)	100	Skill	—
Forbidden Lore (The Black Library) +10	100	Skill	Forbidden Lore (The Black Library)
Scholastic Lore (Legend)	100	Skill	—
Scholastic Lore (Occult)	100	Skill	—
Search	100	Skill	—
Minor Daemonym	100	Talent	Forbidden Lore (Daemonology)
Talented (Forbidden Lore (Daemonology))	100	Talent	Forbidden Lore (Daemonology)
Scrutiny	200	Skill	Scrutiny
Search +10	200	Skill	Search
Basic Weapon Training (Bolt)	200	Talent	—
Deadeye Shot	200	Talent	BS 30
Die Hard	200	Talent	WP 40
Lesser Daemonym	500	Talent	Minor Daemonym
Greater Daemonym	500	Talent	Lesser Daemonym

TALENTS: DAEMONYM (MINOR, LESSER, AND GREATER)

Daemonym is a series of Talents available to the Daemonym Seeker, reflecting the character's growing knowledge of the daemon's True Name and special training in how to use that name against the daemon. This is a difficult undertaking, as the True Name of a Greater Daemon is usually very long and quite complex. Pronunciation must be exact, and the name may even have a melody, requiring the name to be sung. The GM should create the Daemon, if there is not a suitable one already in the campaign, and careful planning should be taken with regards to the character's motivations and how this zealous pursuit will effect the game.

MINOR DAEMONYM

The character has begun to understand the very basics of the subject's True Name, granting a certain level of control over the worshippers of the daemon. While the devoted cult may know nothing of the daemon's true nature they are still susceptible to coercion and subtle manipulation by those who do understand the nature of the beast.

Effect: When dealing with human cultists who are servants of the chosen daemon, the character gains a +10 bonus to any Interaction Tests and may even command them as if the cultists are his subordinates per the GM's discretion.

LESSER DAEMONYM

At this stage of his studies, the Seeker understand the True Name of the daemon on a conceptual level, giving him a great deal of power. While not in full control, the Daemonym allows the Seeker to sap much of the fearsome strength away from their powerful foe.

Effect: The character gains +10 WS on any melee attacks against his chosen daemon and any of its minions. The GM has the final say on what counts as such a minion. Furthermore, any melee weapon counts as Sanctified against the daemon and his minions when the character wields it.

GREATER DAEMONYM

The Acolyte has mastery over his foe's True Name, understanding all its subtle nuances and pronunciation. While many may view this knowledge as heresy, some within the Ordo Malleus know that this gives the Seeker great power against his chosen enemy.

Effect: The character is capable of performing the intricate reading of the daemon's True Name from the Liber Daemonic (or similar text) and may banish the daemon with this knowledge. As a Full Action the character makes a Literacy Test opposed by the daemon's Willpower or Toughness (player's choice) dealing 1d10 damage per degree of success that cannot be reduced by armour (but may be reduced by Toughness). The damage counts as Sanctified and is of any type the GM feels is appropriate. The daemon's True Name may require more than a Full Action to recite, but the mere act of doing so deals damage to the daemon every round.

ORDO SICARIUS INITIATE

"Some may be able to avoid the Judges of the Adeptus Arbites, fewer may be able to face off against the Imperial Guard and the Adeptus Astartes, but let it be known that none can stand against the Officio Assassinorum."

—Officio Assassinorum

Following the Age of Apostasy and Goge Vandire's despotic rule came the Wars of Vindication within the Officio Assassinorum. The Officio had become riddled with corruption and the Grand Master of Assassins was forced to kill many of its members in order to fully eliminate the heretics. The Officio's hierarchy was shattered and needed to be rebuilt from the ground up. Following a thorough investigation, Inquisitor Jaeger deemed that a special order of the Inquisition was needed to monitor and to control the Officio much more closely. His proposal was accepted and the Ordo Sicarius was created to monitor the Officio for signs of corruption. As the Officio Assassinorum is a highly secretive branch of the Imperial hierarchy, the only way to properly monitor them was to plant Assassin-Acolytes and Inquisitors within their ranks. Acolytes of the Ordo Sicarius often find themselves placed within the trusted circles of many high-ranking members of the Imperium or on loan to Inquisitors of other Ordos where their skill set is extremely useful.

One notable example dates from the early years of the 39th Millenium. Praetor Golgenna Angevin was raised to the rank of Lord Militant and granted a writ to prosecute a crusade to liberate and dominate the area of space known as the Calyx Expanse. At his side was a man he believed to be his trusted chamberlain. In fact, this servant was Inquisitor Treyus Godan, of the Ordo Sicarius. Inquisitor Godan's purpose was to monitor Angevin's crusade and to determine, on behalf of the Inquisition, whether or not he was faithfully carrying out his duties. If he was not, then it was Godan's duty to eliminate him. As the Crusade entered its third and final stage, Godan personally witnessed Saint Drusus slain by a rogue assassin. Before his life was ended, Godan saw Drusus rise anew, reborn as Saint Drusus. Capitalizing on this, Godan ended his charade as a servant to Lord-Militant Angevin and began impersonating an Inquisitor of the Ordo Malleus. Using the Ordo's resources as his own, he threw his support behind Drusus during his persecution of the turncoats within the crusade forces. At the crusade's glorious end, the Ordo Malleus sent an Inquisitor Lord to serve as Master of the Ordo within the newly named Calixis Sector. Inquisitor Treyus Godan was brought up on charges of impersonating an Inquisitor, but was granted clemency due to the undeniable results of his duplicity. He was stripped of rank and spent the rest of his life as a servitor in service of the Holy Ordos. To this day, the Ordo Malleus of the Calixis Sector often calls upon members of the Ordo Sicarius to assist them with the elimination of Daemonic cults and to provide trained Acolytes for clandestine cells.

BECOMING AN ORDO SICARIUS INITIATE

Becoming an initiate of the Ordo Sicarius is no simple feat. The Assassin in question must be both a skilled warrior and adept at subterfuge. When a prospective initiate is chosen by the Ordo Sicarius, he is merely given a dataslate with the name of a target, and a stated goal of "Interrogation and Extermination required" written underneath. How the prospect goes about this mission is his decision. Upon successfully completing his assignment, the prospect is taken to the Ordo Sicarius' main temple and begins his training in the ways of the Assassin-Inquisitor.

Required Career: Any

Alternate Rank: Rank 4 or higher



ORDO SICARIUS INITIATE ADVANCES

Name	Cost	Type	Prerequisites
Ciphers (Underworld)	100	Skill	—
Deceive	100	Skill	—
Deceive +10	100	Skill	Deceive
Disguise	100	Skill	—
Forbidden Lore (Officio Assassinorum)	100	Skill	—
Forbidden Lore (Cults)	100	Skill	—
Interrogation	100	Skill	—
Concealment	200	Skill	—
Forbidden Lore (Officio Assassinorum)+10	200	Skill	Forbidden Lore (Officio Assassinorum)
Forbidden Lore (Cults) +10	200	Skill	Forbidden Lore (Cults)
Inquiry	200	Skill	Inquiry
Shadowing	200	Skill	Shadowing
Hip Shooting	200	Talent	BS 40, Ag 40
Minor Psychic Power (x2)	200	Talent	—
Resistance (Fear)	200	Talent	—
Sicarius Training	200	Talent	—
Psy-Rating 1	300	Talent	—

NEW TALENT: SICARIUS TUTORING

Each Acolyte receives different training from their Ordo Sicarius contacts before returning to the service of the Ordo Malleus. When this Talent is purchased the Acolyte gains a different benefit depending upon his career, as follows:

Adept: The character is forced to memorized a staggering number of reasonable responses to common inquiries, allowing him to craft logical lies quickly. The character may use Intelligence in place of Fellowship for all Deceive Tests.

Arbitrator: The character has spent countless hours tracking masters of the arts of stealth, honing an ability to notice even the faintest traces of a target's passing. The character gains the Talented (Shadowing) Talent.

Assassin: The character is forced to remain motionless for days a time, his exact position monitored by servitors for even the slightest twitch. The character gains the Talented (Concealment) Talent.

Battle Sister: Learning from some of the most skilled swordsmen the Ordo Sicarius has to offer, the Battle Sister learns to trust the Chainsword as she would her Bolter. The character gains the Swift Attack Talent.

Cleric: Months of working alongside the most resolute murderers in the Calixis Sector has taught the character how to unnerve even these hardened men. The character gains the Disturbing Voice Talent.

Guardsmen: The weapon training of the character is augmented further by experts within the Ordo Sicarius. The character gains an Exotic Weapon Training Talent of his choice.

Imperial Psyker: The Ordo tests the physical limitations of the character mercilessly. The character gains one additional Wound.

Scum: A myriad of false identities, pulled strings, and brazen lies has created a persona with contacts in a useful organization. The Acolyte gains a Peer Talent of his choice.

Tech-Priest: The character studies hundreds of logistaristic formulae that map out the most successful line of questioning for advantageous results. The character may use Intelligence in place of Fellowship for all Inquiry Tests.



PYROCLAST

"You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Mercy for such as they is a chimera, self-deception is its only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty: you live only to bring cleansing fire. Take up your rod and staff, your armour and psycannon, and go forth."

—Lectures to the Ordo, Inquisitor-Historical Galbus Heer

What others of the Inquisition do through stealth and guile, the Pyroclast does through the cleansing flame of righteousness. Originally created as a group by Inquisitor Malachai Heritor in 643.M40, the Pyroclasts were intended to be sent in when the only hope of ending a xenos infestation was through the application of holy fire. The success of the Ordo Xenos Pyroclast squads led the Ordo Malleus to apply the same principles to Daemon hunting. Original records of which Inquisitor first attempted this have been lost to time, but the results cannot be overstated. The first recorded use of Pyroclasts happened on the Agri-world of Dreah. Grain that had been tainted by Chaos was planted in the fields of many unsuspecting farmers. During the harvest, the stalks of this grain poisoned the tithe of Dreah. Learning of this tragedy, Inquisitor Helden Karros equipped three full regiments of Imperial Guard to combat this menace. Within a single month, the entire crop of questionable grain had been incinerated under the relentless onslaught of the flamers of the Pyroclasts. To be sure that the taint had been rooted out sufficiently, Inquisitor Karros ordered a cleansing of all vegetation with a thousand kilometre radius of the original planting site.

With the Cleansing of Dreah complete, the Calixian Ordo Malleus created a training bastion on the Shrine World of Reshia for Inquisitorial agents specializing in the use of Incinerators. Within this bastion recruits are schooled in the nature of flame and the cleansing power that it holds. Other Inquisitors are known to maintain elite groups of such Guardsmen, either privately trained or sent to Reshia for instruction.

BECOMING A PYROCLAST

Pyroclasts are mostly recruited from experienced Guardsmen. Those chosen must already have an instinctive understanding of the nature of fire. During Pyroclast training, this grows into an almost religious love and faith. Once selected, the majority of Pyroclasts are sent to Reshia for a period of six months for indoctrination and training, and then returned to their Inquisitor with the skills necessary to illuminate the dark shadows of corruption with the light of the Incinerator.

Required Career: Guardsman

Alternate Rank: Rank 5 or higher

Other Requirements: Basic Weapon Training (Flame)



PYROCLAST ADVANCES

Name	Cost	Type	Prerequisites
Common Lore (Imperial Creed)	100	Skill	—
Demolition +10	100	Skill	Demolition
Bulging Biceps	100	Talent	S 45
True Grit	100	Talent	T 40
Common Lore (Imperial Creed) +10	200	Skill	Common Lore (Imperial Creed)
Intimidate +20	200	Skill	Intimidate +10
Armour of Contempt	200	Talent	WP 40
Cleanse and Purify	200	Talent	Basic Weapon Training (Flame)
Hatred (Daemons)	200	Talent	—
Litany of Hate	200	Talent	Hatred (Any)
Resistance (Fear)	200	Talent	—
Resistance (Heat)	200	Talent	—
Unshakeable Faith	200	Talent	—
Blessed Flame	300	Talent	Cleanse and Purify
Flames of Faith	500	Talent	Unshakeable Faith, Cleanse and Purify

TALENT: BLESSED FLAME

Specialized training in holy litanies of maintenance combined with blessed promethium allows the Acolyte to bring his flamers to bear against daemons with potent effect. The character treats all Flame weapons as having the Sanctified Trait (see page 66). So skilled is the character with flamer weaponry that he can even use an Astartes Incenerator (see page 132) without the penalty for not being an Adeptus Astartes.

TALENT: FLAMES OF FAITH

The Acolyte's faith in both the God-Emperor of Mankind and his trusted weapon causes Psyflame ammunition to burn even brighter. The acolyte is treated as having a Psy Rating of 3 when using weapons loaded with Psyflame Ammunition.

The training regimen for specialist Guardsman capable of making use of the psychically infused promethium is necessarily harsh. Only the most disciplined and hardened of veterans are suitable for such duties and even those who would otherwise be capable of surviving the ordeal lack the honed sense required to succeed in the more delicate aspects of the program.

I have trained nearly a dozen Guardsmen successfully in this manner; more than any other, to the best of my knowledge. My most recent attempts have met with nearly a thirty percent success rate, which is high because of my strict selection of subjects.

The program begins with such a selection. I observe the recommended candidate during normal field drills, making sure that their Sergeant has them working with holy fire in the heaviest flamer available. If their control proves satisfactory I will request their transfer to my facilities on Idumea.

Next a single limb will be seared away over the course of a several weeks to a month. The chosen limb is typically their non-primary arm, but in the case of ambidextrous candidates, or other circumstances, I have allowed a leg to be taken instead. Brands give way to

TECHSORCIST

"When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For if the wrong rune is used, the wrath of the engine will be aroused..."

—From the "Book of Five Runes"

Some Forge world Tech-Priests develop an interest in analyzing corrupted machine spirits. Unusually for Tech-Priests, Techsorcists are capable of intuitive thinking, speculation, and improvisation, and are famous for their lateral and often unorthodox process when strict logic and standard procedures fail. This is an invaluable tool for an Inquisitor trying to understand his foe's weaknesses. In the service of the Inquisition, a Techsorcist performs all the typical tasks of a Tech-Priest, but has a deeper understanding of how Chaos mutates and adapts technology. Created by Magos Eremor in the latter half of M36 in response to the reappearance from the Warp of the Space Hulk Fatum Posterus, the Techsorcists have long been on the front lines whenever heretical technology has been found. The success of this branch within the Calixis Sector has caused their ranks to swell as the demand for trained Daemon-hunting Tech-Priests has grown. In fact a quiet, but popular, joke within the Ordos Calixian is that there are four Ordos of the Inquisition: Xenos, Hereticus, Malleus, and Mechanicus. This is a view which the Adeptus Mechanicus is more than happy to foster, as it allows their representatives to be the first to deal with any strange technological discoveries found during the course of an investigation.

A trained Techsorcist, if not several, are in the employ of nearly every Ordo Malleus Inquisitor in the sector. On the tidally-locked world of Barsapine the Adeptus Mechanicus has over a dozen highly trained Techsorcists poring over the logs and remains of several technological devices of dubious origin. The Ecclesiarchy keeps a close eye on their research after the Macharian Incident. The call for additional assistance is strong, and many Inquisitors investigating the remains of the devices found there have petitioned for the Tech-Priests in their employ to be trained as Techsorcists.

BECOMING A TECHSORCIST

Becoming a Techsorcist is a simple affair for members of the Mechanicus. First, a petition of transfer must be filed with their superiors, countersigned by the Inquisitor whom they are assigned to. Then, a special mehadendrite is installed that includes hexagrammic data-gates. Finally, the potential is given three hours to access selected records regarding corrupted machine spirits, then three more hours to complete a 7,000-question test. Assuming he passes, the Tech-Priest is now officially recognized as a Techsorcist and is given clearance to request additional texts from the Ordo Malleus.

Required Career: Tech-Priest

Alternate Rank: Rank 6 or higher (6,000 xp)



TECHSORCIST ADVANCES

Name	Cost	Type	Prerequisites
Common Lore (Imperial Creed) +10	100	Skill	Common Lore (Imperial Creed)
Common Lore (Imperium) +10	100	Skill	Common Lore (Imperium)
Forbidden Lore (Tech-Heresy)	100	Skill	—
Armour of Contempt	100	Talent	WP 40
Autosanguine	100	Talent	—
Mechadendrite Use (Techsorcist)	100	Talent	Tech-Priest,
Sound Constitution	100	Talent	—
Forbidden Lore (Adeptus Mechanicus)	200	Skill	—
Forbidden Lore (Archeotech) +10	200	Skill	Forbidden Lore (Archeotech)
Forbidden Lore (Ordo Malleus)	200	Skill	—
Forbidden Lore (Tech-Heresy) +10	200	Skill	—
Fearless	200	Talent	—
Furious Assault	200	Talent	WS 35
Independent Targeting	200	Talent	BS 40

NEW TALENT: MECHADENDRITE USE (TECHSORCIST)

The Techsorcist has chosen to alter one of his mechadendrites to assist in his duties. This mechadendrite has special electronic wards put in place to resist the effects of corruption from Chaos-infested machine spirits. It also houses a small memory unit for storing proscribed documents and is set to automatically wipe itself upon removal of the mechadendrite or the death of the Techsorcist. When using a mechadendrite the Techsorcist gains a +10 to Forbidden Lore (Tech-Heresy) rolls, and a +10 to all Tech-Use Tests when interfacing with a corrupted machine spirit.

+++

Communication sub-litany four null-response four.
 Mech-Deacon Stachi, Lathe attachment: Ordo Malleus
 M39.undetermined

+++

It is unknown how long this vessel has been within warp transit, as I suspect the Gellar field is not operating within acceptable parameters but as yet have not had access or opportunity to properly discuss the litanies performed by the ship's Explorator who is kept to his duties by the necessities of such a new ship. We have had to translocate into realspace several times simply to prepare for further travel.

Thus it was my interface with the primary cogitator on the "Last Haul" that led me to my discovery. A sub-cogitator had been installed within the primary process of the seventeenth atmosubstation redistribution anex. As this was obviously unnecessary, I tasked Guie with quietly discovering who would perform such a litany without the Explorator's knowledge, as obviously no true disciple of the Machine-God would perform such a rite under any calculable scenario.

The sub-cogitator was indeed infested with a machine spirit whose designation I do not dare commit to data-memory. Had the Explorator attempted to interface with the device his success rate would have approached null as cycles approached seventy-eight, the scrapcode assailing his systems. Only the electro-graft warding of my mechadendrite protected me from such a fate. Indeed it was the source of our Gellar field instability. Further, it has begun to re-route power within the atmosubstation redistribution anex so as to create a graft feedback loop in the heavenward deck hydroporium. I leave it to Inquisitor Octus Enoch to decipher the purpose of such a creation, although trans-warp matter shift is not out of the question. I have since removed the sub-cogitator and informed the Explorator, you should expect his communication shortly.



THEOMANCER

"Though Mankind is at the brink of this great apotheosis, you must be ever vigilant for the stillborn harbingers of this change. Where you seek the pure and strong, there too will you find the impure and weak. But be ever vigilant, for even should you find one with the gift, only one in a thousand psykers will be strong enough to resist the perils of the Empyrean and be allowed to live."

—Admonitions on the Duty of the Witch Finder, Inquisitor Malich (Suppressed, M38)

Theomancy has its roots in the disciplines of soothsaying common amongst the Feral worlds in the Calixis Sector. Ancient practitioners of this art would use crude objects such as chicken bones and dice in the hope of a glimpse of the future. As the Ecclesiarchy's influence spread with the Angevin Crusade, these practices were more and more seen as counter to the Imperial Creed. Those who attempted to use these skills were hunted down as heretics. The practice was eventually replaced by the reading of the Emperor's Tarot. The Collegiate Exterminatus began training psykers to aid Inquisitors with divination from the Drusian Emperor's Tarot; which includes the Shattered World, the Chalice, and the Tyrant Star among its portents. While the debate on what these symbols represent is ongoing within the Calixian Scholastica Psykana Divinatio, it is generally accepted that the Shattered World represents war when aligned normally and the end of a war when inverted. The Chalice is seen to represent life, but also death, or even the Calixis Sector as a whole. The Tyrant Star is the card that is most often debated within the Calixian sector. Many scholars believe that it was never part of the original design of the Tarot, but nonetheless it appears in the current version.

Many Inquisitors employ Theomancers to help them learn about the nature of upcoming threats. When Artemis Thoth, a psyker in the service of Inquisitor Lord Caidin, performed a reading regarding the outcome of the Tranch Insurrection, the seven portents he received included signs that rendered the diviner catatonic for nearly six months. Upon his recovery he could speak only to Inquisitor Caidin. It is unknown what transpired there, but a cell of Caidin's most trusted Acolytes was immediately dispatched to locate Justicar Maligante and beg his assistance on the world of Kulth.

The Tarot itself is a closely guarded mystery. It is impossible to tell what the Emperor's Tarot actually is. Some have even claimed that no such object actually exists and that the Psyker is simply a charlatan. If that were true the frequency of their correct predictions would, at least, be a statistical anomaly of miraculous proportions.

So potent is the Theomancer's powers of prediction, that there are some within the Ecclesiarchy who view their powers as so heretical that there can be no true sanction of the practice. Some go so far as to hire assassins to discreetly deal with Theomancers.



BECOMING A THEOMANCER

A Theomancer is usually drawn from the ranks of the Calixis Scholastica Psykana Divinatio. Using the skills learned during the sanctioning process, combined with the formidable schooling of the Inquisition, the Theomancer becomes a potent weapon in the Calixian Ordo Malleus' arsenal. The Theomancer is able to use his skills at Divination to augment his combat skills in a much more fluid manner than the typical Imperial Psyker. He can see glimpses of the future and choose the correct path for his Inquisitor to follow.

Required Career: Imperial Psyker

Alternate Rank: Rank 4 or higher (2,000xp)

Other Requirements: At least one Psychic Power from the Divination Discipline.

TALENT: EMPEROR'S TAROT

Once per Game Session, the Psyker may read the portents of the Emperor's Tarot. This requires a psychic power roll with a Threshold of 12. Should he succeed, the character has divined the truth of a situation, reading the strands of time to see a fragment of the future and past at once. The character may make a single Common Lore, Scholastic Lore, or Forbidden Lore Test treating the Skill as trained. If the Acolyte has the Skill trained he may instead reroll the Test if failed.

The character is also prone to visions of the future during his use of the Emperor's Tarot and the GM may wish to seed prophetic glimpses into the use of this psychic power.

THEOMANCER ADVANCES

Name	Cost	Type	Prerequisites
Deceive	100	Skill	—
Psyniscience +10	100	Skill	Psyniscience
Psyniscience +20	200	Skill	Psyniscience +10
Forbidden Lore (Psyker) +10	100	Skill	Forbidden Lore (Psyker)
Logic	100	Skill	—
Medicae	100	Skill	—
Search	100	Skill	—
Search +10	100	Skill	Search
Psy Rating 3	200	Talent	Psy Rating 2
Discipline Focus (Divination)	200	Talent	Psy Rating 3
Emperor's Tarot	200	Talent	—
Foresight	200	Talent	Int 30
Psychic Power (Personal Augury)	200	Talent	—
Power Well	200	Talent	Psy Rating 2

Upon the shutting of the blinded eyes vision became all the clearer. Small moments were no longer small, but instead the turning of a key that unlocked a door. Behind the door was an abyss of change, or tumbling dice hammered by choices into existence. Only by the grace of the God-Emperor would divination be possible.

The Tarot spoke, quietly at first, and the blinded eye listened. As you should listen now.

Upon the world where there is eternal day and eternal night, where twilight and dusk give life. There the Cathedral of the Sky will guide the learned to its sister. A Cathedral of bloody ruined lives, sleeping. It sleeps and dreams of a secret so dire that no prognostication can hope to know it. A cloudy past to make clear the future. A future where the chalice burns.

ORDO MALLEUS CELL DIRECTIVES

"Your deeds have been documented within the Tricorn Palace. Inquisitor Octus Enoch has heard the evidence against you. I pronounce you Carta Extremis and deliver you unto the God-Emperor's final sanction."

—Sister Audra to Inquisitor Laif

Cell Directives represent the communal abilities available to a group of Acolytes who have special training or doctrines of procedure. Similar to Alternate Career Ranks, they give characters additional or different options for training and Talent choices that their Career may not normally allow. Unlike Alternate Career Ranks, Cell Directives are purchased by entire groups of Acolytes. Each player in a group must pay the Induction cost in experience points and the group must meet any other listed requirements to gain access to the Advance Table for the Cell Directive. In addition all members of the group gain any special abilities of the Cell Directive.

Cell Directives do not replace a Rank of the player's Career but instead allow them to purchase options from another Advance Table at any time. If the group wishes to add another member to their cell, the new member must simply pay the Induction cost.



USING CELL DIRECTIVES

The entire group must willingly elect to use a Cell Directive and get the GM's permission to do so. Cell Directives apply a theme to all the Acolytes and as such should be carefully discussed. Once a Cell Directive has been chosen by the group, each character must spend the Induction Cost in experience points to form the cell. They then have access to the special ability associated with the cell as well as the Advances listed on the cell's Advance Table.

If another character wishes to join the cell he must get permission from the group. If they agree (perhaps requiring some sort of initiation) he may pay the Induction Cost and gain access to the special ability and Advance Table of the cell.

CELL DIRECTIVES FORMAT

Each Cell Directive uses the following format:

NAME

Each cell has a unique name. It is often a title used by Inquisitors to describe the purpose of the cell.

DESCRIPTION

In each cell section is a description illustrating the purpose of the cell. This will help to give you some ideas about how your group might look and act if they choose to form a cell of this type.

INDUCTION COST

This gives the cost in experience points each player must pay to create or join the cell. Some GM's may wish to remove the Induction Cost if they feel the Cell Directive fits the theme and goals of the campaign.

REQUIREMENTS

These are the requirements the cell must meet at all times. If for any reason the cell stops meeting these requirements the members of the cell may not purchase further advances from the cell's Advance Table until they meet the requirements again.

SPECIAL ABILITY

Every member of the cell gains access to a special ability immediately upon becoming a member of the cell.

ADVANCE TABLE

This is the Advance Table associated with the cell. Members may purchase abilities from the cell as if it were a Career Advance Table. This may give them advance options that they would not normally have or earlier than normal or at a lower cost.

CARTA EXTREMIS HUNTERS

Those members of the Calixian Ordo Malleus who are given the solemn duty of hunting down traitor Inquisitors are often the most fervent when it comes to screening their Acolytes. Many times, an Inquisitor will want only those Acolytes who have proven themselves resilient to Daemonic manipulations to accompany him during such an investigation. In these situations, it is common for him to form a cell of Acolytes who specialise in tracking down people who do not wish to be found.

Induction Cost: 100 xp

Requirements: When the cell is created the group must include at least one Assassin. The cell must also have an average Rank of no less than 5, as only experienced Acolytes could ever be expected to accompany an Inquisitor on such an assignment.

Hidden Adversary: Due to their constant need to trail targets, all members of this cell receive Training in the Shadowing Skill.

RELIQUARY RETREIVAL STRIKE TEAM

The curators of the Reliquary assigned to the Scholariate at Arms are extremely proactive about recovering interesting artefacts. Inquisitors may call upon the Reliquary to assemble a strike team to recover a lost artefact or even a rare alien device. These cells may find themselves working for a single Inquisitor on several missions, or the Reliquary may loan them out to a series of Inquisitors. The Career of those Acolytes assigned to one of the Retrieval Teams would be quite exciting and impressive—if they were permitted to ever tell anyone.

Induction Cost: 100 xp

Requirements: The cell must include at least one Acolyte with the Agent of Reliquary 26 Alternate Career rank or take orders from an appropriate NPC in service of Reliquary 26.

Picked up a thing or two: Those serving Reliquary 26 often see things that man should not see. Each Acolyte may choose to train in one Scholastic or Forbidden Lore Skill.

CARTA EXTREMIS HUNTERS ADVANCES

Name	Cost	Type	Prerequisites
Concealment	100	Skill	—
Disguise	100	Skill	—
Inquiry	100	Skill	—
Scholastic Lore (Judgement)	100	Skill	—
Resistance (Psychic Powers)	100	Talent	—
Concealment +10	200	Skill	Concealment
Forbidden Lore (Heresy)	200	Skill	—
Shadowing +10	200	Skill	Shadowing
Peer (Inquisition)	200	Talent	—
Talented (Shadowing)	200	Talent	—
Forbidden Lore (Inquisition)	300	Skill	—
Deadeye Shot	300	Talent	BS 30
Strong Minded	300	Talent	WP 30, Resistance (Psychic Powers)
Good Reputation (Inquisition)	500	Talent	Fel 50, Peer (Inquisition)
Mental Fortress	500	Talent	WP 50, Strong Minded

RELIQUARY RETRIEVAL STRIKE TEAM ADVANCES

Name	Cost	Type	Prerequisites
Awareness	100	Skill	—
Barter	100	Skill	—
Ciphers (Acolyte)	100	Skill	—
Evaluate	100	Skill	—
Awareness +10	200	Skill	Awareness
Dodge	200	Skill	—
Security	200	Skill	—
Trade (Any)	200	Skill	—
Concealed Cavity	300	Talent	—
Exotic Weapon Training (Any)	300	Talent	—

SCHOLARIATE FATESTALKERS

Omens foretelling great Daemonic threats are of the utmost interest to the Ordo Malleus. Preventing such terrible occurrences is its primary purpose. While deciphering and halting such events demands significant resources, so does the uncovering of the prophecies themselves. Fatestalkers are learned Acolytes given the task of assembling complete prophecies from fragments scattered across the Calixis Sector. Comprised of scholars, historians, and legend seekers, the Fatestalkers employed by the Scholariate at Arms are one of their most important resources.

Induction Cost: 100 xp

Requirements: The cell must contain at least one Adept with the Scholastic Lore (Legend) Skill.

Well Read: Even the most barbaric among the Fatestalkers are prepared to deal with odd passages of text or strange heretical wording. Acolytes treat Literacy as a Basic Skill and gain the Talented (Literacy) Talent.

ORDO MALLEUS RETINUE

Each of the Holy Ordos of the Inquisition is unique in its purpose and focus. Those who hunt the daemonic have rarified skillsets that allow them, as a group, to cope with the horrors they will face. Inquisitors of the Ordo Malleus often provide additional training and conditioning to those Acolytes who prove themselves useful. While some Inquisitors will tailor the training regimen they place Acolytes into, Ordo Malleus Cells likely have a few traits in common.

Induction Cost: 200 xp

Requirements: The cell must serve an Ordo Malleus Inquisitor who provides additional training to them.

Ordo Malleus Conditioning: The Acolytes gain the Ordo Malleus Conditioning Talent (see page 43).



SCHOLARIATE FATESTALKERS ADVANCES

Name	Cost	Type	Prerequisites
Awareness	100	Skill	—
Charm	100	Skill	—
Ciphers (Occult)	100	Skill	—
Literacy	100	Skill	—
Ciphers (Occult) +10	200	Skill	Ciphers (Occult)
Disguise	200	Skill	—
Inquiry	200	Skill	—
Scholastic Lore (Any)	200	Skill	—
Peer (Academics)	200	Talent	—
Unremarkable	200	Talent	—

ORDO MALLEUS RETINUE ADVANCES

Name	Cost	Type	Prerequisites
Awareness	100	Skill	—
Ciphers (Acolyte)	100	Skill	—
Secret Tongue (Acolyte)	100	Skill	—
Chem Geld	100	Talent	—
Forbidden Lore (Daemonology)	200	Skill	—
Forbidden Lore (Warp)	200	Skill	—
Interrogation	200	Skill	—
Logic	200	Skill	—
Forbidden Lore (Daemonology) +10	300	Skill	Forbidden Lore (Daemonology)
Melee Weapon Training (Power)	300	Talent	—
Hatred (Daemons)	300	Talent	—



MALLEUS ARMOURY

RANGED & MELEE
WEAPONS

•

ARMOUR

•

FORCE FIELDS

•

GEAR, TOOLS, DRUGS
& AMMUNITION

•

ANNOINTED WEAPONS

CHAPTER III: MALLEUS ARMOURY

"Trust in the God-Emperor. But trust your blade, too."

—Inquisitor Atellus Thrax

When daemons rend the veil between the dread realm of Chaos and the world of mortal men, when unholy creatures walk the lands of the God-Emperor, when rivers run red with blood and vile plagues torment the faithful, when the hour is darkest and all hope seems lost, Inquisitors and Grey Knights alike turn to their weapons and armour to help them stand against the maelstrom.

Deep within hidden vaults and shrouded vestries under the Tricorn Palace lie weapons of enormous power—blessed implements of the God-Emperor's holy wrath, bequeathed to his faithful servants that they may purge the evil from his domain.

WEAPON SPECIAL QUALITIES

FELLING

Designed to puncture and to mangle, this weapon is capable of toppling even the mightiest foes. If the weapon hits, it ignores a number of levels of Unnatural Toughness possessed by the target equal to the number in the parenthesis. For instance, a Felling (1) weapon ignores the benefits of Unnatural Toughness (x2) and would reduce the benefits of unnatural Toughness (x3) by one multiplier.

SANCTIFIED

Any damage inflicted by a Sanctified weapon counts as Holy damage, which has certain effects on some Daemonic and Warp creatures (see page 329 of the **DARK HERESY** Rulebook).

STORM

A weapon with the Storm Quality doubles the number of hits inflicted on the target. Every degree of success (for Full Auto), or two degrees of success (for Semi-Auto), up to the weapon's listed rate of fire results in two hits instead of one (including when firing a single shot). A weapon with the Storm Quality uses up ammunition twice as fast as usual (meaning that if a Storm weapon fires on Semi-auto with a rate of fire equal to 2, it uses 4 rounds of ammunition).

RANGED WEAPONS

"Turning the weapons of the enemy against him is, of course, of grave danger to one's soul. It is nonetheless a satisfying thing to see."

—Inquisitor Havelock Brundsted

The taint of corruption is an ever-present threat when fighting the Daemonic. One of the best defences against such a threat is to simply have enough distance from the monstrosity that its claws cannot rend flesh and soul.

BARASPIAN PALM GUN

Palm guns are a popular choice for those who wish a covert weapon without the high expense of a digi-weapon. When assembled they appear as a small barrel with horizontal hand-grip. To fire, they are clasped within the fist with the barrel sticking out between the middle fingers. Single-shot only, they are dangerous to use, and many wielders have lost a finger due to imprecise or hasty firing. While prevalent throughout the sector, they originated on the Hive world of Baraspine and it is there that the "art" of the palm gun is at its highest, with overt weaponry being considered crass within the hive.

Baraspian Palm Guns are difficult to detect and can be readily taken apart into unobtrusive objects, often appearing as simple tools or items of jewellery to those unfamiliar with the weapon. It takes an Ordinary (+10) Tech-Use Test to assemble or disassemble a Palm Gun and, when deconstructed, searches and Tests to recognize it as a weapon have a –20 penalty. A roll of 94-00 on the firer's Ballistic Skill Test when using it indicates that the user has shot himself—resolve as a successful attack on the arm location used to fire the weapon with 1 degree of success.

CONVERSION BEAMER

A small number of these rare and deadly archaeotech devices circulate through the hands of senior Inquisitors. A Conversion Beamer can annihilate creatures, vehicles, or anything its beam reaches, provided it is given time to build to critical mass. When fired, a conversion beamer expels a stream of neutron-bombarded particles, beginning an atomic chain reaction that converts matter to energy in a blazing beam that hurtles towards the target. As the escalating reaction travels, more and more air molecules are converted into a deadly blast that finally consumes the target in an explosive release of energy.

Conversion Beamers are more powerful at long ranges as they can absorb more matter into the blast's strength. At distances of up to 15 metres, a conversion beamer does 1d10+9 damage and has a Penetration of 2. Over that distance and up to Short Range, it does 3d10+9 damage with a Penetration of 8 and gains the Felling (1) quality. Against targets further than Short Range it does 6d10+12 Damage with a Penetration of 14 and possesses the Felling (2) and Blast (2) qualities.

DIGITAL LASER

Digital Lasers, or digi-weapons as they are commonly known, are miniaturized guns so advanced that most foes mistake them for mere ornamentation until the digi-weapon unleashes the firepower of a full-sized pistol. Most Throne Agents or Acolytes outfitted with such archaeotech devices usually wear them as a ring or necklace. Each weapon can only be fired once, and reloading a digi-weapon is exceptionally difficult. A character can wear up to one digi-weapon per finger, but not thumbs, and a digi-weapon can be fired even if the character is holding something else in his hands. Digi-weapons may be used in melee like pistols.

EMPHYRIAN BRAIN MINES

These small grenade-sized devices are of unknown origin, though rumour traces them to a distant ghost world. When activated they latch onto the victim's body and send a pulse of disruptive energy directly into his brain, causing a momentary catatonic state. The mines are not re-usable, as their power core burns out after only a few seconds of use.

A Brain Mine must be attached to an enemy with a melee attack. If it hits, it acts as a grenade that affects only the target. The target must make a Hard (+20) Agility Test each round or be unable to take any action. Even if successful the target can only take one Half Action. The mine cannot be removed safely; removing it deals 1d10+5 R damage that is not reduced by armour. The Brain Mine burns out and ceases to function after 3 Rounds, dislodging itself from the target in the process.

HELL RIFLE

Hell Rifles are frowned upon by more puritanical elements within the Ordo Malleus as a sign of Radicalism. Their effectiveness, however, cannot be disputed. Intricate weapons that often appear ancient, Hell Rifles fire impossibly sharp shards of matter that may be Daemonic in origin. No Inquisitor of the Calixian Ordo Malleus has relinquished a specimen to the Adeptus Mechanicus, so the true function of the weapon may be lost forever.

STING-BLUNT

Most commonly found throughout the Malfian Sub, Sting-Blunts are popular with Malfian Bloodsworn undertaking a warrant that requires their target be taken alive. Low calibre pistols, Sting-Blunts are a fusion of technologies, requiring a power pack as well as specially created ammunition. After being loaded into the gun, the circuitry-traced bullets are given an electro-static charge. This results in the characteristic high-pitched whining crack of the Sting-Blunt, and causes those hit to be given an electric shock together with the impact of the bullet. Ammunition for the Sting-Blunt costs 50 Thrones per magazine.

TABLE 3-1: RANGED WEAPONS

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Cost	Availability
Las											
Digital Laser	Pistol	4m	S/-/-	1d10+3 E	7	1	Special	Reliable	0.1	9000	Unique
Synapse Disruptor	Basic	40m	S/-/-	Special	0	10	2 Full	—	5kg	3500	Very Rare
Solid Projectile											
Baraspian Palm Gun	Pistol	5m	S/-/-	1d10 R	0	2	Full	—	.5kg	150	Rare
Hell Rifle	Basic	300m	S/-/-	2d10+4 R	7	—	—	Felling (2)	10kg	—	Unique
Sting-Blunt	Pistol	30m	S/2/-	1d10 R	0	5	Full	Shocking	1.5kg	350	Common
Exotic											
Conversion Beamer	Heavy	100m	S/-/-	†	†	4	2 Full	—	85kg	—	Unique
Emphyrian Brain Mines	Exotic	SB x 3m	S/-/-	†	0	1	N/A	—	1kg	500	Very Rare
Tyranicus Heavy Webber	Heavy	75m	S/-/-	†	0	1	2 Full	Blast (4) Snare	12kg	2500	Rare
Grenade											
Psyk-Out Grenade	Thrown	SBx3m	S/-/-	1d10 X†	0	1	—	Blast (3)	1kg	5000	Very Rare
Psykotroke Grenades	Thrown	SBx3m	S/-/-	†	†	1	—	Blast (3)	1kg	500	Rare
Rad Grenades	Thrown	SBx3m	S/-/-	1d10 E	0	1	—	Blast (2)	1kg	500	Rare

†See Item Entry for details

SYNAPSE DISRUPTOR

The Terlain Cluster, found trailing from the Hazeroth Abyss, has long been a hub of the Cold Trade. It is home to many unscrupulous weapon smugglers and Rogue Traders visiting who seek out exotic items to fill the vaults and armouries of jaded Calixian nobles. While of limited battlefield use, Synapse Disruptors are carried by the reptilian-looking Vault-Keepers of the cluster. The weapon has found popularity with flesh merchants, pit-fighters, and those who simply delight in the unusual for their methods of inflicting pain and discomfort. Insidiously, the weapon is often manufactured to look like a standard Imperium lasgun and only by taking it apart or seeing it in operation can one discern its true nature. For that reason, Ordo Malleus agents make use of the weapon when seeking to capture or disrupt cult activities without overt force.

Synapse Disruptors fire a near-invisible beam at their target, the initial effect of which is a dull-ache beginning in the extremities. If the beam is maintained for more than three rounds (requiring a successful Ballistic Skill Test each round to keep it “locked” on the victim if the target moves more than 5m. If the beam is maintained then the target must make a Challenging (+0) Willpower Test. The first failure causes a delusional state, requiring the target to roll on the **Hallucinogen Effects Table** (see page 137 in the **DARK HERESY** rulebook). If the Synapse Disruptor is kept trained on the target for a further three rounds (and they fail a second Challenging (+0) Willpower Test), then the effects escalate and the target suffers a –20 penalty to any Test requiring concentration for 1d5 minutes after exposure.

Synapse Disruptors often appear as normal lasguns but require special power cells that cost 200 thrones each, but can be recharged in the same manner as a normal power cell.

TYRANICUS PATTERN HEAVY WEBBER

Found primarily in use by slavers operating in the Periphery, the manufacturing location is rumoured to be in a secret location within the Koronus Expanse. Some Inquisitors have found the weapon useful for capturing larger mutants or groups of cultists for interrogation. It also sees limited use with the Adeptus Arbites riot-suppression squads on Scintilla. A large version of the standard webber gun, the Tyranicus pattern Heavy Webber requires a backpack or vehicle-mounted ammunition supply. The Heavy Webber fires a wide spray of filaments which expand in the air to form a web of sticky, nearly unbreakable material. Targets are quickly entangled, and if they attempt to struggle the filaments constrict. In addition to the normal effects of Snare weapons, each time a character ensnared by a Heavy Webber fails a Strength or Agility Test to escape, he suffers a cumulative –10 penalty to future Escape Tests. Should this reach –30, the character takes 1d5+1 Damage for each failed Test. The webbing breaks down on its own and flakes away after 2d5 hours.

PSYKOTROKE GRENADES

The nerve agent within these grenades is incredibly psycho-reactive. The smallest amount can cause hallucinations or even a psychotic breakdown through its mere presence—there is no need to breathe it in. Thus, sealed suits are useless against it. Anyone in the blast radius of the grenade must pass a Hard (–20) Willpower Test or roll on the **Hallucinogen Effect Table** (see page 137 in the **DARK HERESY** rulebook). For every degree by which the victim fails the Willpower Test, add a +5 to the Hallucinogen Effect roll.

PSYK-OUT GRENADE

Terrifying to psykers, Psyk-Out grenades are extremely rare and controlled weapons, typically available only to the most fervent and loyal of the Imperium’s servants. Manufactured solely on Holy Terra, Psyk-Out grenades contain minute dust particles which are impregnated with negative psychic energies. The exact manufacture of these items is a secret to all but the highest powers of the Imperium, and the loss or battlefield theft of these weapons has been cause for entire Imperial Guard regiments to be dispatched to ensure they do not fall into the hands of xenos or heretical forces.

Any Psyker within the blast radius of a psyk-out grenade when it explodes, or entering the dust field before it dissipates, must make a Very Hard (–30) Willpower Test. Psykers who fail the Test lose 1 Psy Rating for each degree of failure. Psy-Rating lost this way returns at the rate of 1 Psy Rating every six hours. In addition, a Psyker who loses two or more Psy Rating from the Psyk-Out grenade automatically suffers Psychic Phenomena when manifesting a psychic power for 10 rounds minus his Willpower Bonus after being affected by the grenade.

The dust from the Psyk-Out grenade lingers in the area of the blast for five rounds after the explosion. Any Psyker who attempts to manifest a psychic power within the area of the blast before the dust has dispersed automatically fails.

EXAMPLE

Rodriguez successfully throws a Psyk-Out grenade at Markov Edrantes, a recidivist Psyker. Markov’s armour absorbs the blast of the explosion but he still has to make a Very Hard (–30) Willpower Test and rolls a 57; his Willpower is 62, so he fails the Test by two degrees. Markov’s Psy Rating is reduced by two. In six hours it will only be reduced by one and twelve hours after the explosion he will be fully recovered. Given that Markov was attempting to control a Warp-spectre, though, both he and Rodriguez have more pressing issues to worry about.

RAD GRENADES

The tiny radioactive particles housed within this grenade create a cloud of dense radiation with such a miniscule duration that only those in the initial blast radius are affected.

In addition to the damage dealt by the blast of radiation, a victim hit by the blast must pass a Hard (–20) Toughness Test or suffer 2d10 Toughness damage.

MELEE WEAPONS

"I've seen men torn apart by the claws of beasts so foul they dare not exist in our world for long. I was there when my master was cut down by a blade made of gnashing maws. I once witnessed a Chimera flung end over end by a single swing of a hammer. Don't listen to the grumbling of those still wet behind the ears who think my halberd is an outdated play toy."

—Old Rallo, Veteran of the Hash Incident

The blade and the hammer are not only potent weapons against the Daemonic, but also powerful symbols of faith in the God-Emperor of Mankind.

BLACKWING HALBERD

On certain volcanic asteroids within the Koronus Expanse, sheer black cliffs tower above seas of liquid magma. The stone of these mighty edifices resembles obsidian but is stronger than steel and nearly impossible to quarry. Expertly-placed explosives can fracture this rock into thin, striated slivers that resemble the wing of a black bird—albeit one that's sharper than a razor blade. Affixed to a suitable shaft, the result is a weapon of matchless speed and elegance, perfectly balanced for both offence and defence.



CONCUSSION MACE

Desperate times call for desperate measures, which may explain the Concussion Mace's recent popularity as a melee weapon. Designed on Hadd for use by asteroid miners who need an instrument they can employ within the tight confines of a tumbling zero-gravity rock, the Concussion Mace is essentially a small explosion on a stick. The flanged shell of the "mace" acts as a sort of containment cage for an ancient fragment of gravity plate, which activates when the mace strikes a target with sufficient force, creating a small crushing field. Unfortunately, the mace does not discriminate between friend and foe, and many overzealous Acolytes have been the unwitting cause of their own demise by attempting to use this weapon in tight quarters. The shaft is 1.5 metres in length, so when properly used the wielder is out of the effective blast radius. On a Weapon Skill roll of 94–00 the user is within the blast radius and takes damage equal to the weapon's normal damage.

DAGGERED VAMBRACES

Amid the madness and slaughter of battle, a few seconds delay can cost even the mightiest warrior his life. Many deathblows have been dealt in the time it takes to drop a gun and draw a sword. Daggered Vambraces are an attempt to remedy this problem. Vicious curved blades affixed to stiff metal bracers, Daggered Vambraces allow their wearer to wield a ranged weapon in each hand and still strike in melee. The bearer may make melee attacks with the vambraces even when his hands are otherwise occupied.

GREAT HAMMER

These iconic symbols of Inquisitorial might operate on the simple theory that there is very little that faith in the Emperor and a solid hunk of steel can't move. Though slow and cumbersome in the extreme, a Great Hammer can crush armour, break bones, and knock even the most intransigent heretic to the floor. Great hammers add +10 to Weapon Skill Tests to Stun opponents. This weapon requires two hands to wield.

NULL ROD

These mysterious obsidian rods crackle and pop with Warp-disrupting energy, threatening daemons' hold on reality and filling psykers' heads with nausea and vertigo. A Null Rod emits a power field and has additional effects against daemons and psykers.

All psychic powers used within or entering the field have a 70% chance of failure. This Test should be made before checking for any Psychic Phenomena; if the Null Rod prevents the psychic power from working then no Psychic Phenomena are invoked.

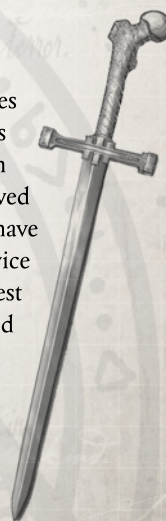
For every 10 continuous Rounds a psyker spends within the area of an activated Null Rod, he must make a Challenging (+0) Willpower Test or gain 1 Insanity Point.

QUICKSILVER BLADE

Commonly found among the nobility of Kulth, these duelling blades were forged by a xenos race of unknown origin, and are possessed of such fluid grace that they are difficult to track with the human eye. They seem to bend and twist in the wielder's hand, a blurred silver arc whistling through the air, and are nearly impossible to parry. Opponents attempting to parry the blade (but not dodge) suffer a –10 penalty to their Weapon Skill Test.

RELIQUARY SWORD

Reliquary Swords are buried with the bodies of saints and seers, laid across their breasts and swaddled in holy grave-shrouds. In times of dire need, these swords are retrieved from the crypts and catacombs where they have rested for centuries and pressed into service once again. Reliquary Swords are always Best Craftsmanship swords with the Sanctified quality.



SACRED INCENSE

Before confronting a Daemonic host, Inquisitors and Acolytes of the Ordo Malleus often fill great iron braziers or swinging bronze censers with holy herbs and sacred spices. When battle is joined, these herbs are lit on fire, and the choking cloud of sweet-smelling smoke they produce over the next hour weakens and disorients daemonkind. Daemons within ten metres of a character bearing Sacred Incense receive a –10 penalty to their Weapon Skill and a –10 penalty to all Warp Instability Tests they are forced to make.

SHOCK STAFF

These staves are popular amongst the Scholariate at Arms, feature a crackling electrical tip capable of delivering a high-voltage shock. Nothing quells a volatile situation quite like the sight of a would-be attacker writhing in pain at an Acolyte's feet, ready for interrogation. In addition to the obvious martial benefits, the Shock Staff often finds utilitarian benefit in the hands of aging Banishers or other Inquisitorial staff that simply find walking long distances on foot exhausting.

When not activated the weapon is almost impossible to distinguish from a simple iron or steel walking staff, imposing a -20 modifier on any attempts to identify it as a weapon.

THUNDER HAMMER

A cousin to the famous Daemon Hammer, Thunder Hammers are designed to thoroughly incapacitate foes, smashing them to the ground with stunning force. It is a fearsome foe indeed that can absorb a blow from a Thunder Hammer and carry on the fight. This weapon requires two hands to use and doubles the users strength bonus when calculating damage (or increases the users Unnatural Strength multiplier by 1).

TRUENAME STAFF

True Names hold particular dread for daemons. To capitalize on this, the Ordo Malleus created Truename Staves—ornate staves etched with the True Names of nine and ninety daemons. Each blow from a Truename Staff tears at the essence of daemonhood itself. Truename Staves are Best Craftsmanship staves with the Sanctified quality.

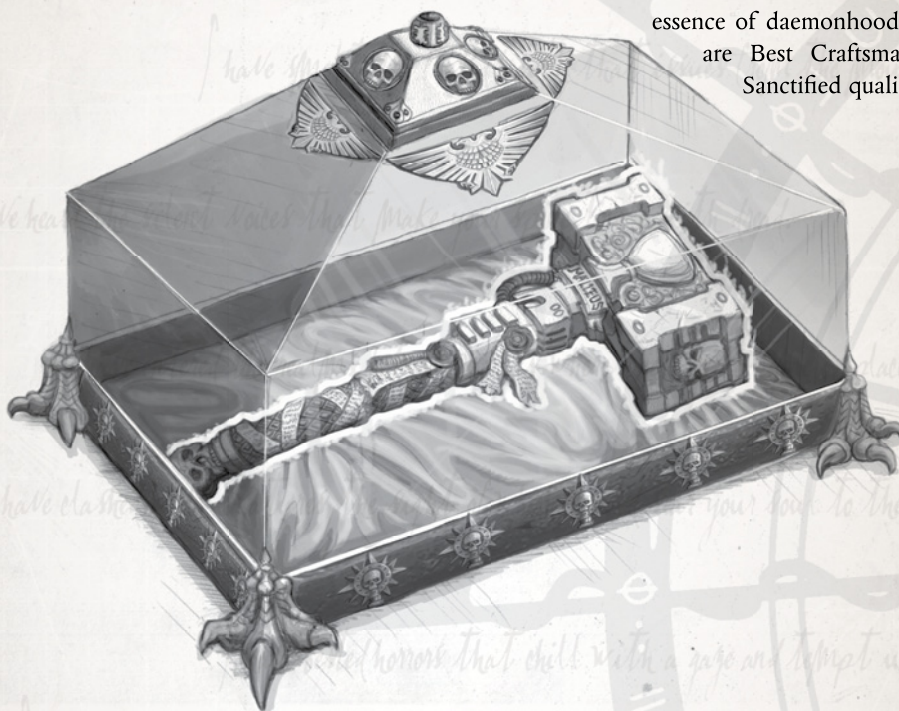


TABLE 3-2: MELEE WEAPONS

Name	Class	Dam	Pen	Special	Wt	Cost	Availability
Primitive							
Blackwing Halberd	Melee	1d10+3 R	4	Balanced	5kg	500	Rare
Great Hammer	Melee	1d10+4 R	2	Unwieldly	8kg	70	Common
Daggered Vambracers	Melee	1d10 R	0	Unwieldly	1kg	100	Common
Quicksilver Blade	Melee	1d10+2 R	0	Balanced	2kg	1000	Rare
Reliquary Blade	Melee	1d10+2 R	3	Balanced, Sanctified	3kg	3000	Very Rare
Sacred Incense	Melee	1d10+2 I	0	Flexible, Sanctified	5kg	3000	Very Rare
Truename Staff	Melee	1d10 I	0	Balanced, Sanctified	4kg	2000	Very Rare
Power							
Null Rod	Melee	1d10+4 I	6	Power Field	3kg	9000	Very Rare
Thunder Hammer	Melee	2d10+4 E	10	Power Field, Unwieldly	18kg	5000	Very Rare
Shock							
Concussion Mace	Melee	1d10+3 I	4	Unwieldly, Volatile, Blast (1)	15kg	200	Scarce
Shock Staff	Melee	1d10 I	0	Shocking	4kg	250	Scarce

†See Item Entry for details

ARMOUR

"Faith might be your shield Deacon, I'd rather have a good flak jacket and a metre of ceramite between me and the enemy."

—Sergeant Thrace Xhosc, while defending the Templum of Tyliia from the Crimson Shadows cult

The best defence is often a strong defence. When protecting themselves from the Daemonic, Acolytes may call upon a wide array of physical and spiritual protection. Inquisitors of the Ordo Malleus make use of a variety of armours for defence, many going so far as to maintain a suit of battle-ready power armour or even terminator armour for their personal use.

IRON COLLAR

Investigations into the Murder Room and other such death and blood cults within the Calixis Sector have seen many servants of the Inquisition murdered. The common practice of head-taking, both as a warning and for intimidation by such cults has led several Inquisitors to require their servants to make use of rigid iron collars, similar to those included in heavy armour from Strank. These metal gorgets limit the wearer's flexibility and impose a -10 penalty on his Dodge Tests. Any critical damage to the wearers head is reduced by 2.

MALLEUS POWER ARMOUR

Rare even among the Holy Ordos, this power armour is inscribed with pentagrammatic wards in the vaults deep below the Tricorn Palace. It is highly prized by those who expect to fight daemons in hand-to-hand combat, and an Inquisitor who allows an Acolyte access to it must have good (or desperate) reasons. The wards inscribed onto the armour harm Daemonic creatures who directly strike the wearer. The wards are temporary at best, some failing after a single encounter, but servants of the Ordos Malleus regard them as a retributive strike, hoping that with their death they might still weaken or slay such accursed creatures.

This armour is Best Craftsmanship (already included in the profile). It is identical to normal Power Armour (page 145 of the **DARK HERESY** Rulebook). Additionally, the power pack used in Ordo Malleus power armour allows it to operate for a week without recharging. Alternatively, it can be equipped with a power supply like that used by the Adeptus Astartes. If it does, it follows the Astartes Power Armour rules for damaging power armour on page 131.

Any Daemon striking a character in Malleus Power Armour with its natural weapons takes 1d5 points of damage that ignores Armour and Toughness.

MALLEUS TERMINATOR ARMOUR

Tactical Dreadnought armour is more commonly called Terminator Armour. Inquisitors who don this armour become hulking defenders of the Imperium. There is no finer personal protection anywhere in the Imperium and the Inquisitor who maintains a suit of Terminator Armour for his personal use is not someone to be trifled with on the battlefield.

Each suit of Terminator Armour is crafted by one of the most skilled Tech-Priests for a specific user. While the suit can later be adapted for another user, the process is extremely involved and can take years. Crafting a new suit of Malleus Terminator Armour can take decades. Each is given a distinct name and some even notice small quirks—a personality of sorts.

Terminator Armour incorporates all the systems of standard power armour with several upgrades. Superior actuator and stabilization systems allow for Heavy and Mounted weapons to be fired one-handed. This also provides the Auto-Stabilised Trait and grants +30 to Strength instead of +20. The auto-senses are part of a sensorium, which provides the same capabilities as an auspex. Terminator Armour's heavy layers of protective alloys can deflect even the heaviest bombardments. In addition, the built in refractor field on the Terminator's shoulder plate serves as a ward capable of turning aside attacks from power weapons, melta fire, and even the baleful energies of the Warp. This protection provides a slightly better chance to emerge unscathed as a Refraction Field (see page 72) with a Protection Rating of 35. This field does not overload under normal circumstances.

The massive frame of Terminator Armour is not without limitations. A Terminator cannot tun, and the wearer suffers -20 to Agility and cannot dodge (but may still parry). Furthermore, in order for the Terminator's frame to properly support, aim, and interface with weapons, they must be affixed by special couplings. Arming Tactical Dreadnought units is a laborious and sacred ritual that may only be performed by high-ranking Tech-Priests with the proper ceremonial accoutrements and facilities. The weapon configuration may not be changed under other circumstances.

Any Daemon striking a character in Malleus Terminator armour with its natural weapons takes 1d5 points of damage ignoring Armour and Toughness.

Terminator-Compatible Weapons

Terminator Armour has a sturdy wrist mount that adds the Auto-Stabilised trait to any ranged weapon attached to it. The Following weapons can be used with Malleus Terminator Armour; Any Combi-weapons, Power Weapons, Power Fists, Nemesis Force Weapons, Thunder Hammers, Storm Bolters, Incinerators and Psycannons.

TABLE 3-3: MALLEUS ARMOUR

Name	Location(s) Covered	AP	Wt	Cost	Availability
Iron Collar	Head	3	3kg	20	Common
Malleus Power Armour	All	9	180kg	25000	Near Unique
Malleus Terminator Armour	All	12	400kg	—	Unique

FORCE FIELDS

"... Finally, my acolytes, when the Daemon does come, you may call on me for anything. Then I will share with you the glory of battle, and stand with you to shield the Imperium against dangers from beyond."

—Inquisitor Astrid Skane

Despite the undeniable benefits of personal armour, not every situation allows for a Throne Agent to be wearing full battle kit. Additionally, there are a multitude of weapons designed to punch through even the thickest power armour.

Fields, however, provide an altogether different level of protection. They are small and easily concealed, yet have the ability to stop the most powerful attacks. Each is also a relic, centuries old if not older, and extremely difficult for the Tech-Priests to re-create. Therefore, they are only issued to the most valued members of the Imperium: Imperial Guard officers, Adeptus Astartes Chapter Masters, and senior members of the Holy Ordos.

FIELD RULES

A character may only benefit from one field at a time, regardless of how many different fields he may have equipped. When a character wearing an active field is attacked, roll d100. If the result is less than or equal to the field's protection rating, the attack is nullified and has no effect on the protected character (although the attack may have an impact on the character's surroundings or other nearby characters, such as weapons with the Blast quality).

Fields may also overload. Compare the result of the d100 roll to avoid damage to the overload rating on the following chart. If the result is less than or equal to the listed number, the field is overloaded and ceases to function until it is recharged or repaired (requiring the Luminen Charge Talent or a successful Very Hard (–30) Tech-Use Test).

TABLE 3-4: FORCE FIELD OVERLOADING

Force Field Craftsmanship	Overload Roll
Poor	01–15
Common	01–10
Good	01–05
Best	1

JOKAERIAN FIELD

This odd Jokaero altered Imperial force field operates on similar technologies to the massive Gellar Fields that protect vessels while in Warp transit. Inquisitors of the Calixian Ordo Malleus prize this rare and practical device as a means for defence against Warp entities.

The Force Field only functions against psychic attacks, but provides its defence against all psychic powers, even friendly ones, that originate more than 5 meters from the user. In addition, any creature with the Daemonic trait that passes or remains within 5 meters of the user suffers 1d10 damage that ignores armour and Toughness Bonus.

REFRACTION BRACER

A small (and relatively weak) field provides a shield like wall of force that protects the user's upper body and arms. This Force Field finds use amongst the private guard of many Inquisitors of the Scholariate at Arms, where they are trained to interlock the fields to protect their charge. While it is less common than proper Refraction Fields, the Refraction Bracer is an inexpensive option for Acolytes working in dangerous conditions.

The Refraction Bracer only protects against hits that would strike the body or arms, leaving the head and legs unprotected. In addition it does not function against area attacks (although it may help against some Flame weapons if the GM wishes.)

REFRACTION FIELD (BRONTIAN PATTERN)

This common refractor field is often found in the hands of the Officers of the Brontian Longknives. It has found recent use in by the Ordo Malleus of the Calixis Sector after a large cache was recovered during a routine search and sanction action by Inquisitorial Acolytes.

Acolytes and Throne Agents in service of the Calixis Ordo Malleus treat this Refraction Field as Rare (rather than Very Rare) and reduce the cost to purchase it by 25%.



TABLE 3-5: FORCE FIELDS

Name	Protection Rating	Wt	Cost	Availability
Refraction Bracer	30	.3kg	5,000	Rare
Refraction Field (Brontian Pattern)	30	.4kg	15,000	Very Rare
Jokaerian Field	70	.5kg	50,000	Near Unique

GEAR, TOOLS, DRUGS & AMMUNITION

"Service to His Holy Emperor's Ordos requires one to be flexible concerning such matters as property and law. Allowing the Ruinous Powers to gain even an inch because of some archaic writing on the use of xenos materials is a far greater wrong than the writers of such a law could ever have imagined."

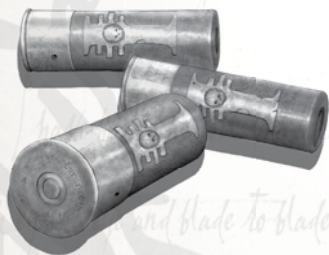
—Interrogator Yahtal, outcast hunted by the Inquisition

The tools of the Daemon Hunter are as varied as their weapons and the hunters themselves. Often chosen or crafted in moments of desperate need, these tools help Inquisitors and Acolytes hold back the forces of the Warp.

CRYPTUS SHOTGUN SHELLS

On the world of Cryptus, the Templum of The Sacred Lights of the God-Emperor was renowned for being constructed entirely of glass. Its foundations were laid on the day the planet was reclaimed by the Imperium during the Angevin crusade. In 702.M39, the cathedral was unexpectedly attacked by a hitherto unknown renegade cult calling themselves the Light-burners. During the fighting, as the cathedral's Frateris Militia rallied and drove back the assault, several cultists broke through the militia's lines, reached the towering gates of the cathedral, and sacrificed themselves to summon forth five towering daemons wreathed in black flames. At the moment the daemons set foot within the cathedral, a sonorous bell was heard and moments later the glass shattered and the cathedral exploded into a stream of white fire. The fires that swept out of the cathedral extended for almost a mile and burned for over a month. When the fires finally died out, nothing was left of the great edifice but thousands of white glass shards covering the ground.

Experiments by members of the Holy Ordos revealed that the glass was naturally resistant to the Warp and caused great pain and harm to the foul denizens of the immaterium. Over time, the Ordos Malleus ended up with nominal control over the ruined site, grudgingly accepted by the Ministorum save for the hundreds of pilgrims who regularly process to the blasted wasteland on the anniversary of its destruction. The glass, when used in a shotgun shell, causes the weapon's attack to be treated as Sanctified which has certain effects on Daemons and some Warp creatures (as will be noted in their description). Furthermore, any Daemonic or Warp creature struck at short range by a shotgun loaded with Cryptus shotgun shells must make a Challenging (+0) Toughness Test or be blinded for 1d5 rounds.



BONUS STACKING

In the course of an Ordo Malleus campaign it is very likely that Acolytes will accumulate an array of tools that augment their abilities in certain situations. It is not impossible for characters to have many items with overlapping effects, resulting in a greater bonus to Tests than the GM would like, or forcing players to remember dozens of circumstantial bonuses over the course of the game. There are two easy ways to prevent the equipment options from getting out of hand.

First, the GM can simply cap the maximum bonus to +30 for general effects, and +40 for specific effects. For instance a character might have a +30 bonus to Fear Tests but a +40 vs Fear Tests caused by psychic powers. In this way the GM can still challenge the Acolytes and at the same time provide them with items for different situations.

The second option is to combine abilities to provide effects that mimic Talents instead of simple bonuses. At the beginning of the game the GM and player should discuss the equipment being used and come up with a suitable Talent or two that the Acolyte simply counts as having by the virtues of his equipment. An Acolyte with several similar items might count as having the Iron Jaw or Jaded talents. A character with more might be granted the Armour of Contempt talent. This way of dealing with multiple equipment and Talent options can speed up game play considerably, and gives the player and GM a chance to describe the Acolyte's appearance and gadgetry more flavourfully.

CONSECRATED SCROLLS

Blessed with sacred unguents and illuminated with the tenets and scriptures of the God-Emperor, Consecrated Scrolls are commonly carried by psychic Inquisitors and their Acolytes. These scrolls allow the bearer one reroll on the Psychic Phenomena table. Scrolls require time and devotion and must be prepared specifically for the bearer. Once a scroll is used to absorb the taint of the Warp it crumbles to dust and becomes useless.

DREAMJUICE

Dreamjuice is a popular recreational drug upon Archaos in the Drusus Marches. Aspiring philosophers often make use of the drug for insight into the universe or to gain an edge in the debates that occur amongst differing schools of thought within the planet's hives. For psykers of the Ordo Malleus the drug is of far greater use as it dulls its users' resistance to interrogation. Dreamjuice is a clear, bitter liquid that takes effect within five minutes. A dose of Dreamjuice adds +10 to all Intelligence Tests made by the target for it's half hour duration. However, all Willpower Tests made under its effects suffer a -20 Penalty. After the effects have worn off, the user has distorted perceptions, suffering a -10 penalty to all Perception Tests. While it is not physically addictive, many users take multiple doses throughout each day, leading to the common description of Archaen philosophers: "dreamed up."

GRIMOIRE OF TRUE NAMES

The Ordos Malleus rivals the Administratum in its exacting approach to record-keeping. However, while the Administratum has access to entire planets of cogitators, information concerning the Ruinous Powers is rarely entered into a machine for fear of corrupting the machine spirits. Over the millennia, Daemon hunters have recorded vast amounts of information concerning cults, sorcerers, and the daemons they have fought. Within the Calixis Sector, following the death of the Seventeen Holy Martyrs in 385.M41, Lord Inquisitor Heydrich Tarlemon ordered that the Ordo Malleus of the sector was to collate all records regarding the names and activities of any daemons they had encountered. Over the centuries since then, these records have grown to encompass thousands of tomes and, as a result, scribes serving the Holy Ordos have been forced to reduce the information down to accessible, portable versions of the complete Nomina Daemonica Tenemus found within the Tricorn Palace on Scintilla.



While large and cumbersome, a Grimoire of True Names is but a condensed account of the miles of bookshelves archived by the Ordo Malleus concerning the myriad cults and Daemonic adversaries that have plagued the Calixis Sector. Unfortunately, deciphering the records of long-dead Inquisitors is often as much luck as scholarship. The bearer of a Grimoire of True Names may use the grimoire to seek knowledge on any Daemon of note he encounters. Doing so requires two successes on a Hard (–20) Forbidden Lore (Daemonology) Test; each research attempt takes thirty minutes. This difficulty may be increased by the GM based on the amount of information the character already has about the Daemon in question. A successful result on the Test, combined with calling out portions of the Daemon's True Name during any attack, allows the character to automatically confirm any Righteous Fury damage result when attacking the Daemon. Because of the mad nature of the Warp, the exact pronunciation and mental imagery of a daemon's True Name will fade after 2d10+Intelligence Bonus days and must be re-studied. Grimoires are very rarely encountered outside of the hands of the Ordo Malleus. Ironically, outside of the daemon hunters they are most often found in the hands of Warp-cultists and jaded nobles who have taken them from fallen Acolytes or Inquisitors.

IMPERIUM'S FERVOUR

Commonly given to Brontian Longknives inducted into the service of the Scholariate at Arms, this drug is a long-term mind-altering substance which inures soldiers to some of the horrors they might encounter while acting for the Holy Ordos. Typically given as an injection, it is also available in tablets although taking the drug orally reduces its duration by half.

Users of Imperium's Fervour gain a measure of resistance to Fear and Insanity at the cost of their memories. While under its effects all Fear Tests are reduced by one degree of severity. Insanity points gained under the influence of the drug are reduced by 2 (to a minimum of 1). Perception Tests while using the drug have a –10 penalty, and users are prone to acts

TABLE 3–6: MALLEUS TOOLS

Name	Cost	Wt	Availability
Cryptus Shotgun Shells	50 per 5	—	Rare
Consecrated Scrolls	100	1kg	Scarce
Dreamjuice	75	—	Scarce
Grimoire of True Names	5,000	10kg	Very Rare
Imperium's Fervour	20	—	Scarce
Litany Micro-Beads	100	—	Scarce
Neural Scourge	1700	2kg	Rare
Psybolt Ammunition	100 per 1	—	Very Rare
Psyflame Ammunition	100 per 1	—	Very Rare
Psyocculum	1200	1.5kg	Rare
Sacred Incense Burner	800	3kg	Rare
Soubirous Power Pack	150	—	Very Rare
Ulumeathi Plasma Siphon	8000	10kg	Near Unique
Unguents of Warding	50	—	Common

of insane courage and have little instinct for self-preservation. After the effects wear off, memories of any events that took place while drugged become hazy. It requires a Hard (–20) Intelligence Test to recall anything that took place while under the effects of the drug, increasing to Very Hard after a month. Each dose of the drug lasts for 24 hours and troopers seconded to the Inquisition's service are typically drugged with Imperium's Fervour before any missions.

LITANY MICRO-BEADS & VOX CASTER

The corrupting songs of cults and the whispers of daemons are a constant threat to those carrying out the work of the Ordo Malleus. Many Inquisitors travel with a choir of Ministorum priests singing the litanies of the God-Emperor. Those desiring a more subtle approach while still gaining some protection from the aural assaults of heretics and blasphemous sorcerers often make use of a litany micro-bead. A blessed vox-caster within range (1 mile) broadcasts a constant stream of blessings, prayers and inspirational hymns. These signals cut out when the micro-beads are used to transmit, but while not transmitting, the wearers of these beads are considered deafened (see page 201 of the **DARK HERESY** rulebook).

There are three liturgical channels which may be chosen for a litany micro-bead; changing the channels requires a half action to perform the proper rites:

- *The Catechism of Devotion and Sanctity* grants the user the benefit of the Chem Geld Talent while listening.
- *The Prayers of St Drusus* grants the user the benefit of the Jaded Talent while listening.
- *The Petitions of Redemption* grant the user a +10 bonus to Willpower Tests made to resist mind control.

NEURAL SCOURGE

The planet of origin of these insidious devices is hotly debated, though their commonality among the fringe worlds of the Periphery suggests they are to be found Spinward of the sector. The Neural Scourge's first appearance was noted towards the end of the Angevin Crusade when many Imperial Guardsmen were rescued from prison camps and found to have severe psychological problems and, in some cases, physical ailments. Some within the Inquisition believe that these scourges originate with Eldar raiders, though there are equally many who hold to the belief that they are the tools of some more insidious, as yet unknown cult with designs on the sector. Whoever their creators, scourges began to appear among the black markets of the sector in the middle of the last century, their use becoming widespread in well-funded criminal organisations undergoing internal purges or seeking out informants.

A Neural Scourge appears as an ornate metal gauntlet with dozens of protruding thin wires that seemingly move of their own accord. When the gauntlet is placed against a subject's head, these wires begin to burrow into his skull, making their way through eye-sockets, nose, and ears into the subject's brain. Using a scourge requires a Difficult (–10) Tech-Use Test or a Challenging (+0) Medicae Test. Failure on either of these Tests results in the target suffering 1d5 Wounds regardless of their Toughness bonus. Using the Neural Scourge requires

precision and so it may not be employed against a subject who is not controlled or fully restrained. Once activated the Neural Scourge grants a +20 bonus to opposed Interrogation Tests against the subject. However, if the subject wins the Test he take 1d5 points of damage ignoring Toughness. Because of this, it is exceptionally easy to kill a subject while interrogating them under the effects of a Neural Scourge.

PSYBOLT AMMUNITION

Psychically charged bolt shells tipped with truesilver and etched with powerful rites, Psybolt ammunition glows with an eerie blue light when fired from a bolt weapon.

Any Bolt weapon equipped with Psybolt ammunition ignores any protective benefits the target has based on psychic powers or Sorcery. In addition, the weapon counts as Sanctified and adds the Psy Rating of the user to the damage dealt.

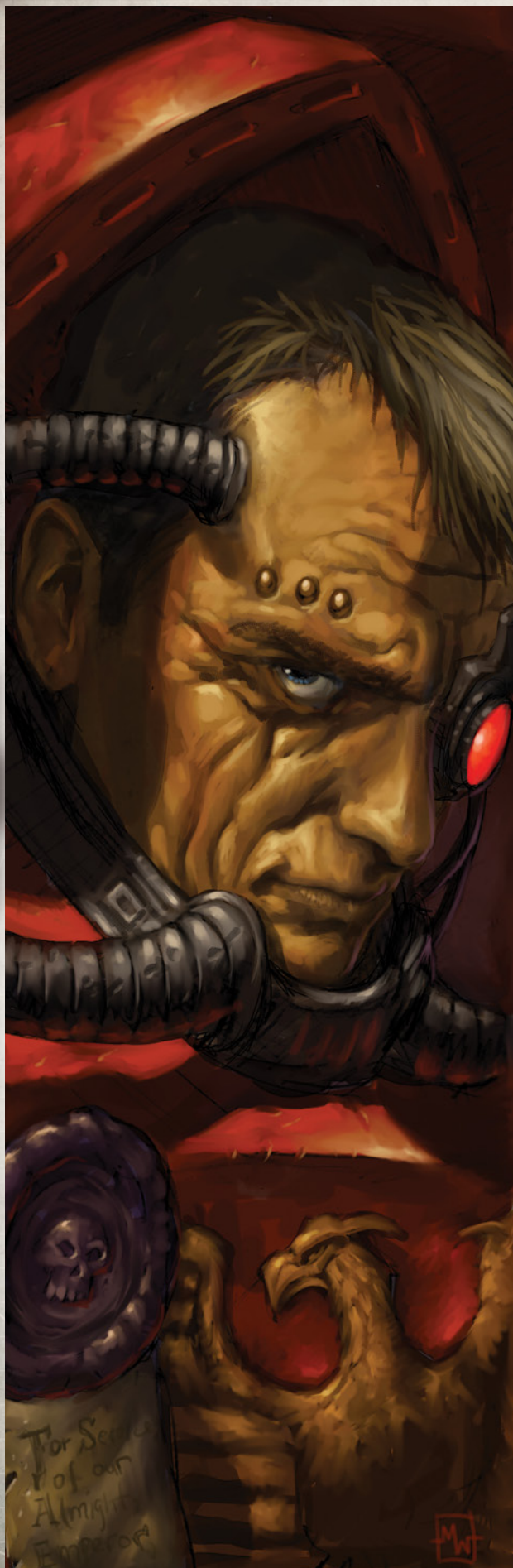
PSYFLAME AMMUNITION

The promethium used in flamers can be replaced with the psychically charged promethium, like that used in Incinerators, with a few simple modifications that prevent undue stress on the weapon. Flamer weapons equipped with Psyflame Ammunition ignore any protection based on psychic powers or Sorcery. The weapon's damage counts as Sanctified, and targets in the weapon's area of affect suffer a –5 modifier to the Agility Test to avoid the blast for every point of Psy Rating of the user.

PSYOCULUM

Commonly called witch-glasses, a Psyoculum grants the wearer a measure of sight into the Immaterium. A Challenging (+10) Awareness Test reveals any psychic individuals or manifested Warp-creatures within the area to the wearer, highlighting them in a corona of white light. Following a successful Test, the wearer has the Dark Sight trait for the purpose of perceiving psykers and gains a +10 bonus to Ballistic Skill Tests when firing single shots at the revealed psyker or Warp-creature. Any other sight-based Awareness Tests made while using a psyoculum suffer a –20 penalty due to the distorted images and traces of the Warp perceived by the wearer. Using a Psyoculum for more than a minute causes the wearer to gain one level of Fatigue and they may not remove this fatigue or otherwise rest while it is worn.





SOUBIROUS POWER PACK

Upon the mining world of Soubirous, there are four rocks scattered throughout the endless mine tunnels that are naturally formed in the shape of the Imperium's double-headed eagle. The mine has since been converted into a shrine, the stones wreathed in a blue-white eternal flame. While Soubirous is not a common destination, pilgrims who undertake the hazardous journey to each of the burning eagles may be allowed access to a small Templum deep within the planet's crust. Within the Templum, a well of ever-burning promethium is said to be blessed by the Emperor. Numerous prophets have spoken of hearing the Emperor's voice ringing out within the caverns. If they approach it, they may place a single lasgun charge close to the well overnight, which recharges it. Recharging a lasgun powerpack in this way renders it incapable of being recharged again. However, shots fired with a las-weapon using such a "blessed" power pack count as Sanctified which has certain effects on Daemons and some Warp creatures (as noted in their descriptions). Any creature with the Warp Instability trait which takes one or more points of damage from a lasgun fired with a blessed power pack must Test for Warp Instability.

ULUMEATHI PLASMA SIPHON

It is unknown where these strange arrangement of crystals comes from or why the name Ulumeathi is so connected to them. Rumours of a lost xenos race, or an Inquisitor who discovered them are given equal weight. The crystals disrupt plasma in a small area around themselves, causing it to veer wildly through the air and rapidly lose energy.

A character with an Ulumeathi Plasma Siphon reduces the Ballistic Skill of anyone attempting to fire a Plasma weapon at a target within 10 meters (or who is firing a Plasma weapon from within 10 meters) by -30. In addition, any Plasma weapon affected by the Ulumeathi Plasma Siphon also loses the Volatile trait.

UNGUENTS OF WARDING

These blessed and pungent ointments may be used to scribe sacred rituals and litanies of protection onto armour, which grant the bearer a measure of protection against Warp entities and psychic attacks. Inscribing the unguents onto armour takes 10 minutes per location and each location must be warded. A single pot of unguents is enough to grant protection to one armour location.

Inscribing the unguents requires a Hard (-20) Scholastic Lore (Occult) or Scholastic Lore (Imperial Creed) Test for each location. Failure means the runes and litanies must be cleaned off and started again. Any character who is warded gains a +20 bonus to Tests to resist Fear from Daemonic entities and +10 to all Willpower Tests to resist psychic powers. Wards last for one month, though their benefits may be removed earlier at the GM's discretion (if the character is set on fire, doused in water, or other effect that would remove the Unguents of Warding).

ANOINTED WEAPONS

"When she drew her blade and spoke its name, the Daemon's fires dimmed and it recoiled—as though it could read its doom in that silvered edge. And then, of course, everything went straight to hell."

—Eli Knock, Sole Survivor of Priapus V

Anointed weapons are holy relics steeped in lore and legend, bright lights in a dark and unforgiving universe. Many of them are still in the service of the Inquisition, with glorious histories and countless notches on their hilts. Others have passed from this world entirely and into the realm of myth.

Whether newly forged or tried and tested, Anointed weapons are formidable tools in the battle against Chaos. The following section provides rules for creating Anointed weapons for use in **DARK HERESY** campaigns.

One such story tells of a young man named Farulfr, a salt miner on a frozen world at the onset of the Angevin Crusade. When a blood cult unleashed a living tide of berserker daemons, he took up his pick and stood before the army. Though armed only with a miner's pick, his faith in the Emperor was implacable, and his calm in the face of such rage made him like water to a flame. No Daemon could come within arm's reach without being struck and banished back into the Immaterium. According to legend (though the story is surely apocryphal), Farulfr and a small band of survivors then calmly walked over a hundred leagues to the capitol and escaped the planet minutes before the Inquisition destroyed it with cyclonic torpedoes.

Farulfr served the Holy Ordos for the rest of his life, carrying his faith and the pick into battle after battle. Upon his death, the pitted and ruined pick was restored and placed within the Grand Reliquarium beneath the Tricorn palace.

CREATING ANOINTED WEAPONS

Anointed weapons can serve as the centre of several adventures as part of an ongoing campaign, or can be the focus of an entire campaign themselves. Any weapon can be anointed, although primitive weapons are the most common.

In addition to the stats and qualities the weapon normally possesses, all Anointed weapons are Best Craftsmanship and have the Sanctified quality. The weapons do not retain the Primitive quality; Anointed weapons are crafted from the finest materials and are virtually flawless. The GM should feel free to exercise his creativity and create custom weapons of his own design.

Ancient Anointed weapons can simply be randomly generated by the GM using the following tables (roll once on each). Acolytes (especially Clerics) may also wish to construct an Anointed weapon. To do so requires such craftsmanship and near unique unguents that creating an Anointed weapon cannot be done with simple Skill Tests. Instead the creation should be the focus of several game sessions. No Skill Tests should be required under normal circumstances, as crafting a new Anointed weapon is so important to the Holy Ordos in the Calixis Sector that the resources of master craftsman would be readily available to an Acolyte who manages to acquire the necessary items and perform the required tasks. At the end of the process the Acolyte creating the weapon must permanently burn one Fate Point. Acolytes who have no remaining Fate Points may still craft Anointed weapons but the cost is ultimately up to the GM and will no doubt be very steep indeed.

The appearance and potency of Anointed weapons are not limited to those provided on the sample charts, but should assist GMs in creating the weapons, or building weapons used by NPC's that the Acolytes might encounter.

Anointed weapons are each Unique and no cost could possibly be listed, as the sale of an Anointed weapon would bring the full wrath of the Calixian Holy Ordos as well as the might of the Sector Synod to bear on such a heretic.



APPEARANCE

Anointed weapons are beacons of faith that give hope and inspiration to all around them. Each one has a unique appearance which should be described in as much detail as possible. Below are a few examples that the GM can use as presented or as a guide for creating his own. Each of these options is tied to a type of daemon, and the players and the GM can customize the results to be unique to their campaign and characters.

The appearance of the weapon gives a glimpse into its purpose, and any character who takes up arms against the forces of Chaos finds that some foes suffer even greater at the touch of the armament.

The weapon allows any character that can see the weapon clearly (GM's discretion) to spend a Fate Point to automatically pass any Fear Test caused by a Daemon.

POWER OF FAITH

In addition to its potency against creatures of the Warp, Anointed weapons provide additional abilities to a hero whose faith in the God-Emperor does not falter. Each weapon has a special ability only usable by characters with the Pure Faith or Unshakeable Faith Talent.

In addition to this special ability, a wielder with Pure Faith or Unshakeable Faith may spend a Fate Point before making an attack (before the dice are rolled) against a daemon. This attack cannot be dodged or parried.

Many Anointed weapons are particularly fearsome to one daemon with whom they have a history. At the GM's discretion a character who slays this daemon with an Anointed weapon may burn a Fate Point, banishing it to the Warp for a great length of time. The length of time is up to the GM, but should require a prophecy to be fulfilled, or great ritual performed, for the daemon to return.

TABLE 3-7: ANOINTED WEAPON APPEARANCE

Roll	Result
01-20	This weapon radiates purity, and is without a dent, scratch, or speck of rust visible anywhere on its surface. Clean lines and bright polish give it an aura of utter incorruptibility. It gains the Proven (4) Quality against daemons of filth, disease and degradation.
21-40	This weapon is designed to end matters quickly, with a minimum of bloodshed. Surgical, precise, and cold, it has a reputation with beasts of carnage and bloodshed. Attacks made with it cannot be dodged or parried by daemons borne of blood and battle.
41-60	Simple, functional, blunt, and far from pretty, the mere sight of this weapon is anathema to daemons who venerate beauty above all things. It gains the Unstable Quality against daemons of twisted beauty and debauched pleasure.
61-80	It is said that all things must change, but this weapon seems to contradict that assertion. It seems somehow more solid, more real than other weapons—as though its fundamental nature is truly un-bendable. It gains the Toxic Quality against daemons of flux and transformation.
81-00	Ornate and gilded, this weapon is affixed with charms, sigils, and purity seals warding against all manner of evil. The bearer may reroll one failed attack with the weapon each round when attacking any daemon.

TABLE 3-8: ANOINTED WEAPON POWER OF FAITH

Roll	Result
01-20	Righteous: This weapon shines righteousness even in the darkest of places. The weapon automatically passes any Tests to confirm Righteous Fury.
21-40	Unyielding: Pure and clean as springwater, this weapon is anathema to daemonkind and they cannot look upon it. Daemons suffer a -20 penalty to Dodge or Parry attacks from this weapon.
41-60	Tearing: This weapon shreds and mars a daemon's psychic essence as it strikes home. The weapon gains the Tearing Quality against daemons.
61-80	Sacred Shield: This weapon grants a +15 bonus to Parry Tests against daemons and Warp-creatures. Reroll this result if the base weapon is Unwieldy.
81-90	Aetherblade: This weapon ignores the physical armour of daemons entirely, slicing through such Warp-conjured material with ease.
91-00	Holy Flame: Daemons struck by this weapon burst into crackling, white-hot flames. Successful hits do an additional 1d5 Energy damage that ignores armour and Toughness.



DAEMONIC INCURSION

THE NATURE OF
DAEMONS

•

DAEMONIC ENTITY
CREATION

•

THE RUINOUS POWERS

•

DAEMONIC BEASTIARY

•

DAEMONIC WEAPONS

CHAPTER IV: DAEMONIC INCURSION

"Blood! Blood! Blood! Skulls! Skulls! Skulls! BLOOD! BLOOD! BLOOD! SKULLS! SKULLS! SKULLS!"

—Last transmission from Havechrys Minoris

Daemons of Chaos are vicious creatures, spawned from the nightmare dimension of the Warp. Daemons feed upon the emotions of mortal creatures and serve the will of the Ruinous Powers, the Dark Gods of Chaos. From time to time, they enter the material world, sometimes as individuals or in small numbers, other times as ravening armies bent on corrupting and destroying everything within reach.

This chapter provides a primer on these foul beings for the Game Master, including advice for making memorable Daemonic foes and a variety of options for creating daemons for Acolytes of the Inquisition to face in battle. **DARK HERESY** campaigns that centre on the Ordo Malleus will undoubtedly involve a number of cultists and daemons, and the creatures in this chapter will help the GM create fresh and interesting encounters.



THE NATURE OF DAEMONS

Daemons are servants of the Chaos Gods, a conscious manifestation of the Warp given life by one of the Ruinous Powers. A Daemon's form reflects emotions and beliefs that have been reflected in the Warp for millennia. Capricious and cruel, daemons are incomprehensible to many mortals—they are the darkest echoes of the mind given flesh.

It is important to note that the plans of Chaos do not necessarily need to make sense. Chaos is the essence of insanity—it is, at its heart, truly unknowable. Much of the same is true for daemons; there is no need to define or codify every aspect of Chaos. Attempting to understand the insanity of the Warp leads only to madness. This is perhaps the most important aspect of dealing with Daemons.

ROLEPLAYING DAEMONIC THREATS

Whilst the activities and actions of a Daemon need not make any logical sense to the characters, it is important for the GM to understand the roles a Daemon can play in his **DARK HERESY** campaign.

DAEMONIC MOTIVATIONS

Daemons enter the material world at the bidding of the Ruinous Power that spawned them. The ways of the Warp are far too varied and mysterious to completely codify, but most encounters with daemons in **DARK HERESY** fall into one of four broad categories.

INFLUENCE EVENTS

Occasionally, the Dark Gods of Chaos choose to focus their attention on a particular individual, event, place, or thing. Daemons are sometimes sent to whisper promises into the ear of a traitorous governor, to slay a popular demagogue, or simply to distract a foe from some other plan. Daemons have been dispatched to start massive wars between two otherwise friendly groups. Many enemies have been weakened by the predations of a particular hunter-Daemon, whilst others have been inspired to create artistic displays of twisted madness in honour of Chaos. These are the ways of Chaos, and daemons are the favoured tools of the Dark Gods.

DAEMONIC VOICE

Whenever a Daemon deigns to speak to a mortal, the result should be suitably terrifying. The voice of a Daemon is not something that is supposed to exist in the material world, and it is a form of warped reality much like the Daemon's Daemonic Presence.

Example Voices: grating metal, numerous voices, underwater, breaking glass, a furnace being opened, death rattles, discordant music, or anything suitably disturbing.

Sometimes these events have a larger purpose, but often they are just distractions, forcing Inquisitors to attempt to discern a pattern in such Daemonic activities that does not exist. Sometimes entire conspiracies are created from a few theories and tenuous threads of evidence. The Ocularian faction (see page 104 in **THE RADICAL'S HANDBOOK**) is particularly susceptible to such thinking.

DELIVER A MESSAGE

Daemons are sometimes used as messengers by the Dark Gods. The very presence of the Daemon is a form of message in itself, but the Daemon may also bear tidings from his master or have some scheme of his own he is attempting to carry out. Particularly crafty or powerful daemons may seek to set their own plans into motion with a whispered word, a pact sealed in blood, or the tears of the innocent. Many daemons seek out desperate mortals to offer them power, delighting in the knowledge that the mortal's actions will sooner or later cast many others into ruin. Only the foolish and the mad trust the words of a Daemon, but in the 41st Millennium, there is no shortage of either...

PLACE OR RETRIEVE AN ARTEFACT

Items of power often intrigue the Dark Gods, either as gifts they craft for their favoured servants or artefacts unearthed in ancient tombs upon dead worlds in the cold depths of space. There have been a number of alien civilizations who have been tempted into worshipping the Ruinous Powers, and such peoples often venerate the Dark Gods with bizarre constructions of sorcery and technology.

Occasionally, daemons are sent forth to gather particularly amusing offerings. The daemons appear out of nowhere to bewitch or slay the item's guardians before stealing it away to the Realm of Chaos. Other times, the daemons bring an artefact (often an expression of the Warp's temptations, such as a Daemon weapon or a grimoire of forbidden knowledge) into the material world. Such items are often a gift presented to a particularly favoured champion. Sometimes, the daemons that bear the artefact do so purely as a display of the Chaos God's power; other times, the artefact acts as bait to lure an enemy into a trap or exploit a weakness. Many such Warp-tainted relics have been secured in the vaults of the Grand Reliquarium, deep beneath the Inquisitorial Tricorn Palace.

WHIM OF THE GODS

As mentioned above, a Daemon's actions do not need to conform to any rhyme or reason; however, in the context of a **DARK HERESY** game, a Daemon can provide a great tool to move the story forward. As an antagonist the daemon himself, his underlings (such as various cultists, lesser daemons or even daemonhosts), or his influence, can oppose the Acolytes at every turn. Alternatively, the Daemon could also intervene on the Acolyte's behalf or tempt them with offers of power (such as a Dark Pact; see page 241 in the **DARK HERESY** Rulebook). Lastly, the GM should consider using a Daemon if things seem to be proceeding too slowly; the slow cackling of a Warp-spawned enemy lurking somewhere behind the Acolytes in the darkness can be an excellent motivator to get them moving again!

THEMES

The incursion of the daemons of Chaos into the material world involves several linked themes. Whether the daemons are few in number or a vast, teeming horde, these warp-spawned beings of Chaos twist the nature of reality and ruin all that they touch. When a GM wishes to bring a Daemonic incursion into his **DARK HERESY** campaign, the themes listed in this section provide useful guidelines for portraying the experience of confronting such a bizarre and dangerous threat.

CORRUPTION

Daemons present a unique threat to a character's body and mind. The bizarre energies and fabric of the Warp are far more dangerous than any radiation and constantly twist reality into new and nightmarish forms. The power of the Warp can cause hideous transformations of a person's mind, body, and soul. The body is tormented with foul mutations and dark hungers, the mind becomes obsessed with bloodlusts and strange addictions, and the soul is damned, forever forfeit to the amusement of the Dark Gods.

A **DARK HERESY** campaign has a number of ways to represent corruption, including the aptly named Corruption Points (and their attendant Malignancies, see page 238 in the **DARK HERESY** Rulebook). However, when a Daemon is involved, the GM has even more options available. One such tool (and a subtler one than out-and-out mutations and Malignancies) is temptation—the Daemon seeks to find something that the character wants or needs, and then offers it to him at a price. Often, the price is his very soul. These bargains can result in a Dark Pact (see page 241 in the **DARK HERESY** Rulebook), granting knowledge of Sorcery (see page 116 in **DISCIPLES OF THE DARK GODS**), or nearly any other gift or boon the GM wishes.

When a character becomes physically corrupted, new Malignancies can be crafted from the Gifts of the four Chaos Gods (see page 89) as new mutations or even Dark Gifts. Characters who struggle against Khorne may find themselves with mutations not unlike the Lesser Gifts of Khorne. Alternatively, he might find himself granted mutations by another god who opposes Khorne, thus aligning his actions with the will of another dark power.

DAEMONIC MACHINATIONS

Each of the descriptions of the daemons of the Ruinous Powers in this section are merely a handful of possible interpretations of such beings' motives and plans. Some daemons possess free will and have ambitions of their own, and all GMs should feel free to create their own unique daemons to serve the needs of their individual campaigns. One of the great themes of the Warhammer 40,000 setting is the laughter of thirsting gods as they watch the galaxy burn for the mere pleasure of doing so. A GM who keeps this in mind will have an easier time working the machinations of warpspawn and daemons into his campaign!

HORROR

Daemons are nightmarish creatures that terrify even the most stalwart soul. In **DARK HERESY**, this is represented by the creature's Fear Rating (see page 232 in the **DARK HERESY** Rulebook). The GM should present daemons as utterly hostile and inhuman creatures to be feared. It is important not to overplay the Daemon's nature through its environment. It is easy, for example, to use gore or bloodshed to exemplify a Daemon's evil nature, but it is also easy to go overboard using this particular approach. A GM can also portray the fearsome nature of a Daemon by showing his players the results of those who have trusted the Daemon's lies, the tragic outcomes of Dark Pacts, and the miserable mutant slaves who have been duped by the Daemon's promises. Another method is to keep the Daemon's presence subtle and understated until the Acolytes can confront it face-to-face, thus saving the full impact of the Daemon's true nature for the climax of the story.

INSANITY

In the eyes of most mortal creatures, daemons are things that simply should not be, denizens of another reality so strange and unnatural that it can snap an observer's mind in moments. Bearing witness to a Daemonic incursion is a sanity-shattering experience for most citizens of the Imperium, and the agents of the Inquisition are no exception.

Insanity Points (see page 234 in the **DARK HERESY** Rulebook) are one method to represent the impact of a Daemon's presence upon the mind, and many characters who encounter a Daemon are liable to suffer a number of disorders along the way. The theme of madness, however, goes beyond the game mechanics. Much has been discussed in this chapter about the illogical nature of Chaos, and GMs are encouraged to consider alluding to this during a Daemonic incursion. Naturally, the effects of insanity can have an affect on the story and the surroundings; during a search for a Daemon, Acolytes are likely to encounter rioting mobs of ranting madmen or have to deal with insane officials or nobles who have simply seen too much.

VIOLENCE

Daemons are cruel and have no concern for mortal life, human or otherwise. Daemonic incursions invariably lead to bloodshed and slaughter, with any human forces struggling just to survive.

In a **DARK HERESY** campaign, the threat of violence is ever-present. The challenge for the GM is to present and emphasize this theme to a higher degree when a Daemonic incursion is involved. Much as with the other themes in this chapter, the GM should consider showing the effects of violence through the story and surroundings. Acolytes should never consider a Daemon easy prey; daemons are all dangerous opponents who will stop at nothing to achieve their foul ambitions.

DAEMONS OF KHORNE

Daemons of Khorne are the embodiments of eternal war, horrific violence, and boundless rage. It is rare for a Daemon of Khorne to desire anything more than blood, skulls, and slaughter in the name of his god.



ADVENTURE SEEDS

A Khornate Daemon or daemonhost has a list of the Sector's greatest warriors inscribed onto its flesh. One by one, the Daemon hunts down these mighty foes in order to claim their skulls for Khorne. The Ordo Malleus has divined the nature of this Daemon's quest, and the name of the Daemon's next target is known. This rare opportunity to halt the Daemon's rampage and banish it back to the Warp is granted to an Ordo Malleus Inquisitor. He and his Acolytes are tasked with defeating this Daemon, but they must also contend with the Daemon's target—who may not be amenable to the Inquisition's plan to use him as bait!

Inquisitor Golgol of the Ordo Malleus believes that he has finally tracked down the source of the enigmatic "Murder Room," (see page 159 Disciples of the Dark Gods) a bizarre Warp phenomenon that is linked to slaughter and produces daemons known as Blood Wraiths that parasitically possess their victims. A mysterious pattern of killings upon Fenskworld is leading up to some great event, an outcome Golgol believes involves summoning one of the most powerful servants of the Blood God. The Acolytes or Throne Agents have only a few hours to unravel the enigmatic pattern and stop the summoning before the planet is plunged into a nightmare of carnage.

DAEMONS OF NURGLE

Daemons of Nurgle come in many varieties; some are a dour lot, gravely counting and indexing the various plagues that ravage the galaxy. Other daemons, however, share their Dark God's tireless joy in spreading pestilence far and wide.



ADVENTURE SEED

A heretic known to dabble in the sorcerous arts leads an Inquisitorial cell of Acolytes or Throne Agents to the Sheol 17 Mechanicus Facility. Sheol 17 is a prison for those convicted of tech-heresy, and within its walls lay many secrets the Mechanicus would prefer to remain undisturbed. However, soon after the Acolytes' arrival, a filth-ridden tide of viruses and plagues erupts from the heretic's cell. His flesh has been infested with the power of a Nurgle Daemon. The Acolytes must somehow contain the Daemon or destroy it before the creature can escape Sheol 17 and spread its legion of plagues across the rest of the Calixis Sector.

DAEMONS OF SLAANESH

The daemons who serve Slaanesh are creatures of passion and pleasure. They enjoy wreaking havoc in the material world, seducing mortals into the decadent worship of their Dark God, and corrupting the pure of heart.



ADVENTURE SEED

The pleasure world of Cyprian's Gate has experienced a cultural renaissance; artists and aesthetes of all kinds have lauded the works that have been created there over the last fifty years. However, a number of these works have come to the attention of the Ordo Malleus; it is believed that a particular stable of artists, poets, and sculptors has become tainted by the forbidden theories of Ateanism (see **DISCIPLES OF THE DARK GODS**, page 132). The Ordo Malleus has dispatched a group of Acolytes to investigate an upcoming gala event featuring these artists to determine the source of the corruption. However, a number of Slaanesh daemons are already present on Cyprian's Gate, and the arrival of the Inquisition brings these daemons a unique chance to try and tempt the Acolytes into the service of their god.

DAEMONS OF TZEENTCH

The daemons of Tzeentch can present a challenge to portray in a **DARK HERESY** campaign; Tzeentch's plots typically involve prolonged machinations, convoluted to the point of randomness and laced with madness. A Daemon of Tzeentch is a plotter and schemer, always ready to declare every event to be part of its greater plan.



ADVENTURE SEED

A Daemon of Tzeentch has set into motion a series of events that leads inexorably towards cataclysm for the planet of Luggnum. Daemonhunter Ahmazzi, Inquisitor of the Ordo Malleus, has uncovered a few clues as to the nature of the threat, knowing for certain only the target world and the approximate date that it will meet its end. The Acolytes must find a way to uncover and unravel the Daemon's plot before it is too late. The Acolytes may consider any means necessary, including a Dark Pact of Knowledge (see page 241 in the **DARK HERESY** Rulebook), questioning a being with great occult knowledge, such as the Burning One (see page 113 in **CREATURES ANATHEMA**), or by consulting a relic or artefact linked to reading the strands of destiny, such as the Ragged Oracle on Seedworld AFG: 218 (see page 212 in **THE RADICAL'S HANDBOOK**), in order to find out the nature of the Daemon's plot.

DAEMONIC PHENOMENA

Each Daemonic Presence also has an associated Daemonic Phenomenon. See Table 12-8: Daemonic Phenomena on page 357 of the **DARK HERESY** Core Rulebook for some sample Daemonic Phenomena that Daemons share with Daemonhosts. Below are some sample Daemonic Phenomena based on a Daemon's Allegiance:

In a Daemon of Khorne's presence...

- ...peoples' blood feels warm and thick in their veins.
- ...old wounds and scars begin to itch.
- ...all those nearby notice that their peripheral vision slowly begins to shade crimson.
- ...bladed weapons start to quiver.

In a Daemon of Nurgle's presence...

- ...an oppressive stench of certain death and foul decay fills the area.
- ...people constantly feel as if they're on the verge of uncontrollable laughter.
- ...memories of dead loved ones come unbidden to people's thoughts.
- ...people feel a gripping and urgent sense of nausea.

In a Daemon of Slaanesh's presence...

- ...shivers of alternating pleasure and pain judder up and down people's spines.
- ...colours seem to bleed together, and moving objects and people appear to have faint contrails.
- ...the smell of stale perfume fills the air.
- ...people feel the sensation that someone behind them is lightly caressing their skin (even through armour).

In a Daemon of Tzeentch's presence...

- ...extremely brief glimpses of tragic possible futures flash before people's eyes.
- ...clocks, personal chronos, and other timekeeping devices stop or run backwards.
- ...walls appear to shift and meet at impossible angles.
- ...people begin to obsessively find patterns in otherwise innocuous shapes or groups of objects, believing that they have hidden meanings or messages.



DAEMONIC ENTITY CREATION

"And behold, a Daemon Lord comes in the full panoply of battle. At his passing, the trees gibber their rage and the stones shout their hate to the uncaring sky. He hunts the enemies of his Master, for his meat is mortal flesh and his wine mortal souls. Behold, a Daemon Lord comes, and we are doomed..."

—Excerpt from the *Codex Daemonica*

The Daemon generation process is designed to give the GM a quick way of creating unique Daemonic adversaries of varying levels of complexity and power for Daemon hunting **DARK HERESY** adventures.

THE METHOD

Creating a Lesser Daemon has six stages as detailed below:

Stage One: Choose the Type of Daemon.

Stage Two: Generate the Daemon's Characteristics.

Stage Three: Determine the Ruinous Power to which the Daemon owes its allegiance.

Stage Four: Apply the Daemon's Skills, Talents, and Traits.

Stage Five: Determine the Daemon's fearsome appearance and minor powers.

Stage Six: Determine the powerful gifts and abilities the Daemon receives from its Chaos God.

Stage Seven: Determine the Daemon's weakness (optional).

Stage Eight: Add finishing touches to the Daemon.

TABLE 4-1: DAEMON TYPES

Ruinous Power	Lesser Daemon	Greater Daemon
Slaanesh	Daemonette	Keeper of Secrets
Nurgle	Plaguebearer	Great Unclean One
Khorne	Bloodletter	Bloodthirster
Tzeentch	Horror	Lord of Change
Unaligned	Fury	—



STAGE ONE: DAEMON TYPE

The first stage in creating a new Daemonic entity for Acolytes to face is to determine the type of Daemon. This stage should not be randomly determined but should be chosen to fit the specific needs of the campaign. There are three main kinds of Daemons, each with different levels of power.

Lesser Daemons are the foot soldiers of the Dark Gods. They are deadly combatants and even a single Lesser Daemon can doom an entire planet. Cults in service of Warp powers may have Lesser Daemons enslaved to them or may treat them as brothers in arms. A beginning group of Acolytes might be challenged by a single Lesser Daemon.

Herald Daemons are powerful entities that can be found at the head of any major incursion. They are direct servants of the Dark Gods, so there are no unaligned Heralds. Daemonic cults often receive their orders from Heralds who also grant power to the leaders of the cult. A single Herald is a challenge for an experienced group of Acolytes. A world with a Herald upon it can only hope for Inquisitorial intervention.

Greater Daemons are among the most powerful servants of the Dark Gods. Daemonic cults have been known to sacrifice tens of thousands of innocents in the hopes of calling a single Daemon of such power into the material world. Battling a single Greater Daemon is a challenge for even the mightiest Inquisitors and often entire armies must be sent against it. Should a greater Daemon manifest on a world it is surely doomed, save intervention by the Holy Ordo's chamber militant—the Grey Knights.

DAEMONIC AND UNNATURAL TRAITS

For ease of gameplay a creature with both the Daemonic and Unnatural Toughness trait does not multiply their Toughness Bonus twice. Instead they simply add 1 to the Unnatural Toughness trait for the purposes of calculating their final Toughness Bonus.

DAEMONIC PROFILES

Denizens of the Warp are, by their very nature, incomprehensible. They do not have to abide by common sense, rationality, or any set of rules. Daemons presented in **DARK HERESY** supplements may have different abilities and profiles than those that can be created using the Daemonic Entity Creation rules in this book. These rules are designed to allow the GM to build the widest possible variety of threats for his players to face. As such, daemons found in other supplements do not follow these rules, but can be used by the GM in addition to daemons he may create on his own.

STAGE TWO: GENERATE CHARACTERISTICS

Once you have determined the type of Daemon you are creating, cross reference it with the Characteristics profile given on table **Table 4-2: Daemonic Characteristics** to generate its characteristics just as you would for an Acolyte.

TABLE 4-2: DAEMONIC CHARACTERISTICS

Characteristic	Lesser	Herald	Greater
Weapon Skill (WS)	35+2d10	40+2d10	50+2d10
Ballistic Skill (BS)	15+2d10	15+2d10	50+2d10
Strength (S)	30+2d10	30+2d10	60+2d10
Toughness (T)	40+2d10	40+2d10	60+2d10
Agility (Ag)	20+2d10	30+2d10	40+2d10
Intelligence (Int)	20+2d10	35+2d10	60+2d10
Perception (Per)	25+2d10	35+2d10	60+2d10
Willpower (WP)	20+2d10	30+2d10	60+2d10
Fellowship (Fel)	2d10	10+2d10	30+2d10
Wounds	10+1d10	20+1d10	120+10d10

STAGE THREE: ALLEGIANCE

Now it is time to determine which Ruinous Power is the Daemon's master. This decision will probably be based on the current story or situation, but it can also be randomly determined. All Heralds or Greater Daemons must select a Ruinous Power, although some Lesser Daemons (Furies) may not be aligned with one of the Dark Gods.

TABLE 4-3: RUINOUS ALLEGIANCE

Roll	Ruinous Power
1-20	Slaanesh: This wicked creature is bound to the Prince of Pleasure and Pain and has inherited a part of Slaanesh's preternatural grace. The bonuses that a Daemon of Slaanesh receives are explained further on page 90.
21-40	Nurgle: This daemon is an underling of the Plague Lord and has been gifted with Nurgle's resilience. The powers gained by a Daemon of Nurgle can be found on page 92.
41-60	Khorne: This daemon is servant to the Slaughterer and lives for the thrill of hand-to-hand combat. A further explanation of the bonuses that a Daemon of Khorne receives can be found on page 94.
61-80	Tzeentch: The daemon is a devotee of the Architect of Fate. The myriad gifts received by a Daemon of Tzeentch can be found on page 96.
81-100	Unaligned: The daemon is not aligned with any Chaos God in particular. It gains the traits and abilities common to all daemons, but does not receive any additional traits. Reroll this result if determining the allegiance of a Herald or Greater Daemon.

STAGE FOUR: SKILLS, TALENTS, AND TRAITS

All daemons are created with the following Skills, Talents, and Traits. A Daemon's Allegiance may further alter these and can be found in the section on individual Ruinous Powers starting on page 89. Heralds and Greater Daemons have all the abilities of lesser daemons plus the additional abilities listed.

ALL DAEMONS

All Daemons, regardless of their Allegiance, have the following Skills, Talents and Traits:

Skills: Awareness (Per), Psyniscience (Per), Forbidden Lore (Daemonology, Warp) (Int), Secret Tongue (Daemonic) (Int) +20, and Speak Language (any one) (Int)

Traits: Daemonic, Daemonic Presence, Fear 1, From Beyond, Natural Weapon (Teeth and Claws), and Warp Instability

Talents: Ambidextrous, Dark Sight, and Two-Weapon Wielder (Melee)

ADDITIONAL HERALD ABILITIES

All Heralds, regardless of their Allegiance, add the following Skills, Talents and Traits:

Skills: Dodge, Awareness +10

Traits: Fear 2

Talents: Swift Attack

ADDITIONAL GREATER ABILITIES

All Greater Daemons, regardless of their Allegiance, add the following Skills, Talents and Traits:

Skills: Dodge +10, Awareness +10

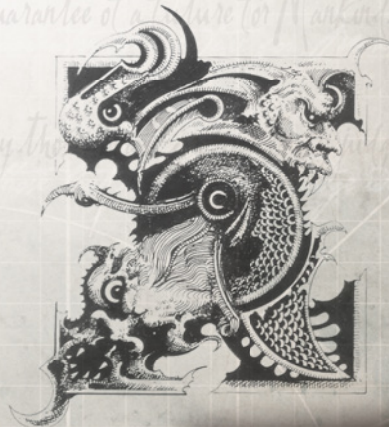
Traits: Fear 3, Size (Enormous), Unnatural Strength (x2), and Unnatural Toughness (x2)

Talents: Combat Master, Lightning Attack, Swift Attack

DAEMONIC PRESENCE

All Daemons gain the Daemonic Presence trait as appropriate to its power level. Daemonic Presence can be found starting on page 350 of **DARK HERESY**.

- Lesser and Herald Daemons: All creatures within 20 metres take a -10 penalty to Willpower Tests.
- Greater Daemons: All creatures within 25 metres take a -20 penalty to Willpower Tests.



STAGE FIVE: MANIFESTATIONS

Each Daemon presents itself differently when transitioning from the formless, howling chaos of the Empyrean to realspace. These traits are referred to as Manifestations. The Manifestation examples provided in the tables below are a starting point. This is an opportunity to create some truly memorable and unique daemons.

A daemon's Manifestation is usually heavily tied to its Allegiance. An experienced Daemon Hunter should be able to guess the Ruinous Power a given Daemon serves by sight alone. Further examples of Manifestation based on Allegiance

are discussed in the Gifts of the Ruinous Powers section (starting on page 89).

Each distinct Daemon has its own unique and terrifying form. These can either be rolled or chosen to the GM's taste.

Lesser Daemons: Two Manifestations from **Table 4-4: Lesser Manifestations**.

Heralds: Three Manifestations from **Table 4-4: Lesser Manifestations**.

Greater Daemons: Three Manifestations from **Table 4-4: Lesser Manifestations** and one trait from **Table 4-5: Greater Manifestations**.

TABLE 4-4: LESSER MANIFESTATIONS

Roll	Manifestation
1-12	<p>Warp Eyes: The Daemon has unearthly eyes.</p> <p>Effect: The Daemon gains the Heightened Sense (Sight) Talent and increases its Fear Rating by 1 (to a maximum of 4).</p> <p>Examples: All Black, Fiery, Cat's, Too Large, Fly's, Cyclopean, Eyeball on End of Tongue, Hypnotic Patterns, Iridescent Colours, Disturbing Scenes</p>
13-27	<p>Horrific Horns: Something sharp and deadly juts from the Daemon's head.</p> <p>Effect: The Daemon gains the Natural Weapon (Horn) trait and increases its Weapon Skill by +5.</p> <p>Examples: Smooth, Twisted, Spikes, Antlers, Jet Black, Bone</p>
28-37	<p>Outlandish Appendages: The Daemon's arms, legs, or feet are impossibly weird.</p> <p>Effect: The Daemon increases its Strength by +5, and gains the Multiple Arms or Quadruped traits as appropriate to the Manifestation.</p> <p>Examples: Backwards-jointed, Spindly, Second Pair, Heavily Muscled, Clawed Feet, Animalistic, Centaur-esque, Carried by a carpet of Nurglings</p>
38-49	<p>Freakish Grasp: The Daemon's hands are vicious and strange.</p> <p>Effect: The daemon gains a +5 Penetration when attacking with its natural weapons or a daemonic weapon.</p> <p>Examples: Fused into Blades, Pincers, Hooks, Paws, Extremely Long Claws, Doubled Digits</p>
50-69	<p>Daemonic Tail: The Daemon has a ghostly tail.</p> <p>Effect: The Daemon gains the Sturdy trait and Agility +5.</p> <p>Examples: Prehensile, Scorpion-like, Barbed</p>
70-79	<p>Ghostly Maw: The Daemon's mouth is an unspeakable abomination.</p> <p>Effect: The Daemon gains a +3 to damage when attacking with its natural weapons or a daemonic weapon, and increases its Fear Rating by 1 (to a maximum of 4).</p> <p>Examples: Multiple Rows of Razor Sharp Teeth, Proboscis, Mandibles, Tongue with Mouth on End, Serpent Tongue, Tongue That is a Serpent, Wicked Fangs, Distendable Jaw, Beak</p>
80-89	<p>Beast with a Thousand...: The Daemon has a horrific overabundance of certain...</p> <p>Effect: The Daemon gains the Unnatural Perception (x2) trait.</p> <p>Examples: A thousand Eyes, Nostrils, Mouths, or other unknown Orifices.</p>
90-94	<p>Chaos Breath: The Daemon's very breath is hostile to life.</p> <p>Effect: The Daemon has a Natural Weapon (Breath) attack that functions like a flamer with a range of 10 metres and a damage of 1d10+ 5 E. Add the Flame, Tearing or Toxic Quality as appropriate.</p> <p>Examples: Fiery, Molten Brass, Putrescence, Poisonous Perfume, Fire of Tzeentch, Razor-Teeth, etc.</p>
95-00	<p>Bizarre Visage: There is something terrifying and wrong about the Daemon's head.</p> <p>Effect: Characters must re-roll successful Fear Tests caused by this Daemon.</p> <p>Examples: Animalistic Appearance (Canine, Goat-like, Elephantine, or Vulture-like Head, etc.), Featureless Face, Multiple Faces Twisted in Agony, etc.</p>

DUPLICATE RESULTS

If a Daemonic Gift or Manifestation is rolled twice, simply give the Daemon a second version of the power or attribute rolled (i.e., the Daemon gains another pair of claws jutting out from its wrists or wields a second Hellblade). If the second trait is not appropriate for the Daemon (i.e., two instances of Daemonic Armour), pick one of the traits directly above or below it.

STORYTELLING MANIFESTATIONS

Some of the more powerful or bizarre Manifestations can become a signature of the Daemon. If the Acolytes are investigating a Daemonic cult that worships a Herald of Nurgle with the Sickening Secretion Greater Manifestation, they may find remnants of the pus the cult has used to make a contagion. The same Manifestation from a Herald of Khorne could be blood from a weeping wound. Medicae Tests would show that it is something Daemonic and ingesting it would send the victim into a frenzy. Even the Manifestations of Lesser Daemons can be used to tie them into a larger threat. When described vividly the appearance and abilities of a Daemon become a powerful visual clue for the players to spur a story forward.

TABLE 4-5: GREATER MANIFESTATIONS

Roll	Manifestation
1-35	Wicked Wings: The Daemon can fly. Effect: The Daemon gains the Flyer (10) trait. Examples: Feathery, Leathery, Eerily Floating, etc.
36-60	Atrocious Adornment: The Daemon may be festooned with all manner of clothing, trinket, or artefact. Effect: Gain an additional two points of Armour in one location. Examples: Wrapped in Chains, Nipple Rings the Size of Small Shields, Big Brass Collar with Spikes, Huge Icon of Patron Ruinous Power Hanging From Neck, etc.
61-75	Strange Skin: The Daemon's very skin is unholy. Effect: Increase the daemon's Toughness by +5 or give it the Armour Plating Trait as appropriate. Examples: Charred, Smouldering, Sloughing Off, Pearlescent, Unnaturally Vibrant, Patches of Feathers, Glowing Sigils, Metallic, Crystalline, Machine Parts Jutting Out, etc.
76-85	Sickening Secretion: The creature is constantly oozing some sort of dangerous substance. Effect: The Daemon gains +3 to damage with its natural weapons, and anyone who damages the Daemon must make an Ordinary (+10) Agility Test or be hit by the secretion and suffer 1d10+5 E damage (with the Fire or Toxic qualities as appropriate). Examples: Caustic Blood, Poison, Acid, Virulent Pus, etc.
86-91	Terrifying Tentacles: The Daemon has grotesque, quivering tentacles. Effect: The Daemon gains the Multiple Arms trait and a +10 bonus on Climb Tests and Grapple attacks. Examples: Spiny Tendrils, Barbed Horrors, Cephalopodic Suckers, etc.
92-96	Warped Physiology: Take one Manifestation and switch its location with another, or put something somewhere it normally doesn't belong. Effect: Increase the Daemon's Toughness by +5 to reflect its nonstandard composition. Examples: Claws Sprouting From Elbows, Eyes on Hands, etc.
97-00	Guah?: The creature has some truly bizarre traits. Its existence in reality defies the laws of physics and to merely look upon it causes the viewer to glimpse raw madness. Effect: The first time an Acolyte looks at the daemon he must fail a Challenging (+0) Intelligence Test or gain 2d10 Insanity Points. Thereafter the daemons visage is comprehensible, but only as a visual metaphor. Examples: Free Floating Limbs, Can Only Be Seen In Mirrors, Numerous Wormlike Creatures of Various Sizes Wriggle and Writhe Through the Daemon's Body While Screeching a Haunting Hymn to the Dark Gods Like Some Sort of Blasphemous Choir, A Small Version of the Daemon Grows Out of the Daemon's Head (with a Smaller Version of the Smaller Daemon Growing Out of that Daemon's Head), etc.

STAGE SIX: PATRON GIFTS

Daemonic Gifts are powers given to the Daemon by its Chaos God. Unaligned Daemons do not have access to Daemonic Gifts. Each Daemon gains a number of Gifts, Talents, Traits or Characteristic bonuses based on the patron deity they serve.

Daemons may exchange their lesser and greater gifts for those of their patron deity. In addition, each daemon gains additional Gifts based on their type (see Gifts of the Ruinous Powers on page 89).

STAGE SEVEN: WEAKNESS

You have the option of applying a weakness to the Daemon being created. Weaknesses are most appropriate for toning down the challenge level of a Greater Daemon, but you may want to apply one to a Herald if it will be facing low- or mid-level Acolytes. It is also possible to tie the weakness into the true name of a Daemon or into a prophecy concerning a Daemonic incursion. GMs should be careful to not allow the chosen weakness to undermine the horror of the daemon, but instead use it to make the creature more confusing and horrific.

STAGE EIGHT: FINISHING TOUCHES

Now name your Daemon and add some finishing touches. It is advisable to write up a description for the beast, so that the GM is prepared to describe such a horrific creature vividly when it appears in-game.

Unaligned daemons usually rely on their natural weaponry, but other daemons may use weapons to defeat their foes. These weapons are discussed on page 102. Daemons may also manifest with primitive weapons such as swords or clubs. These weapons do not have the Primitive Quality as they are formed from the very stuff of Chaos. Not every Daemon will have two weapons, although they all have the Two-Weapon Wielder (Melee) trait.

Lesser Daemons usually have a Threat Rating ranging from Malleus Minoris to Malleus Majoris (though most unaligned Daemons are Malleus Minoris). Heralds range from Malleus Majoris to Malleus Extremis. Greater Daemons are almost all rated at the high end of Malleus Extremis (though some truly powerful threats are rated Malleus Terminus).

TABLE 4-6: OPTIONAL WEAKNESS

Roll	Manifestation
1-16	Spoor: The Daemon has an easy trail to follow (of flowing blood, brackish water, foul-smelling slime, bodies, etc.).
17-29	Ban: There is something the Daemon cannot do (cross running water, enjoy a song, refrain from trying to murder everything it sees). If somehow forced or tricked into performing this action the daemon will disincorporate immediately.
30-42	Bane: There is a substance or object that the daemon cannot abide. If the daemon is struck with its bane (or sometimes even touched by it) it will treat the strike as Sanctified.
43-55	Weak Entry: The daemon has only partially manifested into reality, having left a key piece of itself in the Warp. Reduce all of the Daemon's Characteristics by 20.
56-68	Turned By Faith: Invocations made in the name of the God-Emperor have the power to repel this daemon. Anyone invoking the name of the God-Emperor (forcefully and as a Half action) to drive the daemon back may make an Opposed Willpower Test with the daemon. If successful the daemon cannot attack the character for 1d5 turns, and it must recoil at least five metres from the character as early as possible (and remain at that distance until able to attack again). Add +20 to the Opposed Willpower Test if the character is brandishing an appropriate charm.
69-82	Inscribed: The daemon's true name is somehow written on its body, either in some sort of script or in a series of patterns that would likely take a Hard (-20) Logic Test to puzzle out.
83-94	Artefact-Bound: The daemon is tied to some sort of physical object. The holder of the object gains power over the daemon as if invoking its True Name. If the object is destroyed the daemon is cast back into the Warp. Anyone with a sufficient knowledge of the Occult (a Hard (-20) Scholastic Lore (Occult) Test) may alter the artefact so that the daemon is trapped completely within it (or they may free the daemon from the object entirely).
95-00	Apocalyptic Harvester: The daemon must reap an exponential number of souls every day (or week, or month, or astral convergence, etc.) or it will weaken and disappear. Every time it successfully devours the requisite number of souls, though, the daemon grows exponentially more powerful.

THE RUINOUS POWERS

"They are of young and old. Of blood and shape and skin and soul. The war did birth the raging tide. Feather formed the hex inside. Flesh did rot and take time's toll. The senses wrought by ancient fools. The madman sees, the madman gleans. The third eye watches, the bound spirit screams. What is left when they come for us? Not bones, not towns, not books. Dust."

—Written on the walls of the Chapel of the Faultless Sacrifice on Kulth 8,976 times

The majority of daemons, even lesser daemons, serve one of the Ruinous Powers. Several common Daemonic Manifestations for followers of each power have been documented. While many may debate the motivations or powers of these daemons, none can argue that they repeatedly appear in the same form.

Even those daemons that vary slightly in appearance still possess marked similarities to their brethren. For example, all Bloodletters have horns and carry the Hellblade typical of their master. When creating a new Daemonic threat to challenge the Acolytes, the GM can use these traits to tie it to one of the Dark Gods.

While unaligned Daemons exist (notably Furies), they are never as powerful as their aligned counterparts. The Gifts bestowed by the Ruinous Powers elevate a Daemon above the masses of formless beings in the Warp.

GIFTS OF THE RUINOUS POWERS

There are four Ruinous Powers. Khorne the Skull Lord is the master of bloodshed. Slaanesh the Dark Prince rules over those who seek pleasure and pain. Nurgle the Grandfather of Plague is the god of pestilence. Lastly, Tzeentch the Changer of Ways is the lord of magic and will.

Daemons who are aligned with one of the Ruinous Powers receive further Skills, Talents, Traits, and Powers based on their patron Chaos God.

Daemons gain a number of Gifts from their patron god based on their type, as shown on **Table 4-7: Patron Gifts**.

Additional Gifts may be selected to make the Daemon appear more like its patron deity, but these additional Gifts do not have any effect other than to alter the look of the Daemon. A daemon may also exchange his Manifestations for equivalent Gifts of his patron Ruinous Power.

TABLE 4-7: PATRON GIFTS

Daemon Type	Lesser Gifts	Herald Gifts	Greater Gifts
Lesser Daemon	1	—	—
Herald Daemon	2	1	—
Greater Daemon	3	—	1



SLAANESH

"When we found them they were but husks. They just sat there, staring into the sky. It was a beach of bodies ready to die. I could have waited for the tide to come in; I'm sure they would have drowned. We ended their suffering. It took nearly three hours, and they did not move. They just waited for their turn."

—Guardsmen Gayzon at the Bex Day Landing

The Prince of Pleasure is the youngest of the Chaos Gods. Slaanesh is divinely beautiful, but his beauty is so bizarre that it cannot be comprehended by mortal minds. He is the great tempter, impossible to look upon without losing one's soul.

Pleasure cults and nobles often turn to daemons of Slaanesh to help them in their quest for increasingly vile depravities. They operate in secret, undermining the fabric of the Imperium's society. The Gifts of Slaanesh can make a loyal servant supernaturally inspiring to his followers and popular even among his rivals.

A Daemonette whispers dark thoughts into the minds of those desperately seeking pleasure or pain. Dark rituals involving unspeakable acts can then lead to possession or a Warp incursion.

As a worshipper becomes more devoted to Slaanesh, he inevitably finds that mundane pleasures grow stale. He seeks out ever greater sources of pleasure, pain, or intensity in increasingly debased acts of self-fulfilment and greater hedonistic pursuits. In time, the worshipper will seek out acts he cannot hide from the Inquisition, but by then it may already be too late to stop an incursion.

On Scintilla the entirety of the noble House of Thrungg was reduced to only three surviving members in M41.622 when the line was purged by Inquisitor Estroz. Only those members living off world were spared the wrath of the Ordo Malleus after the House's actions led to the summoning of Merthen the Skindancer. The timely intervention of an Acolyte cell saw to the eventual banishment of the Daemon, but not before Sebellus Hive's manufacturing potential was crippled for months. Descendants of the House Thrungg survivors are found on Scintilla occasionally, trying to corrupt the powerful noble families in retribution for the House's fall.

GIFTS OF SLAANESH

Daemons of Slaanesh gain the following when created:

Characteristics: Increase Agility and Fellowship by +20. Raise the Agility of a Greater daemon to a minimum of 75.

Skills: Lesser Daemons of Slaanesh gain the Charm and Dodge Skills. Heralds of Slaanesh gain Charm +10 and Greater Daemons of Slaanesh gain Charm +20.

Talents: All Daemons of Slaanesh gain the Heightened Senses (All) Talent. Greater Daemons of Slaanesh also gain Counter Attack, Hard Target, Precise Blow, Step Aside, Sure Strike, and Wall of Steel.

Traits: Heralds of Slaanesh gain Unnatural Agility (x2) and Unnatural Fellowship (x2). Greater Daemons of Slaanesh gain Unnatural Agility (x3) and Unnatural Fellowship (x3).

Weapons: Lesser Daemons and Heralds of Slaanesh sometimes wield swords, but most often attack

enemies with large, crab-like pincers.

Greater Daemons wield greatswords as well as their natural pincer claw attacks.

Appearance:

Daemons of Slaanesh are usually vaguely feminine, with pale, purplish skin. One of their arms will usually mutate at the elbow into a

huge pincer or other natural weapon. Daemons of Slaanesh often have extraordinarily long, prehensile tongues, and the right side of their torso may have a row of breasts, starting at chest height and going down to the waist. A Greater Daemon of Slaanesh will sometimes have four arms, the top pair wielding weapons and the bottom pair ending in huge, crab-claws. Slaanesh daemons can also be androgynous in their features. Greater daemons have also been reported with goat-like heads, crowns of horns, and scorpion tails.



TABLE 4-8: LESSER GIFTS OF SLAANESH

Roll	Trait
1-20	Rending Claw: One of the Daemon's arms terminates into a huge, crab-like pincer. Its Natural Weapon (Claw) damage increases by +3, and the claw gains the Tearing Quality. If it did not before, this attack now does Rending damage.
21-40	Keening Wail: The Daemon lets out a haunting, high-pitched cry as a Full Action. All characters within earshot must make an immediate Fear Test at Fear 1.
41-60	Ensnaring Tongue: The Daemon opens its mouth and an impossibly long tongue lashes out and enwraps the character. The creature may use its vile tongue as an Excruciating Whip (see page 102).
61-80	Hypnotic Movement: The Daemon beckons lithely and seductively, its movements supernaturally enthralling. As a Half Action the Daemon may make an Opposed Fellowship versus Willpower Test with any character within eyesight. If the target fails he is stunned for 1d5 rounds, and this stun effect cannot be negated by a use of the Iron Jaw Talent. A character may only be a victim of this attack once per encounter.
81-00	Heady Musk: This Daemon emits by a heavily intoxicating cloud. Any character in melee or point blank range must make a Challenging (+0) Toughness Test each turn in melee, or suffer a -20 penalty to all Tests made during that round. Characters with the Decadent Talent need only make an Ordinary (+10) Toughness Test to negate the penalty imposed by the cloud.

TABLE 4-9: HERALD GIFTS OF SLAANESH

Roll	Trait
1-33	Scion of the Serpent: All Slaaneshi daemons who can see the Herald of Slaanesh gain the Step Aside and Swift Attack Talents, if they do not already have them. This daemon is often accompanied by 1d10 Daemonettes (see page 351 of the DARK HERESY Rulebook).
34-66	Fiend-Borne: The daemon has as its mount a Steed of Slaanesh (see page 98).
67-00	Greater Gift: Roll for, or choose, a trait from Table 4-10: Greater Gifts of Slaanesh.

TABLE 4-10: GREATER GIFTS OF SLAANESH

Roll	Trait
1-12	Soporific Musk: The Daemon exudes a paralyzing pink mist. Any character within 10 metres of the Daemon must make a Difficult (-10) Willpower Test each round. Any characters failing this Test may only take a Half action that round.
13-25	Narcotic Stinger: The Daemon strikes at its foes with an exotic psychoactive poison, usually delivered through a scorpion-like tail or barbed tongue. The Daemon makes a melee attack, which can be made in addition to any other actions the Daemon is normally allowed to make in a round. If successful the Daemon does 2d10 damage to the target. Any character taking damage from this attack must make a Challenging (+0) Toughness Test or begin to hallucinate for 1d10 rounds. If he fails he suffers Hallucinogen Effects (see page 137 of the DARK HERESY Rulebook).
26-38	Mesmerizing Pavane: This daemon's every movement is spellbindingly graceful. Even its demeanour is hypnotizing and oddly alluring. Upon first seeing the Daemon a character must make an Opposed Willpower Test versus the daemon's Fellowship. If the character fails the Opposed Test they stare, dumbstruck, at the Daemon. The character is considered stunned. At the beginning of his next turn he can make a Challenging (+0) Willpower Test and if successful the character may act normally that round. If unsuccessful the character is still confused and may only take a Half Action that round. The character must continue to make a Challenging (+0) Willpower Test at the beginning of each of his subsequent turns and may only take Half Actions until successful.
39-51	Aura of Acquiescence: The Daemon has a mind-altering aura of powerful compulsion, bending those around it to its will. As a Half Action the Daemon may make an Opposed Willpower Test with one character within 25 metres. If the Daemon succeeds it is in complete control of its target. The target loses its normal turn, but on his initiative may make a Challenging (+0) Willpower Test to break free of the Daemon's control. If he does so he may act normally on his following turn. As a Half Action the Daemon may direct any controlled characters, which act immediately. This power may affect multiple characters at one time but they must all be directed to take the same action.
52-64	Rapturous Mutilation: Instead of agony, wounds inflicted by this Daemon cause the most exquisite bliss. Do not tell a player whose character has been physically wounded by this Daemon how much damage has been done to his character. Keep a separate tally of that character's current Wounds for yourself. Feel free to let the player know about any critical effects their character might be experiencing, however, and be sure to remind them how delightful his character is finding being ripped apart. This effect wears off after combat.
65-77	Soul Devourer: Daemon may make an immediate Opposed Willpower Test with any sentient enemy slain within 5 metres. If successful the Daemon eats their soul, and regains a number of Wounds equal to its victim's maximum Wounds.
78-90	Slaanesh's Grace: Increase the Daemon's Unnatural Agility and Unnatural Fellowship traits by one.
91-00	Sorcerer: The Daemon wields the sorcerous power that is the purview of the Dark Prince. It gains a Psy Rating of 6 and may choose a Psychic Discipline that it has mastered and knows all Psychic Powers of that Discipline.

NURGLE

"Specimen 38: Lung expulsion of viscous mass. Risk of Contamination: Majoris. Schedule for Termination.
Specimen 39: In excellent health. Risk of Contamination: Negligible. Schedule for Termination.
Specimen 40: Deceased. Risk of Contamination: Majoris. Schedule for Immolation."

—The log of Sister Ignitia, location classified

The Great Lord of Entropy, Nurgle is a lord of death in his own fashion. Disease, putrification, decay, and physical corruption are his domain. His body is bloated and sickly, with leaking pus and rivulets of necrotic green fluid. His leathery skin is cracked with sores, and his intestines are exposed and constantly spilling forth Nurglings.

Infestation cults and the sickly often call upon Nurgle for aid in spreading their plagues. The lives of the Imperium's citizens are threatened by contagion spread throughout a hive or planet, a foe most weapons of war are unprepared to battle. The Gifts of Nurgle can make a servant feel welcome and protected. Warm and caring, he protects his children from death by disease, but not its symptoms, in which they learn to revel.

His Daemons, the Plaguebearers, bring new and horrific contagions to cultists to spread among humanity so they can perfect each disease and claim souls for their lord. Plague Zombie outbreaks or Warp incursions often occur if an Infestation cult is allowed to prosper.

The Rogue Trader vessel *Glorious Repose* was lost in the Warp after it left Landunder en route to Ganf Magna in 810.M38. It arrived three years ago, emerging from Warp on a dangerous collision course with the planet. With the Imperial Navy weeks away, Planetary Defence Force Captain Tilanders boarded the vessel with fifty of his veteran Guardsman. The ship's course was diverted, but upon their return to Ganf Magna, Tilanders demanded that he and his men be placed in isolation, where they remain to this day. Many have died of a horrible contagion seemingly contracted without any human contact. Each victim suffers from different symptoms, and the entire company currently awaits Inquisitorial investigation and execution.

GIFTS OF NURGLE

Daemons of Nurgle gain the following when created:

Characteristics: Increase the daemons Toughness by +20 and Wounds by +10. Raise the Toughness of a Greater daemon to a minimum of 75.

Talents: All Daemons of Nurgle gain the Iron Jaw Talent.

Traits: Heralds and Greater Daemons of Nurgle gain Unnatural Toughness (x2).

Weapons: Lesser Daemons and Heralds of Nurgle often wield swords, while Greater Daemons of Nurgle sometimes fight with large maces.

Manifestations: Daemons of Nurgle are putrescent, rotting horrors with plagued, greenish flesh. Lesser daemons and Heralds of Nurgle are often cyclopean, one-horned, and surrounded by flies. Greater Daemons of Nurgle are grotesquely corpulent, and occasionally sport strange antlers growing out of their heads. Nurgle favours rot, pus, and pestilence in his minions, and their skin is usually covered in warts, buboes, and boils. It is not uncommon for a Daemon of Nurgle to have its intestines hanging out of its belly and dragging on the ground.



TABLE 4-11: LESSER GIFTS OF NURGLE

Roll	Trait
1-25	Plaguesword: This servant of the Plaguefather wields a blade that weeps virulent ichor and drips with disease. The Daemon carries a Plaguesword (see page 102).
26-35	Pus-Filled Buboos: The Daemon's skin is covered with quivering, bacteria-laden pockets of flesh just aching to burst. Whenever the Daemon is damaged by a melee attack, the attacking character must make a Hard (-20) Agility Test or Hard (-20) Toughness Test (player's choice) to get out of the way of the spray of pus that comes flying from the wound. If the Agility Test is failed, the character takes 1d10 damage that bypasses any armour that is not environmentally sealed.
36-45	Distended Entrails: The Daemon's own guts hang from his midsection, swinging about when he laughs or moves. The Daemon adds 1 to its Fear Rating (to a maximum of 4). In addition, it reduces the effective total of any Critical Damage it suffers to its body by its Toughness Bonus (to a minimum of 0).
46-60	Vomitous Corruption: The Daemon vomits forth a potent, virulent sickness. The Daemon makes a Ballistic Skill Test as a Half Action, which the target can attempt to dodge but cannot parry. If successful the Daemon does 1d10+TB energy damage to the target. This damage bypasses any armour not environmentally sealed, and in lieu of critical damage does 3d10 Toughness damage.
61-80	Plague Carrier: This Daemon is a walking epidemic. Any attacks made with the Daemon's natural weapons (or with the Daemon's Plaguesword, if it has one) have a chance to transmit a plague or infection. If a character is damaged with one of these attacks have him make a Difficult (-10) Toughness Test. If the character fails this Test he contracts a terrible Disease (see page 99) which immediately progresses to Stage One.
81-00	Fly Swarm: A swarm of flies surrounds the Daemon, buzzing and biting at any foe that gets too close. All characters in melee or point blank range with the Daemon take a -10 to all actions.

TABLE 4-12: HERALD GIFTS OF NURGLE

Roll	Trait
1-22	Harbinger of the Fly Lord: All Daemons of Nurgle who can see the Herald gain the True Grit Talent and the Regeneration (3) trait, if they do not already have them. This daemon is often accompanied by 2d10 Lesser Daemons of Nurgle.
23-44	Beast Keeper: The Daemon is accompanied by 1d5 Beasts of Nurgle and can command them with a Free Action. The Beasts love the Herald and will refuse to move out of sight of the Herald.
45-66	Palanquin-Carried: The daemon spreads plague and pestilence atop a palanquin made of rotting boards carried by dozens of Nurglings (see page 98). Nurglings spill forth from the Palanquin and the Herald of Nurgle may, as a Free Action, order the Nurglings to attack. The Nurglings will hurl their own offal at everything nearby. This is treated as an Area Effect attack with a range of 10 metres. Those caught in the area may choose to use their Toughness to avoid damage instead of Agility. This attack deals 1d10 Toxic damage that bypasses armour that is not environmentally sealed.
67-00	Greater Gift: Roll for, or choose, a trait from Table 4-13: Greater Gifts of Nurgle.

TABLE 4-13: GREATER GIFTS OF NURGLE

Roll	Trait
1-12	Cloud of Flies: The Daemon is surrounded by a huge cloud of buzzing insects. Characters must re-roll successful melee attacks made against this Daemon.
13-25	Grandfather's Laughter: The Daemon bellows with a rumbling, hideous, gurgling laughter that frays the very edges of the mortal mind. Any mortal who can hear it must make a Difficult (-10) Willpower Test on the Daemon's turn each round or gain 1d5 Insanity Points.
26-38	Nurgle's Rot: The claws and teeth of this Daemon contain Nurgle's most devastating pestilences. Any character damaged by the Daemon's natural weaponry must succeed at a Hard (-20) Toughness Test or contract a random disease (see page 99) with a +1 Virulence Rating.
39-51	Nurgling Host: The Daemon has a mass of cruel and disgusting minor daemons living inside of it. On the first round of combat, at the beginning of the daemon's turn, 1d5 Nurglings pour out of the daemon's swollen and distended belly (see Nurglings, page 98). Each round of combat thereafter roll 1d10: 1-6 nothing happens, 7-8 another Nurgling pops out, 9-10 1d5 more Nurglings burst out of the daemon.
52-64	Plaguefather's Persistence: No matter how many times the Daemon's guts spill out there always seems to be more. The Daemon gains Regeneration 10.
65-77	Tainted Trail: Any place the Greater Daemon passes over becomes a blasted wasteland of disgusting foulness. Any character standing on, or moving over, ground so polluted must make a Challenging (+0) Toughness Test or take 1d10 damage (this damage bypasses armour that is not environmentally sealed).
78-90	Nurgle's Resilience: Increase the Daemon's Unnatural Toughness trait by one.
91-00	Sorcerer: This Greater Daemon knows mystical secrets of the Old Father. It gains a Psy Rating of 6 and may choose a Psychic Discipline to have mastered and knows all Psychic Powers of that Discipline.

KHORNE

"BLOOD FOR THE BLOOD GOD!"

—Commissar Swaitech

The Blood God, Khorne, is in an endless state of rage. He is often depicted sitting upon a massive brass throne atop a mountain formed from the skulls collected by himself and his worshippers.

His followers are barbaric death cults filled with bloodthirsty berserkers willing and able to shed blood in the service of their Dark God. The conquest of a planet by the servants of the Blood God is, unsurprisingly, a violent affair. It is not uncommon for battles in the streets to be presaged by the bodies of enemies raised on spikes. Less common, but no less dangerous, is a population's subtle conversion to Khorne. When gladiatorial games become too popular, vicious, and depraved, those who are vaunted for their martial prowess can become gladiator kings or elite warrior castes who turn to Khorne to gain the power they need to succeed in battle. Through public reverence for these warriors the entire population can be turned to the gory worship of Khorne.

Bloodletters, the Lesser Daemons of Khorne, are embodiments of violence. Armed with a vicious sword or axe, the hunt with tactical focus fueled by their own rage. Bloodletters, however, are not without tact and guile. They may fight alongside other daemons or cultists as they gather skulls for the grim trophy racks beneath the brass throne of Khorne.

The world of Kulth was torn apart by bloodlust in the aftermath of a repelled Ork invasion. Minor Ork uprisings still occasionally happened when small bands of barbaric Orks would attack the outskirts of the smaller cities only to be repelled by the well-armed Planetary Defense Force. Young nobles began to try to prove themselves worthy of officership by personally felling an Ork and burning its body in front of witnesses. As the officer corps attempted to defeat Orks in more and more spectacular ways, many began to crave the violence of combat. Small private demonstrations of skill at arms were arranged, beginning with trick shots and stunts in the early years but ending with bloody pit fighting among the highest planetary officials. This escalation of violent one-upsmanship amongst these nobles ended in 813.M41 when Inquisitor Vilane made the difficult decision to eradicate the entire Planetary Defence Force, sparking the 19 Hours War that ended with the near-total destruction of Kulth's southern continent.

GIFTS OF KHORNE

Daemons of Khorne gain the following when created:

Characteristics: Increase the Daemon's Weapon Skill and Strength by +20. Raise the Weapon Skill of a Greater daemon to a minimum of 70.

Skills: Lesser Daemons of Khorne gain the Dodge (Ag) Skill.

Talents: All Daemons of Khorne gain the Berserk Charge, Frenzy, and Hatred (All) Talents. Greater Daemons of Khorne also gain Battle Rage, Brutal Charge, Furious Assault, and Resistance (Psychic Powers).

Traits: Heralds and Greater Daemons of Khorne gain Unnatural Strength (x2). Daemons of Khorne may Frenzy as a Free Action.

Weapons: Lesser Daemons and Heralds of Khorne often wield swords and axes. Greater Daemons usually wield great axes and whips (see Daemonic Weapons on page 102).

Manifestations: Daemons of Khorne are crimson-skinned, heavily muscled monstrosities. Lesser Daemons and Heralds of Khorne often have exaggerated, angular facial features, sharp teeth, and wicked horns. Greater Daemons of Khorne commonly manifest with canine or bull-like features. The equipment of a Daemon of Khorne may be unusually hot, their armour and weapons searing the flesh of foes. Khorne favours Manifestations of brass, blades, spikes, collars, smoke, and fire in his daemons.



TABLE 4-14: LESSER GIFTS OF KHORNE

Roll	Trait
1-20	Hellish Weaponry: These wicked-edged, warp-forged blades are impossibly sharp. The Daemon carries a Hellblade (see page 102).
21-40	Daemonic Armour: The Daemon is fitted with riveted brass armour, formed from Khorne's fury and forged in his rage. The Daemon gains Armour 6 to all locations except its head.
41-50	Blood for the Blood God: This daemon suffers no penalties from gore and blood—all critical hit effects involving gore and blood (such as requiring an Agility Test not to fall over) do not apply to creatures of Khorne. Savagery: This Daemon's ferocious cruelty is beyond compare. Whenever the Daemon takes a Multiple Attacks Action, it gains a +10 bonus to the Weapon Skill Tests when not charging. In addition, it may make a Multiple Attack Action when charging (instead of the normal single attack).
51-60	
61-70	Skulls for the Skull Throne: Whenever this daemon kills a target in melee combat, any other daemons of Khorne within 10 metres will heal 1d5 Wounds as the head of the victim is held aloft in gruesome victory.
71-80	Let the Blood Flow: The daemon gains a +2 bonus to any Critical Damage it deals with Melee weapons. In addition, any Critical Damage the daemon deals to a target's head automatically slays the victim, decapitating him.
81-00	Psyker's Bane: Khorne protects his minions from the depredations of the hated psyker. Once per round, as a Reaction, this Daemon may make a Challenging (+0) Willpower Test to ignore the effects of any one Psychic Power that affects him.

TABLE 4-15: HERALD GIFTS OF KHORNE

Roll	Trait
1-19	Herald of the Blood Throne: All daemons who can see the Herald of Khorne gain the Blademaster Talent and Brutal Charge Trait, if they do not already have them. This daemon is often accompanied by 2d10 Lesser Daemons of Khorne.
20-39	Juggernaut-Mounted: The Daemon rides at the head of the Blood God's armies on a Juggernaut of Khorne (see page 100). Gruesome Display: The Daemon carries a banner of bones and blood arranged from pieces of hundreds of victims. Enemies who fail a Fear Test in its presence must reroll the first result on the Shock Table (see page 233 of the DARK HERESY Rulebook) if it is below 30.
40-59	
60-79	Collar of Khorne: The daemon wears a thick brass collar that protects him from Psychic effects. Any Psychic Powers used against the Flesh Hound have their Threshold increased by 10. The daemon's takes damage from a Force Weapon as if it were a mundane weapon of the same type, he does not take additional damage and his Daemonic Trait is not ignored.
80-00	Greater Gift: Roll for, or choose, a trait from Table 4-16: Greater Gifts of Khorne .

TABLE 4-16: GREATER GIFTS OF KHORNE

Roll	Trait
1-12	Axe of Khorne: The Daemon brandishes an enormous Hellaxe (see page 102). Smaller Daemons require two hands to use the weapon, but a Greater Daemon can wield it one-handed.
13-25	Excruciating Lash: This attack is often delivered through a barbed whip made of heavy brass chains. The Daemon gains an Excruciating Whip (see page 102).
26-38	Smouldering Brass Armour: The Daemon has Armour 10 in all locations except its head. Unending Slaughter: This Daemon is raging, bladed death. As a Full Action, the Daemon may make a single melee attack, and it may make an additional melee attack after every melee attack that successfully damages an opponent. The use of Unending Slaughter is a Full Action, and the Daemon may not use any other type of attack that round. Each successive attack in that round after the first receives a cumulative -10 penalty.
39-51	
52-64	Murderous Roar: The Daemon lets out an unearthly roar of hate and fury. The use of this power requires a Full Action and affects everyone within earshot. Targets must succeed at a Challenging (+0) Willpower Test or attack their nearest ally with their next action.
65-77	Unquenchable Bloodthirst: This Daemon is a walking massacre—an unstoppable frenzy of carnage, slaughter, and destruction. Whenever the Daemon inflicts Critical Damage it heals a number of wounds equal to double the amount of the Critical Damage dealt.
78-90	Khorne's Might: Increase the Daemon's Unnatural Strength trait by one. Psychic Anathema: The Daemon may make a Challenging (+0) Willpower Test to negate any Psychic Power used against it. If the power is successfully negated, roll 1d10. On a 1-6 there is no further effect, but on a 7-10 Khorne curses the being brazen enough to attempt to use psychic energy on a servant of the Blood God. The psyker takes 1d10 Rending damage that is not reduced by armour or Toughness Bonus.
91-00	

TZEENTCH

"Your lord's power is rooted merely in the world of man. He may claim the lives of all upon a world with but a single decree. That pales in a dream of the power that is the Lord I serve. Just as the hands on a clock are but a shadow of the tinkerer who built it, you are but a shade of change."

—Silacious Osbad as his charred corpse was ground to dust

The Changer of Ways is the master of sorcery and fortune. His flesh is a mutable canvas of fate that flows chaotically through time. Faces appear and disappear at random on his body, jeering those who look upon him. Should Tzeentch speak, the faces echo every syllable with minor changes in inflection, conveying dozens of possible meanings at once.

Machiavellian schemers often form conspiracies of like-minded plotters to achieve their goals. When they begin to crave the power to alter reality, they turn to Tzeentch. The Master of Fortune gifts them with power, but inevitably tricks them into betraying each other in an attempt to push their own personal plans forward. As the cult continues its quest for power, it becomes just another pawn in Tzeentch's infinite maze of plots. Those who attempt to understand the labyrinthine plans of the Great Conspirator tempt insanity, for his plans are beyond the understanding of the mortal mind.

The Horror is the embodiment of Tzeentch's change-based essence, ever mutating in unspeakable and impossible ways. So mutable is a Horror that it can split into two lesser beings and reform into one again.

Inquisitor Osbad Teyn was ancient by Imperial standards at nearly four hundred years of service to the Ordo Hereticus. He had witnessed the destruction wrought by the power-hungry within the Calixis Sector for centuries. As he bore witness to their scheming and plans, he discerned a pattern that he could use to thwart Chaos plots. It was subtle and visible only to the long-lived, but he knew that the pattern would repeat. He also knew that should he die, this understanding would die with him. In desperation, he turned to the sorcerous arts to unnaturally extend his own life so that he could continue to root out conspiracies within the Ecclesiarchy. Unfortunately, his own greed for life and power got the better of him. Now fully devoted to the worship of Tzeentch, Osbad Teyn has been declared Carta Extremis and is currently pursued by Ordo Malleus Inquisitors.

GIFTS OF TZEENTCH

Daemons of Tzeentch gain the following when created:

Characteristics: All Daemons of Tzeentch increase their Willpower by +10. Raise the Willpower of a Greater Daemon to a minimum of 75.

Skills: Heralds of Tzeentch gain the Deceive (Fel) +10 Skill. Greater Daemons of Tzeentch gain Deceive (Fel) +20, Scrutiny (Per) +20, and Search (Per).

Psy Rating: Lesser daemons gain a Psy Rating of 3 (and may pick any three Minor Psychic Powers) and Heralds gain a Psy Rating of 4 (and may pick any three Minor Psychic Powers and one Major Psychic Power). Greater Daemons of Tzeentch gain a Psy Rating of 8 and may pick any number of Minor Psychic Powers and one Discipline to have mastered. All Psychic Powers Manifested by a Daemon of Tzeentch count as both Sorcery and Psychic Powers and may be enhanced or disrupted by anything that affects Sorcery or Psychic Powers. All Daemons of Tzeentch must choose at least one of their Psychic Powers from the Sorcery of Tzeentch (see page 101).

Talents: Greater Daemons of Tzeentch have the Resistance (Psychic Powers) and Strong Minded Talents.

Traits: Heralds of Tzeentch gain Unnatural Willpower (x2) and Unnatural Intelligence (x2). Greater Daemons of Tzeentch gain Unnatural Willpower (x3) and Unnatural Intelligence (x3).

Weapons: Most Daemons of Tzeentch attack their foes with claws or fearsome Psychic Powers, though some Heralds and Greater Daemons of Tzeentch wield staves.

Manifestations: Lesser Daemons of Tzeentch are often pinkish or bluish, with faces, arms, and legs all sprouting from a central torso. Greater Daemons of Tzeentch often have vulture-like heads and long, hunched bodies. Tzeentch favours Fire of Tzeentch, feathers, robes, ornate staves and other occult implements, and bird-like features in his minions.



TABLE 4-17: LESSER GIFTS OF TZEENTCH

Roll	Trait
1-20	Warp Staff: The Daemon carries a crescent-moon staff that writhes with Warp energy to bring ruin upon the hapless denizens of the material realm (see page 102).
21-40	Split: When slain, the Daemon splits into two smaller versions of itself, either by splitting in half or by vomiting forth the new copies before expiring. Each new Daemon has all of the original Daemon's Skills, Talents, Traits, Daemonic traits, Manifestations and Psychic Powers, but half the Daemon's starting Characteristics (round down, including half of the Daemon's Psy Rating and Wounds).
41-60	Flaming: This Daemon is alight with the warped flames of Chaos. Any characters in melee or point blank range with the Daemon take 1d5+WB Energy damage at the beginning of their turn. If a character is subject to this damage for two or more consecutive rounds (whether damaged by the effect or not), he gains 1 Corruption Point per round after the second.
	Sorcerous Shielding: The daemon is protected by a field of psychic energy. It gains a Force Field (see page 72) with a Protection Rating of 25 that does not overload.
61-80	Withering Gaze: The stare of this Daemon causes its victims to pucker and wither, like the withered and inscrutable face of Tzeentch himself. The Daemon must be able to establish eye contact with the target as a Free Action. The target must make an Ordinary (+10) Willpower Test or take 2d10 Agility Damage.
81-00	Sorcerer: The Daemon is a powerful sorcerer, even compared to others of its kind. The Daemon's Psy Rating increases by 1. Pick one Psychic Power from any Discipline and one Psychic Power from the Sorcery of Tzeentch (see page 101).

TABLE 4-18: HERALD GIFTS OF TZEENTCH

Roll	Trait
1-33	Agent of Change: All Tzeentchian daemons who can see the Herald of Tzeentch gain the Resistance (Psychic Powers) Talent, if they do not already have it, and may reroll a failed Power Roll once per turn. This daemon is often accompanied by 2d10 Lesser Daemons of Tzeentch.
34-66	Screamer Rider: The daemon is borne into battle on the back of a Screamer of Tzeentch (see page 101).
	Master Sorcerer: The Daemon is a master sorcerer, with an expanded array of Psychic Powers. The Daemon's Psy Rating increases by 1. The daemon is a master of one Psychic Discipline and knows all Powers within that Discipline and gains the Discipline Focus Talent for the chosen Psychic Discipline.
67-00	Greater Gift: Roll for, or choose, a Trait from Table 4-19: Greater Gifts of Tzeentch.

TABLE 4-19: GREATER GIFTS OF TZEENTCH

Roll	Trait
1-12	Transforming Gaze: In the Daemon's eyes can be seen the very stuff of Chaos. The Daemon must be able to establish eye contact with the target as a Free Action. The target of the Transforming Gaze must make a Challenging (+0) Toughness Test or a Challenging (+0) Willpower Test. If the target fails, he takes 2d10 damage (not reduced by armour or Toughness bonus) and gains 1d10 Corruption Points.
13-25	Unbridled Chaos: The very stuff of the Empyrean roils dangerously around the Daemon. All characters with Psyniscience as a Trained Skill within 25 metres of the Daemon suffer a -10 to all Characteristic and Skill Tests. Any psyker within range of Unbridled Chaos will invoke Psychic Phenomena on any die result of 7, 8, or 9 on his Power Roll.
26-38	Manipulation: The Daemon is a master of misdirection, and can warp reality itself to befuddle its opponents. The Daemon spends a Reaction and interrupts a character right before he is about to take his turn. The character's turn is delayed, and he will not act again until directly after the Greater Daemon's next action. Any character so delayed is restored to regular initiative order the Round afterwards.
39-51	Prescience: The Daemon has gleaned knowledge of the near future, and can change its plans accordingly. It may re-roll one roll once per turn.
52-64	Master of Fate: The Daemon can see and manipulate fate itself. It may negate the use of a Fate Point once per character per combat, though it cannot negate the burning of a Fate Point. The Fate Point is still spent, but has no effect.
65-77	Power Vortex: The Daemon can channel tremendous power, but even a being of such towering psychic might must pay a price. At the cost of 5 Wounds, the Daemon may use a second Psychic Power each round (even one that would normally require a Full Action).
78-90	Tzeentch's Will: Increase the Daemon's Unnatural Willpower and Unnatural Intelligence traits by one.
91-00	Supreme Sorcerer: The Daemon is an absolute master of the occult. The Greater Daemon of Tzeentch gains an effective Psy Rating of 10 and access to all Psychic Powers and probably some new ones the Daemon creates on a whim. He does not need to succeed on a Focus Power Test to manifest Psychic Powers and never causes Psychic Phenomena.

DAEMONIC BEASTIARY

"For every star a simpleton can find in the night sky I can find a hundred-fold daemons waiting on the edge of sanity to snuff it out."

—Inquisitor Hildabrandt Von Runklelahne, Carta Extremis

Threats from beyond have a bewildering variety and an endless number. The lesser daemons of the Dark Gods can be found in the "From Beyond" section (starting on page 350 of the **DARK HERESY** Rulebook). While many of the daemoniac threats have been presented in other **DARK HERESY** supplements, some of the daemons not in the **DARK HERESY** Rulebook are presented here for the GM's convenience.

LESSER CHAOS SPAWN

This grotesque, mewling mass of flesh was once a mortal form, but now its sad existence serves only the Dark Powers. Its mind and soul have been consumed by the Warp, all that is left is suffering and mutation.

Lesser Chaos Spawn

WS	BS	S	T	Ag	Int	Per	WP	Fel
32	—	42	⁽¹⁰⁾ 51	12	02	03	09	—

Move: 2/4/6/12

Wounds: 19

Traits: Daemoniac (TB 10), From Beyond, Improved Natural Weapon, Natural Weapon (Tentacle), Warp Instability.

Weapons: Tentacle (1d10+4 R).

Threat Rating: Malleus Minima.

FIENDS OF SLAANESH

Graceful and strong, the mounts of Slaanesh are serpentine horses. They have narrow heads and long, slender tongues that dart about. Their two hind legs are muscular, allowing them to leap great distances and run indefinitely without tiring.

Fiend of Slaanesh

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	—	40	⁽⁸⁾ 45	60	10	35	30	—

Move: 8/16/24/48

Wounds: 15

Skills: Awareness (Per) +20.

Traits: Daemoniac (TB 8), Fear 1, From Beyond, Improved Natural Weapon, Natural Weapon (Teeth), Warp Instability.

Weapons: Tongue (1d10+5 R, Excruciating).

Threat Rating: Malleus Minima.

NURGLINGS

Quite possibly the most disgusting creatures in existence, Nurglings are covered in horns, pustules, and tumours. The lowest servants of Nurgle, these diminutive yet corpulent daemons chatter and squabble amongst themselves, seeming to take delight in malicious mischief. They support the followers of their blasphemous deity in battle by swarming over foes, biting and blinding them. Often Nurglings act as chortling servants, bearing champions of decay into combat atop pestilential palanquins made up of rotted boards.

Nurgling

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	—	10	⁽⁴⁾ 21	25	15	15	40	—

Move: 1/2/4/8

Wounds: 6

Skills: Awareness (Per) +20.

Traits: Daemoniac (TB 4), Fear 1, From Beyond, Improved Natural Weapon, Natural Weapon (Teeth), Size (Scrawny), Warp Instability.

Armour: None.

Weapons: Teeth (1d10+1 R, Toxic); A victim who suffers damage from a Nurgling's bite must pass a Toughness Test or contract a virulent disease (see Diseases and Infections Sidebar on page 99).

Threat Rating: Malleus Minima.

BEASTS OF NURGLE

These foul, slug-like beasts trail slime behind them wherever they go. They often appear in packs alongside Plaguebearers, and their needle-like teeth and massive jaws are as sharp and dangerous as Plagueswords. Excited by the decay and destruction that follows in their wake, they rush at targets gleefully, playing with them like a dog might. Their "playful" attacks, however, are no less deadly for their casual appearance.

Beast of Nurgle

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	—	45	⁽¹⁰⁾ 55	25	05	05	30	—

Move: 1/2/4/8

Wounds: 30

Traits: Daemoniac (TB 10), Fear 2, From Beyond, Improved Natural Weapon, Natural Weapon (Teeth), Size (Hulking), Warp Instability.

Armour: None.

Weapons: Teeth (1d10+5 R, Toxic); A victim who suffers damage from a Beast of Nurgle's bite must pass a Toughness Test or contract a virulent disease (see Diseases and Infections Sidebar on page 99).

Threat Rating: Malleus Majoris.

DISEASES AND INFECTIONS

The galaxy is filled with all manner of plague and pestilence. Diseases and infections are serious concerns for Acolytes operating in the Calixis Sector. Each disease is unique, and curing them is often of the utmost importance.

DISEASE AND INFECTION CHARACTERISTICS

Virulence Rating: This is the severity of the disease. Each level of Virulence past the first imposes a cumulative -10 modifier on any Toughness or Medicae Tests made to resist or cure the disease.

Incubation Period: This is the length of time it takes for the disease to go from one stage to the next.

Characteristic Damage: This is the Characteristic that suffers damage as a result of the disease.

INITIAL INFECTION

This is the initial point of contact between the disease and the character. The character makes his first Ordinary (+10) Toughness Test to see if the infection will be able to take hold. Whether the character knows he's been infected or not is at the GM's discretion, but it is rare that any symptoms will manifest at this stage.

STAGE ONE

After the incubation period the character makes a Challenging (+0) Toughness Test. If successful the character has fought off the disease. If the character fails he will suffer the first symptoms of 1d10 Characteristic Damage. Any Characteristic Damage cannot be removed until the disease has been healed.

STAGE TWO

The character makes another Challenging (+0) Toughness Test. If successful the character has recovered, and may now begin to heal his Characteristic Damage. If the character fails he suffers a further 1d10 Characteristic Damage.

STAGE THREE

The character makes a final Challenging (+0) Toughness Test. If successful the character has fought off the disease and may begin to recover. If he fails he suffers a further 2d10 Characteristic Damage. The plague has now run its course. Assuming the character has survived, his Characteristic Damage is now permanent.

MEDICAE AND CONTAGION

A character may attempt a Extended Care Medicae Test (see page 104 of the **DARK HERESY** Rulebook) to counter the effects of the infection once per stage. Any character that has prolonged exposure to an infected character should be required to make an Initial Contact Test (at the GM's discretion). A character that has been infected with a disease cannot contract the same disease again.

SAMPLE DISEASES

BONE AGUE

Virulence Rating: 2 **Incubation Period:** 2 days **Characteristic Damage:** Strength or Weapon Skill

Effect: The victim's bones painfully twist and warp. Strenuous exertion becomes increasingly difficult.

CREEPING BUBOES

Virulence Rating: 3 **Incubation Period:** 4 days **Characteristic Damage:** Fellowship

Effect: This disease manifests as hideous and painful sores, bursting with black, foul-smelling bile.

EYE ROT

Virulence Rating: 2 **Incubation Period:** 3 days **Characteristic Damage:** Perception or Ballistic Skill

Effect: The character's eyes fill with liquid, blurring and distorting vision.

OCHRE POX

Virulence Rating: 3 **Incubation Period:** 5 hours **Characteristic Damage:** Toughness

Effect: This pox causes ochre brown spots and pulsating pimples.

GREY FEVER

Virulence Rating: 1 **Incubation Period:** 1 week **Characteristic Damage:** Intelligence or Willpower

Effect: There are no visible outward signs of this plague, but the unfortunate character's brain begins to waste away.

THE SHAKES

Virulence Rating: 2 **Incubation Period:** 1 day **Characteristic Damage:** Agility

Effect: This disease causes uncontrollable shaking fits.

JUGGERNAUGHTS OF KHORNE

Massive Daemonic beasts of brass and iron, Juggernauts are nigh-unstoppable brutes covered in metal plates. They crush foes beneath their brazen hooves and can shrug off direct blows from all but the strongest of foes. In combat, the Juggernaut charges headlong into the fray, lashing out with its iron horns. Far more massive than any normal steed, a Juggernaut resembles a rhinoceros with its hide plated in thick, riveted sheets of brass. Its armour is bedecked with spikes and the eye-wrenching symbols of Khorne. The most lethal of all the Blood God's war-mounts, Juggernauts sometimes serve as steeds for powerful mortals favoured by Khorne, or particularly bold or battle-hungry Bloodletter daemons.

Juggernaut Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	(10) 55	(10) 55	22	15	15	40	15

Move: 6/12/18/36

Wounds: 20

Skills: Awareness (Per) +20.

Talents: Berserk Charge, Frenzy.

Traits: Bestial, Blood for the Blood God, Brutal Charge, Daemonic (TB 10), Dark Sight, Fear 3, From Beyond, Furious Impact, Improved Natural Weapons, Natural Armour (All 6), Natural Weapons (Hooves and Horns), Quadruped, Size (Enormous), Unnatural Strength (x2), Warp Instability.
Blood for the Blood God: Creatures of Khorne suffer no penalties from gore and blood—all critical hit effects involving gore and blood (such as requiring an Agility Test not to fall over) do not apply to creatures of Khorne.

Furious Impact: Instead of performing a normal charge, the Juggernaut may instead use Furious Impact. When using Furious Impact, the Juggernaut moves its normal charge distance in a straight line towards a single target. If the Juggernaut engages the target, that target and any targets, friend or foe, within 1 metre of the original target suffer 1d10+10 Impact Damage. The target and any other targets hit by this attack may make a Dodge Reactions as normal to avoid the damage. The Juggernaut does not need to roll to hit in order to use Furious Impact. Furious Impact may only be used once every other round.

Armour: None (All 6).

Weapons: Horn and Hooves (1d10+10 R).

Threat Rating: Malleus Majoris.

FLESH HOUNDS

Few are foolish enough to deliberately offend the Lord of the Skull Throne. On countless worlds across the Calixis Sector, terrified men and women tell stories around glowing campfires or in the dark alleys of dingy habs about the Blood Lord's ire. To invoke his unquenchable wrath, they whisper, is to invite retribution in the form of his chosen hunters, the dreaded Flesh Hounds.

Flesh Hounds, it is said, are fierce and bestial daemons, with a sinuous, wolf-like form, thick, scaled hides, and a blunt maw full of sharp, shredding teeth. They roam the Immaterium in packs, never resting, always hunting. At times, Khorne summons them to the Skull Throne, as a packmaster might call his dogs. He gives his hounds the scent of the blood of some doomed soul, and unleashes them upon the world.

Flesh Hound Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	(8) 45	(8) 40	30	15	60	40	09

Move: 7/14/28/56

Wounds: 15

Skills: Awareness (Per) +20.

Talents: Frenzy, Resistance (Psychic Powers), Swift Attack.

Traits: Bestial, Blood for the Blood God, Collar of Khorne, Daemonic (TB 8), Dark Sight, Fear 2, From Beyond, Improved Natural Weapons, Natural Armour 4, Natural Weapons (Claws and Teeth), Quadruped, Size (Hulking), Unnatural Senses (30 Metres), Unnatural Strength (x2), Warp Instability.

Blood for the Blood God: Creatures of Khorne suffer no penalties from gore and blood—all critical hit effects involving gore and blood (such as requiring an Agility Test not to fall over) do not apply to creatures of Khorne.

Collar of Khorne: The Flesh Hound does not suffer extra damage from the Psy Rating of a wielder of a force weapon. In addition, any Psychic Powers used against the Flesh Hound have their Threshold increased by 10. The Flesh Hound's Daemonic trait is not ignored by force weapons unless the wielder succeeds at a Difficult (-10) Willpower Test.

Armour: None (All 4).

Weapons: Teeth and Claws (1d10+8 R, Tearing).

Threat Rating: Malleus Minoris.



SCREAMERS OF TZEENTCH

The Sky-Sharks in service of the Lord of Change glide effortlessly through the air. Although they usually hunt in large packs, an individual Screamer is still a deadly adversary. They emit a high-pitched sound (from which they derive their name) as they fly, leaving a trail of sparkling light in their path. Even the most heavily armoured victim has little hope of defending against their powerful Warp-filled maws.

Screamers of Tzeentch



WS	BS	S	T	Ag	Int	Per	WP	Fel
30	—	45	(4) 45	50	15	25	40	—

Move: 8/16/24/48

Wounds: 15

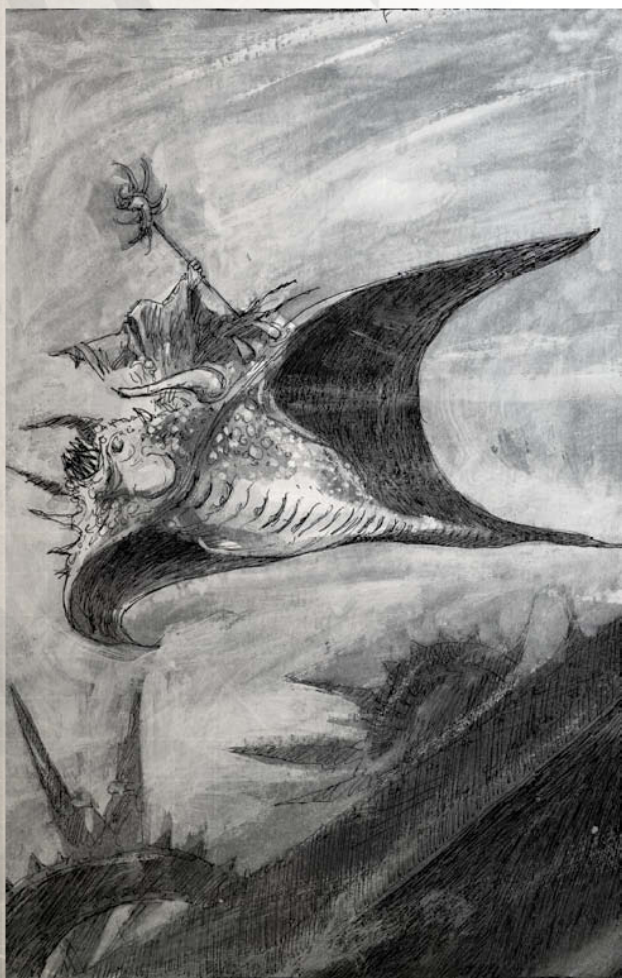
Skills: Awareness (Per) +20.

Traits: Daemonic (TB 4), Fear 2, Flyer (8), From Beyond, Improved Natural Weapon, Natural Weapon (Warp Maw), Warp Instability.

Armour: None.

Weapons: Warp Maw (1d10+5 E, Pen 4, Tearing, Unstable)

Threat Rating: Malleus Majoris.



SORCERY OF TZEENTCH

The Sorcery of Tzeentch is a collection of Minor Psychic Powers unique to daemons of Tzeentch. Psykers wishing to learn these powers must treat the Sorcery of Tzeentch as its own (albeit small) Psychic Discipline. These powers count as both Psychic Powers and Sorcery for any effects relating to either.

Fire of Tzeentch is an eldritch, multi-hued Warp energy that is a signature of Tzeentch and his minions. Any ability that summons fire or causes Energy damage used by a servant of Tzeentch creates Fire of Tzeentch instead of mundane flame. While its effects are similar, its appearance is incredibly disturbing.

WARP FIRE

Threshold: 9

Focus Time: Half Action

Sustained: No

Range: 30m

The Daemon summons a torrent of magical energy that burns with Chaos. It may manifest Warp Fire anywhere within range and line of sight. This power deals 1d10+Psy Rating Energy Damage.

Overbleed: For every 9 points by which the Daemon exceeds the Threshold, increase the damage by 1d10.

BOON OF MUTATION

Threshold: 18

Focus Time: Full Action

Sustained: No

Range: 5m

The power of the Daemon is enough to cause its victim's body to warp and twist itself apart. The target suffers 1d10 Toughness Damage. If the target is slain it becomes a Lesser Chaos Spawn (see page. 98) under the control of it's new daemonic master.

Overbleed: For every 9 points by which the Daemon exceeds the Threshold, increase the damage by 1d10.

BOLT OF TZEENTCH

Threshold: 27

Focus Time: Full Action

Sustained: No

Range: 45m

This powerful blast of Warp energy manifests as a solid beam of force and swirling light. Anything in its path is burnt in a furnace of pure Warp fire, melting stone and metal, or vaporizing anything else. The target suffers 1d10 per Psy Rating Energy damage. This damage is treated as Unstable (see page 130 of the **DARK HERESY** Rulebook) and has a Penetration of 4+Psy Rating.

Overbleed: For every 9 points by which the Daemon exceeds the Threshold increase the damage by 1d10. If the daemon exceeds the Threshold by 18, the damage gains the Tearing Quality.

DAEMONIC WEAPONS

"The beast stood before Drusus. Its blade dripped with the plagues of a thousand worlds, as if it had been heated in the death rattles of the sick and tempered in the blood of lepers."

—The Deeds of St. Drusus, Vol. CDXLVIII

The weapons of the Daemonic are typically similar to their mundane counterparts, save for their otherworldly construction and warped appearance. Each Power of Chaos favours certain weapons amongst its followers.

Daemons may, on rare occasions wield different weapons than those favoured by their patron Dark God. To make a weapon suitable for a daemon, the GM should simply remove the Primitive Quality from the weapon's profile. These weapons are forged from daemonic power and are warped, hellish, and mutated, but are statistically the same as their more mundane counterparts. The GM may wish to add other qualities, such as Tearing, Excruciating, or Toxic, as is appropriate to the daemon in question.

EXCRUCIATING WHIP

Made from flesh, bones, or even links of chain, this whip delivers painful blows that rend the body in the most painful way possible. A target snared in an Excruciating Whip must Test against the Excruciating Quality every round that it is snared. Daemons of Slaanesh often carry these weapons or have long prehensile tongues that mimic the effect. Daemons of Khorne have been known to wield an Excruciating Whip in battle, snaring their opponents long enough to decapitate them in one powerful blow.

HELLISH WEAPONS

The axes and swords carried by the servants of Khorne are terrible and viscous versions of their mundane counterparts. The hellish weapon gifted to his daemons by the Blood God are even more terrifying. The Hellblade and Hellaxe are blackened brass weapons covered in chains, skulls, and leather straps harvested from victims. The blades are honed to such a razor sharp edge and the wielder may add his Strength Bonus to the Penetration of the weapon.

WEAPON QUALITY: EXCRUCIATING

The target of this weapon is wracked with unbearable agony. Targets damaged by a weapon with this trait must succeed at a Difficult (-10) Willpower Test or a Difficult (-10) Toughness Test (target chooses), or else become stunned for 1 Round.

PLAGUESWORD

Dripping with poisons and disease distilled from contagions from across the galaxy (and some places unimaginable), the Plaguesword is capable of felling even the most powerful of the Emperor's servants. Favored by the Plaguebearers of Nurgle, these weapons are most commonly rusting glaives, although maces or short spears have also been reported by the unlucky survivors of an attack.

The GM may wish to have the weapon cause a disease (see page 99) rather than having the Toxic Quality.

WARP STAFF

This rod of glimmering metal is studded with shining iconography (typically the crescent moon) and engraved with runes that defy sight. The Warp Staff is a powerful tool in the hands of the Changer of Way's followers, allowing them to wield Psychic Powers and Sorcery with reckless abandon.

Any daemon or sorcerer wielding the staff does not suffer Psychic Phenomena. Instead, every time the wielder would cause a Psychic Phenomenon, they add their Psy Rating to the damage of the next Psychic Power they manifest. If the next Psychic Power would not deal damage, this bonus is lost until the next Psychic Phenomenon would be caused.



TABLE 4-20: DAEMONIC WEAPONS

Name	Class	Dam	Pen	Special	Wt	Cost	Availability
Excruciating Whip	Melee	1d10 I	2	Snaring, Excruciating	5kg	—	Very Rare
Hellblade	Melee	1d10+2 R	0	Balanced	4kg	—	Very Rare
Hellaxe††	Melee	2d10+4 R	0	Unwieldly	9kg	—	Very Rare
Plaguesword	Melee	1d10+1 R	2	Balanced, Toxic	4kg	—	Very Rare
Warp Staff	Melee	1d10 I	0	Balanced, Special†	3kg	—	Very Rare

†See Item Entry for details.

††This weapon requires two hands to wield.



GREY KNIGHTS

ORIGINS OF THE GREY
KNIGHTS CHAPTER

•

GREY KNIGHTS IN THE
CALIXIS SECTOR

•

GREY KNIGHT
CHARACTERS

•

PSYCHIC DISCIPLINE
AND POWERS

•

EQUIPMENT

CHAPTER V: GREY KNIGHTS

"I do not know if daemons feel fear, doubt, or uncertainty in the face of their foes. If anything could elicit such a response in those damned creatures, then surely it would be the Grey Knights."

—Inquisitor Lord Zagthusa Zeist, Ordo Malleus

Humanity has precious little defence against the horrors of the Warp. While Man's unwavering faith may offer him some comfort, there are few among the ranks of the Imperium's warriors capable of handling even the most minor of daemonic incursions. It was for this reason that the Emperor created the Grey Knights. The Grey Knights are a dedicated Chapter of Adeptus Astartes. They are highly elite psychic soldiers, each armed and armoured with the finest equipment available and trained to face the worst the Warp has to offer. While few in number, the Grey Knights represent the most potent tool the Inquisition has at its disposal when openly engaging daemons and followers of the Dark Gods. Each Grey Knight is capable of laying waste to scores of cultists and lesser daemons as an Imperial Guardsman might dispatch grots.

The resources of the Grey Knights are limited, however, and the deployment of even a single Grey Knight is something that the Inquisition and the Grey Knights Chapter must carefully consider. While the legions of the Warp are near infinite in their numbers and can strike at any point within the galaxy, the ranks of the Grey Knights are not. For this reason, among others, the very existence of the Grey Knights is a mere legend even among the lower ranks of the Inquisition. An Acolyte is likely to have only heard vague rumours of these gods of war, over two-metres tall, clad in their silver armour. Fighting alongside one can therefore be a daunting task even for an Inquisitor; their raw power is fearsome to behold even for allies, but their terrible effectiveness cannot be denied. Among all of the Emperor's troops, there are none better prepared to deal with daemonic dangers.

GREY KNIGHTS IN YOUR CAMPAIGN

This chapter presents everything a GM needs to introduce Grey Knight characters into **DARK HERESY**. In addition to an overview and history of the Grey Knights, it covers the rules for creating Grey Knight characters as NPCs or PCs. Guidelines on using these characters in campaigns and reasons a Grey Knight might accompany an Inquisitor, and his Acolytes, are also discussed.

Also in this chapter are rules for Grey Knight psychic powers, as each Grey Knight is an accomplished psyker in his own right. Several Grey Knights can also combine their powers to accomplish more impressive feats of psychic carnage. Grey Knights use their own selection of specialized equipment which can be found on page 128. Finally, this chapter examines ways to run Grey Knight campaigns,



covering such things as how to centre plots around the deployment or involvement of Grey Knights and (should the GM and players want) how to run a dedicated Grey Knight game where each player takes on the role of one of the legendary warriors of Titan.

ORIGINS OF THE GREY KNIGHTS

The Grey Knights can trace their origins back to the final days of the Horus Heresy, when the great traitor Horus stood poised above Terra to deliver the killing blow to the Emperor and the galaxy burned as brother struggled against brother. It was during this time that the Emperor foresaw the role the Warp and the powers of Chaos would have on the future, and realized that even if he defeated Horus, the Ruinous Powers would continue to present a threat to the Imperium. He choose one of his most trusted servants, Malcador the Sigilite, to create a special founding of the Adeptus Astartes, warriors specially chosen and trained to fight back against the worst horrors of the Immaterium. Unlike the Space Marine Legions of that time this new founding would be far smaller. Formed into a self contained Chapter, it resembled in many ways the Space Marine chapters after they were reorganised in the aftermath of the Horus Heresy.

Malcador spent many years gathering together the first members of this new Chapter, and established in absolute secrecy a monastery for them on the frozen moon of Titan, which though sorcerous means he had hidden away from the eyes of the Imperium (and its enemies) within the Warp. Hidden behind layers of rock and potent Gellar fields, he set in motion the training and creation of this most secret of warrior orders. He also appointed the Chapter's first Grand Master, Janus, the man who would complete his task and fulfil the Emperor's vision for a dedicated force to counter the legions of the Dark Powers. When the moon was finally returned to its rightful place in orbit around Saturn, the Horus Heresy had ended and the Emperor was entombed in the Golden Throne. The Imperium was still weak, however, having been bled white by years of war and chaos, and fractured from within by the treachery of many of the Emperor's own warriors. It was during this period of reorganisation and rebirth that the Inquisition took root across the Emperor's domain and the Grey Knights were embedded within the Inquisition as their Chamber Militant in a war against Chaos that has lasted until this very day.

WARRIORS OF LEGEND

The Grey Knights share many of the traits of other Space Marine Chapters, such as great strength, peerless fighting skills, bio-engineered combat implants, and an unflagging loyalty to the Emperor. They are also different in many ways. The first of these differences is the level at which they are selected and trained. While all Space Marine Chapters are careful to select only those they deem worthy of the gift of their Gene-seed (the biological heritage all Space Marines are gifted with when inducted into a Chapter) and then whittle these candidates down further through harsh training and testing until they become a fully fledged Battle-Brother, Grey Knights are even more rigorous in their choice of candidates. In addition to meeting all the requirements to become a member of the Adeptus Astartes, all Grey Knights must also have at least a spark of psychic power, which the Chapter will then nurture and shape into a potent weapon against their adversaries. This focus on psychic power is a vital and necessary part of the Chapter, and is counted among their greatest weapons against things which bolters and chainswords would be of little use. Grey Knights also have the potential and the expertise to muster their psychic powers as a group, using a single Battle-Brother or Brother-Librarian as a conduit for the group's will. This greatly enhancing the effects they can manifest and the kinds of enemies they can defeat. This training also allows them to take on the most fearsome of daemons, against which no normal mortal force could hope to stand.

The second key difference is the extensive training a Battle-Brother must go through. If he is to be considered a member of the Chapter the Battle-Brother must harden both his mind and body against the psychic powers and tangible temptations of the daemoniac foes he will eventually combat. There are few warriors with both the necessary psychic strength and this extraordinary resistance to the powers of the Warp.

SPACE MARINES

The Adeptus Astartes, more commonly known as the Space Marines, are the finest of all the Emperor's warriors. Bio-engineered super soldiers, they begin life as ordinary human males, selected (often from feral or feudal worlds) for their bravery, fighting prowess, and strength of will. Once chosen by a Chapter they begin years of training and a process of cybernetic implantation, gene modification, and hypno-indoctrination, which changes them in both body and mind. Should they survive the process they will become far stronger and tougher than an ordinary human could hope to be; they will be able to see in near darkness, survive for extended periods in extreme climates, and even spit acid at their foes. Combined with this superiority of body and mind, Space Marines are also equipped with the finest weapons and armour known to the Imperium. From masterfully crafted boltguns, chainswords, and powerfists, to hulking suits of power armour and Terminator Tactical Dreadnought armour, there are few things which can withstand a Space Marine assault force.

More details on the Adeptus Astartes, their relationships with the Inquisition, and their place within the Imperium, can be found on page 261 of **DARK HERESY**.

DAEMON HUNTERS

The Grey Knight Chapter is based on Titan, one of Saturn's moons, in a massive fortress-monastery that sits atop a mountain on the frozen lunar surface. In orbit above Titan, the vast Broadsword Station acts as a launching platform for the Chapter's fleet and a home for its sleek and deadly Strike Cruisers. Buried in the ice and rock below, the monastery is a training ground for the Chapter's men and an armoury for its equipment. It is also rumoured that in the dark, sealed depths of the moon, far from the light of Sol and the touch of the stars, the Grey Knights keep vanquished foes and captured daemons locked in hexagrammatic prisons for all eternity. Titan has been the home of the Grey Knights for nearly ten millennia and remains the centre of all their operations against the enemies of Mankind.

From this heavily defended base in the very heart of the Imperium, the Grey Knights range out across the galaxy to face the most dire of daemoniac incursions and the most dangerous of Warp-spawned enemies. As part of the covenant forged between the Inquisition and the Grey Knights during those dark days in the wake of the Horus Heresy, the Chapter pledged to work for the Inquisition and hunt down those enemies its agents uncovered. As the Chamber Militant of the Ordo Malleus, the Grey Knights have become a legend within a rumour, their existence a secret within even that most secret of orders. It is little wonder that they have maintained such a mythical reputation given the nature of their work. Few, if any, ever survive an "event" for which the Grey Knights are required. There can be no doubt the Grey Knights are the last word and ultimate weapon in the Imperium's arsenal against daemoniac foes. They are bred and trained for the singular purpose of combating this most vile threat to Humanity as dictated by the God-Emperor himself.

GREY KNIGHTS IN THE CALIXIS SECTOR

The Grey Knights are no strangers to the Calixis Sector and more than once since its founding they have hunted daemonic prey within its borders. With its proximity to both the Eye of Terror and the Halo Stars it is little wonder that the sector has spawned so many heretical cults and potent denizens of the Warp, not to mention the Tyrant Star, whose very presence remains a constant and lingering interest to the Inquisition. While the Grey Knight's presence in the sector is not great, nor permanent, the very fact that they are present at this time is significant given the many tens of thousands of sub-sectors in the Imperium and the relatively minute numbers of the Chapter. All of this speaks of the importance of the sector to the Ordo Malleus.

There have been numerous major confrontations between Warp creatures and the Inquisition during the history of the sector, and several of these have escalated to such a catastrophic level that it required the attention of the Grey Knights. Perhaps the most well-known of these (at least within Titan's halls) was the Chapter's confrontation with an avatar of the Arch-Daemon Balphomael. The great beast was focus of a heretical malefic cult known as the Brotherhood of the Horned Darkness. As a result of a series of failed investigations by the Inquisition and an elaborate game of misdirection, a cult of Balphomael was allowed to thrive and multiply on the world of Landunder, festering in the shadows while the Imperium looked the other way. Only when Balphomael manifested, consuming thousands of innocent souls in his bloody transition into reality, was the danger realized. It was the quick arrival of the Grey Knights and the purge of an entire continent was the situation contained and the daemon's physical form destroyed. The Grey Knights have long memories and though they vanquished the daemon's avatar they know it still endures, lurking in the shadows of the Warp and waiting to once again manifest to wreak its vengeance. Then, the Grey Knights will finish what they began.

THE SPINWARD THREAT

In more recent times yet another great threat has arisen which demands the attention of the Inquisition and the Grey Knights. A powerful Warp entity is close to breaking the veil between the Materium and the Immaterium. Known as the Lord of Misrule, this greater daemon has only recently come to the full attention of the Inquisition, though its history stretches back centuries in myth and rumour. A number of horrific and destructive incursions have been blamed on this daemon's manipulations, and all sources seem to indicate that its larger plans are just beginning to come to fruition. To combat this threat Titan has dispatched the Strike Cruiser *Righteous Dawn* and a cadre of Grey Knights under the command of Justicar Maligante. From their swift and heavily armed vessel they have been acting on Ordo Malleus intelligence and striking 'hot spots' across the sector, especially along the Periphery. Able to traverse the sector in record time, the *Righteous Dawn* hunts for the daemon's trail and tirelessly works to contain incursions triggered in its wake. Maligante was chosen especially for this task as he has been declared the nemesis of the Lord of Misrule, a duty given

THE EYE OF THE ABYSS

When the Hades class heavy cruiser *The Eye of the Abyss* translated into realspace near the Hazeroth Abyss it caused the Navigator of the *Silent Slayer* to inexplicably alter the vessel's course to intercept. Watch-Captain Brand and the Kill-Team aboard the *Silent Slayer* found their Strike Cruiser in deep space alongside an, apparently adrift, *The Eye of the Abyss*. The **DEATHWATCH** were not the only ones to respond. *The Righteous Dawn* appeared moments later in pursuit of the tainted voidship. The two groups deployed in an extremely rare joint mission to destroy the corrupted vessel. Some eighty hours later they escaped aboard their Thunderhawks amid explosions rocking the possessed cruiser's infrastructure.

The Eye of the Abyss disappeared into the Warp, it's final fate uncertain. What transpired aboard is known only to the survivors, but in the wake of the incident the **DEATHWATCH** Marines were not mind scrubbed, as is common after serving alongside the Grey Knights chapter. In the years since, Justicar Maligante has, although rarely, assigned one of his Grey Knights to assist a Kill-Team at the request of Watch-Captain Brand.

to him by the mandate of the Grand Master. Thus, Maligante is driven to hunt down the daemon and vanquish it for the glory of the God-Emperor and the honour of his Chapter. This single-minded focus has more than once placed him at odds with members of the Calixian Conclave and brought him into the center of conflict between multiple Inquisitors.

RIGHTEOUS DAWN

While the Adeptus Astartes (and by extension the Grey Knights) sometimes employ the services of the Imperial Navy, they also maintain their own fleets of vessels. For a Space Marine Chapter this will often consist of several monolithic Battle Barges, many smaller and more agile Strike Cruisers, and various supporting escorts giving them the power to engage in significant space battles or even full-fledged planetary invasions. The Grey Knights, however, tend to favour smaller and faster ships better suited to the nature of their missions, which often call for small but rapid responses, and their own fleets (based in Broadsword Station above Titan) contain reliable Strike Cruisers, as well as many other voidships suited to the task. These are some of the most advanced craft in the entire galaxy, and are always ready to deliver Grey Knights wherever needed.

The *Righteous Dawn* is one such vessel, roughly equal in size to an Imperial Dauntless Light Cruiser but with the firepower and speed to take on ships much larger than itself. It functions as a staging point for the Grey Knights and carries enough equipment and weaponry to sustain them for years away from Titan. Much like the Grey Knights themselves, the *Righteous Dawn* is also designed for a single purpose: the combating of Warp-spawn. As such, it is heavily warded against daemonic assault, equipped with potent devices for measuring the strength of the barrier between Materium and Immaterium, and comes fitted with warded cells to hold daemonic captives.

GREY KNIGHTS IN DARK HERESY

"The Emperor must have really hated his enemies when he created the Space Marines."

—Calbor Drayn, Lieutenant-Commander, Stygian 23rd

Grey Knights are fearsome warriors trained for a single deadly purpose: the eradication of daemons and other Warp-spawn. Unlike Acolytes, a Grey Knight has been completely removed from normal life and his past has been washed away by years of conditioning and genetic enhancement. A Grey Knight exists to vanquish his foes and only ever leaves the towering walls of the Chapter's fortress-monastery on Titan to answer the call to arms. Of course, Grey Knights are more than mere killing machines; they are also cunning and intelligent, schooled in millennia of lore and secrets about their foes and able to carefully consider threats and act with meticulous planning. All of these traits make them a favoured tool of the Ordo Malleus and the warriors of choice when it comes to combating the greatest and most fearsome threats the Warp has to offer.

By their very nature, Grey Knight characters will be significantly more powerful in combat than even the most experienced Acolytes, and rightly so, considering they are among the finest warriors the Imperium has to offer. In the role of NPCs, this means that they will bring considerable firepower and combat prowess to a group of Acolytes, while in the hands of a player, a Grey Knight character will far outshine even the most grizzled Guardsman or accomplished Assassin. For these reasons, as well as the role-playing impact of having a Space Marine in the party, the GM should consider carefully before allowing players to take on the role of a Grey Knight and be aware of the fearsome power they bring to the table. More details on how to include Grey Knight characters in campaigns of **DARK HERESY** can be found on page 136.

CREATING A GREY KNIGHT CHARACTER

Though far superior to Acolytes, Grey Knights follow the same basic rules for character creation and development. This means that Grey Knight characters can be created using the character creation rules and guidelines presented in **Chapter 1: Character Creation** of the **DARK HERESY** Rulebook with the following changes and additions as detailed below.

STAGE ONE: ORIGINS

Grey Knights do not choose a Home World, as all trace of their origins have been swept away during their years of training and induction into the Adeptus Astartes. The Grey Knights operating within the Calixis Sector have been chosen for the duty based on past actions in the eternal war against Daemons. Justicar Maligante has need of Grey Knights useful in his pursuit of the Lord of Misrule. The GM and player should discuss options for the Grey Knights history, inventing some deed or personal attribute that lead to the character being chosen for service aboard the *Righteous Dawn*. Alternatively, the player can simply randomly determine his history using the **Grey Knight History Table** below.

STAGE TWO: CHARACTERISTICS AND GREY KNIGHT TRAINING

Grey Knights, like all Adeptus Astartes, are more than most men could ever aspire to, both physically and mentally. A Grey Knights starting characteristics begin play much higher than normal Acolytes.

Grey Knights generate each of their Characteristics by rolling 2d10 and then adding 30 to the result, giving them a result between 32 and 50. Do this once for Weapon Skill, Ballistic Skill, Strength, Toughness, Agility, Perception, Intelligence, Willpower, and Fellowship. After all the Characteristics have been generated, the player may choose to reroll one Characteristic, but he must accept the second result.

GREY KNIGHTS HISTORY

1d5 Result	Past Experiences
1	Unravelling the Tapestry: Through sheer guile and quick thinking, you were able to sense, and thusly thwart, an impossibly complex prophecy. As the stars aligned against the Imperium of Man, it was you who shattered the machinations of the enemy.
2	Hammer of Daemons: Together with your brother Grey Knights, you were a champion that ended the reign of a mighty daemon, bringing a lost world back into the view of the God-Emperor's grace. It is your ability to create a whole greater than its parts that brought you to the Calixis Sector.
3	The Hunt Continues: Having failed to prevent the loss of an Imperial world, the Ordo Malleus has tracked a powerful daemoniac Herald to the Calixis Sector. It is the Chapters hope that your previous encounter will prepare you to deal with the threat on these new worlds.
4	Sacrifice of Millions: The daemon threatens more than just the souls that go willing to it, all those nearby are equally damned. You were called upon to execute an order that would make even the most jaded Inquisitor hesitate... but you did not.
5	Prophecy: A foul Warp-prophet warned of a daemoniac summoning that would bring the Calixis sector to its knees. The daemon's name is not unknown to the Chapter... and you are it's named foe.

STAGE THREE: GREY KNIGHT TRAINING

All Grey Knights go through a period of hypno-indoctrination and training that provides them with an array of special skills and abilities. To represent this hypno-indoctrination in-game, Grey Knight characters begin play with the following Skills, Talents, and Traits. Note that many of the starting Traits are provided from the list of Space Marine Implants listed on page 111. The Grey Knight does not need to meet the prerequisites (if any) for these starting Skills and Talents. Starting Skills are considered Trained Skills (either Advanced or Basic depending on the Skill).

Characteristics: The Grey Knight gains a +5 bonus to Weapon Skill and Willpower.

Starting Skills: Awareness, Ciphers (Grey Knight), Climb, Dodge, Common Lore (Adeptus Astartes, Imperium, War), Concealment, Drive (Ground Vehicles), Forbidden Lore (Daemonology, Inquisition), Intimidate, Invocation, Literacy, Navigation (Surface), Psyniscience, Scholastic Lore (Codex Astartes), Silent Move, Speak Language (High Gothic, Low Gothic), Tracking.

Starting Talents: Ambidextrous, And They Shall Know No Fear, Astartes Weapons Training, Brotherhood of Psykers, Bulging Biceps, Daemon Hunter, Hatred (Daemons), Heightened Senses (Hearing, Sight), Nerves of Steel, Psy Rating 2, Quick Draw, Resistance (Psychic Powers), True Grit, Warp Bane.

Starting Traits: Unnatural Strength (x2), Unnatural Toughness (x2).

STAGE FOUR: CHOOSE A SPECIALISATION

Grey Knights do not choose separate Career Paths like Acolytes but instead come from a single 'General Grey Knight Career' detailed on page 112. Grey Knights have access to a number of Specialisations, representing the various paths of study and training available within the Chapter. Grey Knights must choose one Specialisation and gains additional Talents from that Specialisation. Grey Knight Specialisations can be found starting on page 121.

STAGE FIVE: PSYCHIC TRAINING

All Grey Knights are trained psykers and even the least among their numbers is superior in ability to many Imperial psykers. Grey Knight characters begin play with a Psy Rating of 2. In addition, their special training and mental conditioning grants them great mental fortitude and resistance, making them less likely to suffer Perils of the Warp or gain Corruption Points and allowing them to combine their power with other Grey Knights to create more powerful psychic effects. Full details on the Psychic Resistances, Psychic Abilities, and psychic powers of the Grey Knights can be found in Grey Knight Psychic Training on page 117.

Every Grey Knight knows two psychic powers chosen from the Divination, Telepathy, or Grey Knight disciplines (see page 126 for Grey Knight Psychic Discipline). Unlike other Psychic Disciplines, the Grey Knight Discipline has pre-requisites for each psychic power, and the Grey Knight must meet the pre-requisites to select the power, even during character creation.

STAGE SIX: HERALDRY

Every Grey Knight has a personal heraldry that is displayed on his personal shield. This shield is not large enough to be used in defence, but many Grey Knights imbue the emblem with great personal importance. The coat of arms is most commonly a red, black, and white. The symbols here are presented as the five most common, but some Grey Knights have other symbols with their own personal meaning.

Justicars and Grey Knights in Terminator Armour display this personal heraldry above their left breast, on a shield attached to their armour. Grey Knights in power armour paint their personal heraldry on their right shoulder guard.

The Heraldry a Grey Knight chooses may say much about him, although only to other Grey Knights could possibly interpret it. The player should choose or randomly determine a personal Heraldry for his Grey Knight, selecting 2 symbols that feature prominently on his personal heraldry. Each symbol grants a +3 bonus to one attribute. The same symbol can be used twice (or often as a single image on the shield), doing so provides a +5 bonus rather than two separate +3 bonuses. Consult the **Grey Knight Heraldry** table for each symbols effect.

GREY KNIGHTS HERALDRY

1d5 Past Experiences

- | | |
|---|---|
| 1 | The Sword: Among many things, the sword (or a diagonal line) can represent valour or skill at arms. The Grey Knight may spend additional hours honing his martial prowess in preparation of conflict with the enemy. The Grey Knight gains +3 Weapon Skill. |
| 2 | The Skull: Many believe that this is a symbol (also represented by circles or curved shapes) of the mind, but there are those who see it as a representation of a Grey Knights personal devotion to purity of purpose. The Grey Knight gains +3 Willpower. |
| 3 | The Open Book: Commonly seen as representing learned understanding and tactical expertise, the book (or horizontal line) is a common symbol amongst those who seek to understand the enemy, so that it might better be destroyed. The Grey Knight gains +3 Intelligence. |
| 4 | The Symbol of the Inquisition: Many assume that this symbol (or vertical line) represents a devotion to the cause of the Holy Ordos. The Grey Knight gains a +3 Fellowship. |
| 5 | The Cog: As either a linear pattern or an actual cog shape, this symbol may show a Grey Knight's devotion to honouring the wargear of the Chapter, and reclaiming lost artefacts from the daemonic. The Grey Knight gains +3 Ballistic Skill. |

GREY KNIGHT NAMES

When a warrior is inducted into the Grey Knights, he leaves behind his name along with his past, forgetting much of who he was so that his mind might be clear to focus on his sacred duty. It is only if he survives his years of arduous training and joins the Chapter as a fully fledged member that he receives a new name, one carefully chosen by the Chapter's scribes for its potency and significance against daemons.

These names are in themselves instruments of power as much as the Grey Knight's nemesis force halberd or storm bolter, and each one is keyed to a specific foe designed to turn the nature of the daemon's own true name back upon itself. Many of these names of power have been passed down through the centuries and carried by numerous Grey Knights, and carry with them a sacred duty to hunt down a specific daemon or its spawn. Some daemons know of the Grey Knights practise of using these names of power for their warriors and actively hunt down Battle-Brothers with these titles. Of course this is just as the Grey Knights prefer it.

A GM may wish to work with Grey Knight players to determine what daemon their name is paired with. While the Grey Knight may never find himself confronted by his fated foe, he will doubtless wish to pursue it. A Grey Knight's name should be anathema to a powerful Herald or Greater Daemon. If he ever finds himself in mortal combat with this prophesied fiend he will gain the Felling (Willpower Bonus) Quality to all of his melee attacks.

STAGE SEVEN: MOVEMENT, WOUNDS, AND FATE POINTS

Grey Knights then determine their additional characteristics in much the same way as Acolytes, though their superior natures mean that they will have considerably more Fate Points and Wounds than an ordinary human.

Grey Knights are blessed by the Emperor and so begin play with 1d5+2 Fate Points with a maximum of 5 Fate Points.

Grey Knights are also extraordinary robust and hard to kill and so start with 1d5+19 Wounds.

Grey Knight movement is calculated as normal. A Grey Knight in Power or Terminator Armour is considered Hulking, which grants a +1 bonus to Agility Bonus for the purpose of determining the character's movement rate (see page 133 for more information on Grey Knight Armour).

STAGE SEVEN: EXPERIENCE POINTS

Grey Knights begin play with a total of 12,000 xp already spent on their character which represents their advanced level of power; the Skills, Talents, and Traits gained as part of their Grey Knight Training, as well as their higher starting Characteristics.

In addition to this foundation, Grey Knights receive an additional 1000 xp at Rank 1 which they may spend freely on Rank 1 Advances from General Grey Knight Career Advances, their Specialisation, Grey Knight Psychic Training, and Characteristic advances.

STAGE EIGHT: STARTING EQUIPMENT

All of a Grey Knight's equipment is provided by his Chapter, but will include his suit of power armour, a nemesis force weapon and a storm bolter. Before each mission a Grey Knight is equipped with (or may request) specific wargear appropriate to the mission or his specialisation.

All Grey Knights begin play with; a suite of power armour, an astartes storm bolter, a nemesis force sword, and a copy of the *Liber Daemonica* (worn in a ceramite case on his chest).



GREY KNIGHT RANKS

Rank	XP Level	Rank	XP Level
1	13,000–16,999	5	30,000–34,999
2	17,000–20,999	6	35,000–39,999
3	21,000–24,999	7	40,000–44,999
4	25,000–29,999	8	45,000–49,999

STAGE EIGHT: BRINGING YOUR CHARACTER TO LIFE

This final stage of creating a Grey Knight character is much like that of creating an Acolyte, and the GM or player can flesh out details about the Grey Knight to give him more depth. For a Grey Knight this can include such things as significant battles they may have fought, or foes vanquished, their relationship with other Grey Knights, or even other Space Marines they may have come in contact with, and their relationship with the Inquisition and Humanity in general.

Below are presented some questions that Grey Knight characters might consider, the answers to which can present some very interesting roleplaying opportunities, internal conflict, or story factors within the campaign.

Roleplaying Space Marines

Grey Knights are larger than life characters whose dedication and service to the Holy Ordos make for complex characters. Here are three tips for roleplaying your Grey Knight.

- Space Marines generally do not use contractions or slang when they speak—they are angelic warrior knights, and their manner of speech often reflects this.
- The Grey Knight's service to the Holy Ordos and their Daemon Hunting focus does not mean that they ignore other threats. The Holy Ordo's can all call upon the Grey Knights and this may bring them into conflict with Heretics and Xenos. It is highly unlikely that a Grey Knight will stand aside while these threats rampage through a bastion of Imperial society.
- The phrase "And They Shall Know No Fear," is famously attributed to the Adeptus Astartes. It means that they are exceptionally brave and motivated warriors, but it is not literally true: most Space Marines understand and experience fear, but they control it and channel it to a much greater degree than any normal man. This means that Space Marines are wise and tactical forces on the battlefield—if Space Marines retreat, they do so for a reason; they do not flee pell-mell before an enemy advance.

HEIGHT AND WEIGHT

Whilst wearing their power armour, an unarmed Grey Knight typically stands slightly over 2.1 metres tall and weighs between 500–1,000 kg. When you visualise your Grey Knight character, you should decide if he is taller or shorter, lighter or heavier. Generally speaking, Grey Knights rarely vary to a large degree in height or weight. Your character, however, may have been one of those unusual few who is the exception to the rule!

HANDEDNESS

Grey Knights are naturally ambidextrous, so it is not important to note which hand is dominant. You may, of course, choose that your Space Marine prefers to use one hand or the other if you wish.

ASTARTES WEAPONS TRAINING

Battle-Brothers of the Adeptus Astartes spend years becoming proficient with all manner of weapons. By the time that a Battle-Brother has entered service in a squad, he will have not only trained with both Heavy and Melee weapons, but used those weapons on countless battlefields. The Battle-Brother is proficient with all Bolt, Chain, Melta, Plasma, Power, Flame, Primitive (ranged and melee), Solid Projectile, and Las weapons, as well as Launchers, and Thrown weapons of all Classes. In essence, the only weapons that the Battle-Brother is not proficient with are Exotic weapons; for these, he must acquire individual proficiencies as normal.

GREY KNIGHT ADVANCEMENTS

Despite a Grey Knight's specialised training and psychic potential he still has much that he can personally improve. Between their psychic training, specialisation and the resources of the chapter a Grey Knight has multiple Career Paths to choose from as they advance.

When purchasing advancements Grey Knights may purchase Advances free from the General Grey Knight Advances, their Specialisation, Grey Knight Psychic Training, and Characteristic advances.

Grey Knights begin play with 13,000 xp, marking them as experienced servants of the Holy Ordos. As they spend experience in any of their Careers the total xp spent in all Careers is used to determine their current Rank.



SPACE MARINE IMPLANTS

Grey Knights have a series of special organs and modifications implanted into their bodies. The Traits and Talents provided by these implants have already been taken into account and are listed in the Grey Knight's starting Traits (see page 108). Grey Knights have additional implants that work in unison to grant the Grey Knight his Unnatural traits. These include the Space Marine's Secondary Heart, Ossmodula, Biscopea, and Haemastamen.

LARRAMAN'S ORGAN

Space Marines do not normally suffer from Blood Loss (see the **DARK HERESY** Rulebook page 211). In addition, the Space Marine gains the True Grit Talent. However, attacks with the Warp Weapon Quality (see the **DARK HERESY** Rulebook page 333) may still inflict Blood Loss as normal.

CATALEPSEAN NODE

A Space Marine suffers no penalties to Perception-based Tests (such as Awareness) when awake for long periods of time.

PREOMNOR

The Space Marine gains a +20 bonus to any Toughness Test against ingested poisons.

OMOPHAGEA

By devouring a portion of an enemy, a Space Marine can gain access to certain information (such as the whereabouts of a cult's hidden lair, access codes, and so forth). The information he can access is at the GM's discretion, keeping in mind what may have been known by the enemy in the first place. In addition, a Space Marine can temporarily gain access to a Skill or Skill Group (such as Pilot, Lore, Ciphers, and so forth) that he did not already possess. The Skills he may gain are at the GM's discretion, depending on the Skills originally possessed by the enemy. The Space Marine may access this acquired Skill or Skill Group as an untrained Basic Skill for a number of hours equal to his Intelligence Bonus. After this time, the information begins to fade and the Skill is no longer useable by the Space Marine (until he devours another portion of an enemy, of course).

MULTI-LUNG

The Space Marine may re-roll any failed Toughness Tests for drowning or asphyxiation (see the **DARK HERESY** Rulebook page 210). In addition, the Space Marine gains a +30 bonus to Toughness Tests made to resist the effects of gases, and may re-roll failed results. The Space Marine may also breathe water through his Multi-Lung.

OCCULOBE

This implant grants the Space Marine the Heightened Senses (Sight) Talent.

LYMAN'S EAR

This implant grants the Space Marine the Heightened Senses (Hearing) Talent.

SUS-AN MEMBRANE

The Space Marine may voluntarily enter a form of suspended animation. To do so, the Space Marine must meditate for 1d5 Rounds. This organ also automatically activates if the Space Marine is knocked unconscious by Critical Damage. While in suspended animation, the Space Marine's wounds will not deteriorate or heal. It requires chemical therapy, auto-suggestion techniques, and a successful Hard (-20) Medicae Test to revive a Space Marine in suspended animation.

MELANCHROMIC ORGAN

This organ has no in-game effect besides contributing to the Space Marine's Unnatural Toughness (x2) Trait. At the GM's discretion, the Space Marine may ignore or be resistant to exposure to radiation, depending on the severity.

OOLITIC KIDNEY

This implant gives the Space Marine the ability to re-roll any failed Toughness Test to resist poisons and toxins, including attacks with the Toxic Quality.

NEUROGLOTTIS

The Space Marine may detect any poison or toxins by taste with a successful Challenging (+0) Awareness Test. He may also detect poisons or toxins by smell with a successful Hard (-20) Awareness Test. The Space Marine may (at the GM's discretion) gain a +10 bonus to any Tracking Tests against an opponent he has tasted.

MUCRANOID

The Space Marine may re-roll any failed Toughness Tests caused by temperature extremes, such as heat or the cold of outer space.

BETCHER'S GLAND

The Space Marine may spit acid at his foes. This acts as a ranged weapon with the following profile: (Range: 3m; Damage: 1d5; Pen: 4; Toxic). If the Space Marine gains three or more Degrees of Success on his Ballistic Skill Test, he may also blind the opponent for 1d5 Rounds. At the GM's discretion, the Space Marine may also slowly chew his way through nearly any nonliving substance. The rate at which he does so is at the GM's discretion (one example includes chewing through iron bars, which would be roughly at a rate of 4 kg per minute).

BLACK CARAPACE

This implant gives the Space Marine exceptional control over his power armour. Although a Space Marine in power armour has the Size (Hulking) Trait, his enemies gain no bonus to hit him thanks to the Black Carapace.

GENERAL GREY KNIGHT CAREER

"... and they are the judgement of the righteous man upon the impure. They bring the wrath of the God-Emperor against those creatures who cannot be understood by the faithful..."

—Inquisitor Octus Enoch

The life of a Grey Knight is one of sacrifice and duty as he faces the worst horrors of the Warp and sends them screaming back to their foul masters. He will never know peace or respite and he will never know mercy from his enemies, not that a Grey Knight would ever hope for such things. For a Grey Knight, his life only has meaning while in service to the God-Emperor and his deeds only carry weight when undertaken in His name. Should he live long enough, however, and survive the countless trials and struggles against his daemonic foes, he can hope to rise up within the Chapter and take on another mantle, such as that of a Paladin or a Purifier, and be counted as an elite warrior among the Emperor's elite.

GREY KNIGHT CAREER ADVANCES

Given their skill and level of experience, Grey Knight characters start with more experience points and then advance more slowly than Acolytes. In all other respects, however, Grey Knight advances work in exactly the same way as normal advances (see the **DARK HERESY** Rulebook page 41) and Grey Knight characters can choose to spend their experience on any of the Skills or Talents available to them as indicated by their rank

and advance tables. Grey Knights can also increase their Characteristics in the same way as Acolytes by spending experience as detailed in the Grey Knight Characteristic Advances table.

Note: Where an advance has a number in brackets after it, such as (x3), this indicates that it may be taken multiple times up to the number indicated, paying the experience point cost each time.



GREY KNIGHT CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	200	500	1000	1500
Ballistic Skill	500	1000	1500	2000
Strength	500	1000	1500	2000
Toughness	500	1000	1500	2000
Agility	750	1500	2000	5000
Intelligence	500	1000	1500	2000
Perception	200	500	1000	1500
Willpower	200	500	1000	1500
Fellowship	750	1500	2000	5000

RANK 1 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Carouse	400	Skill	—
Drive (any)	500	Skill	—
Search	400	Skill	—
Silent Move	800	Skill	—
Speak Language (any)	200	Skill	—
And They Shall Know No Fear... [†]	500	Talent	—
Crack Shot	1000	Talent	BS 40
Daemon Hunter [†]	500	Talent	—
Deflect Shot	500	Talent	Ag 50
Foresight	500	Talent	Int 30
Hammer Blow	1000	Talent	S 40
Sound Constitution (x2)	500	Talent	—
Step Aside	500	Talent	Ag 40, Dodge
Swift Attack	1000	Talent	WS 35
Wall of Steel	500	Talent	Ag 35

[†]Grey Knight characters begin play with these Talents (see Grey Knight Training on page 108).

AND THEY SHALL KNOW NO FEAR...

Space Marines do not deal with Fear as do other men. They are only marginally affected by fearsome foes and then only by those of truly mind-breaking terror. The Fear rules presented in the **DARK HERESY** Rulebook are intended to be used either on the Grey Knights' allies (such as Imperial agents or citizens) or on their foes (it is quite possible for the Battle-Brothers to cause Fear themselves). For a Battle-Brother, Fear has the following effects, and then only when in the presence of Fear-causing foes: When facing a Fear-causing foe, a Battle-Brother must fight both its physical form as well as the horrifying nature of its presence. This additional effort imposes a –10 penalty to all Willpower Tests for each Degree of Fear the creature possesses (see page 329 in the **DARK HERESY** Rulebook). When facing multiple Fear-causing foes, the Battle-Brother only counts the highest (or most fearsome) source each Round.

In all other respects, Fear does not apply to Battle-Brothers, and they may even find its effects hard to understand in their allies, as it is truly an alien emotion to them.

DAEMON HUNTER

A Grey Knight's training is almost entirely focused on destroying daemonic forces. Because of their intensive training, Grey Knights will always confirm Righteous Fury against a Daemon. In addition, a Grey Knight taking an All Out Attack Action against any target (not just Daemons) may spend a Fate Point to make the attack impossible to Dodge or Parry.

HAMMER BLOW

The character strikes a single blow with great focus and force. When the character makes an All Out Attack Action to make a single melee attack, he may add half his Strength Bonus to the weapon's Armour Penetration. The attack also counts as having the Shocking Quality to represent the concussive force of the blow's impact.

RANK 2 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	800	Skill	Awareness
Carouse +10	200	Skill	Carouse
Charm	800	Skill	—
Climb +10	400	Skill	Climb
Command	800	Skill	—
Common Lore (Imperial Guard)	200	Skill	—
Common Lore (Imperial Navy)	200	Skill	—
Deceive	400	Skill	—
Demolition	400	Skill	—
Gamble	200	Skill	—
Literacy +10	200	Skill	Literacy
Inquiry	800	Skill	—
Logic	400	Skill	—
Scrutiny	400	Skill	—
Speak Language (any) +10	200	Skill	Speak Language (same Skill group)
Survival	800	Skill	—
Swim +10	200	Skill	Swim
Trade (any) +10	400	Skill	Trade (same Skill group)
Wrangling	200	Skill	—
Air of Authority	1000	Talent	Fel 30
Nerves of Steel	500	Talent	—
Sound Constitution (x2)	1000	Talent	—
Total Recall	500	Talent	Int 30

RANK 3 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	800	Skill	Awareness +10
Climb +20	400	Skill	Climb +10
Ciphers (Grey Knight) +10	200	Skill	Ciphers (Grey Knight)
Common Lore (Adeptus Astartes) +10	400	Skill	Common Lore (Adeptus Astartes)
Common Lore (Ecclesiarchy)	200	Skill	—
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Common Lore (Imperium) +10	400	Skill	Common Lore (Imperium)
Common Lore (Tech)	200	Skill	—
Common Lore (War) +10	400	Skill	Common Lore (War)
Concealment +10	800	Skill	Concealment
Contortionist	800	Skill	—
Drive (any) +10	800	Skill	Drive (same Skill group)
Forbidden Lore (Adeptus Astartes)	400	Skill	—
Interrogation	400	Skill	—
Intimidate +10	400	Skill	Intimidate
Literacy +20	200	Skill	Literacy +10
Pilot (any)	800	Skill	—
Search +10	400	Skill	Search
Security	800	Skill	—
Silent Move +10	800	Skill	Silent Move
Speak Language (any) +20	200	Skill	Speak Language (same Skill group) +10
Survival +10	800	Skill	Survival
Swim +20	200	Skill	Swim
Rapid Reload	1000	Talent	—
Sound Constitution (x2)	1000	Talent	—

RANK 4 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +20	200	Skill	Carouse +10
Charm +10	800	Skill	Charm
Command +10	800	Skill	Command
Common Lore (Ecclesiarchy) +10	200	Skill	Common Lore (Ecclesiarchy)
Common Lore (Imperial Guard) +20	200	Skill	Common Lore (Imperial Guard) +10
Common Lore (Imperial Navy) +20	200	Skill	Common Lore (Imperial Navy) +10
Common Lore (Tech) +10	200	Skill	Common Lore (Tech)
Deceive +10	400	Skill	Deceive
Demolition +10	400	Skill	Demolition
Evaluate	400	Skill	—
Gamble +10	200	Skill	Gamble
Inquiry +10	800	Skill	Inquiry
Logic +10	400	Skill	Logic
Navigation (Surface)	400	Skill	—
Performer (any)	400	Skill	—
Scrutiny +10	400	Skill	Scrutiny
Survival +20	800	Skill	Survival +10
Tracking	400	Skill	—
Trade (any) +20	400	Skill	Trade (same type) +10
Disarm	1000	Talent	WS 30
Iron Discipline	1000	Talent	WP 30, Command
Iron Jaw	1000	Talent	T 40
Lightning Attack	1000	Talent	Swift Attack
Sound Constitution (x2)	1000	Talent	—
Sprint	1000	Talent	—

RANK 5 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Ciphers (Grey Knight) +20	200	Skill	Ciphers (Grey Knight) +10
Common Lore (Adeptus Astartes) +20	400	Skill	Common Lore (Adeptus Astartes) +10
Common Lore (Ecclesiarchy) +20	200	Skill	Common Lore (Ecclesiarchy) +10
Common Lore (Imperium) +20	400	Skill	Common Lore (Imperium) +10
Common Lore (Tech) +20	200	Skill	Common Lore (Tech) +10
Common Lore (War) +20	400	Skill	Common Lore (War) +10
Concealment +20	800	Skill	Concealment +10
Dodge +10	1000	Skill	Dodge
Drive (any) +20	800	Skill	Drive (same Skill group) +10
Evaluate +10	400	Skill	Evaluate
Intimidate +20	400	Skill	Intimidate +10
Navigation (Stellar)	400	Skill	—
Performer (any) +10	400	Skill	Performer (same Skill group)
Pilot (any) +10	800	Skill	Pilot (same Skill group)
Scholastic Lore (any)	800	Skill	—
Search +20	400	Skill	Search +10
Security +10	800	Skill	Security
Silent Move +20	800	Skill	Silent Move +10
Tracking +10	400	Skill	Tracking
Wrangling +10	200	Skill	Wrangling
Double Team	500	Talent	—
Hardy	1000	Talent	T 40
Peer (Adeptus Astartes)	500	Talent	Fel 30
Sound Constitution (x2)	1000	Talent	—

RANK 6 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Charm +20	800	Skill	Charm +10
Command +20	800	Skill	Command +10
Deceive +20	400	Skill	Deceive +10
Demolition +20	400	Skill	Demolition +10
Gamble +20	200	Skill	Gamble +10
Inquiry +20	800	Skill	Inquiry +10
Logic +20	400	Skill	Logic +10
Navigation (Surface) +10	400	Skill	Navigation (Surface)
Performer (any) +20	400	Skill	Performer (same Skill group) +10
Scrutiny +20	400	Skill	Scrutiny +10
Shadowing	400	Skill	—
Duty Unto Death	1000	Talent	—
Exotic Weapon Training (Pick One)	500	Talent	—
Paranoia	500	Talent	—
Sound Constitution (x2)	1000	Talent	—
Storm Bolter Specialization	1500	Talent	Astartes Weapon Training

RANK 7 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Chem-Use	800	Skill	—
Evaluate +20	400	Skill	Evaluate +10
Interrogation +10	400	Skill	Interrogation
Forbidden Lore (Adeptus Astartes) +10	400	Skill	Forbidden Lore (Adeptus Astartes)
Navigation (Surface) +20	400	Skill	Navigation (Surface) +10
Pilot (any) +20	800	Skill	Pilot (same Skill group) +10
Security +20	800	Skill	Security +10
Tech-Use	800	Skill	—
Tracking +20	400	Skill	Tracking +10
Wrangling +20	200	Skill	Wrangling +10
Blind Fighting	1500	Talent	Per 30
Sound Constitution	1000	Talent	—

RANK 8 GREY KNIGHT CAREER ADVANCES

Advance	Cost	Type	Prerequisites
Dodge +20	1000	Skill	Dodge +10
Interrogation +20	400	Skill	Interrogation +10
Forbidden Lore (Adeptus Astartes) +20	400	Skill	Forbidden Lore (Adeptus Astartes) +10
Medicae	800	Skill	—
Into the Jaws of Hell	1500	Talent	Iron Discipline
Master Orator	1000	Talent	Fel 30
Sound Constitution	1000	Talent	—

DUTY UNTO DEATH

The character's will or faith can sustain him when his flesh fails. He ignores the effects of Critical Damage, Fatigue, and Stunning during combat. This Talent does not prevent the damage, but allows the character to ignore its effects for the duration of the combat. Death still affects him normally.

STORM BOLTER SPECIALIZATION

Through long practice and an affinity for the storm bolter the Grey Knight has reached a level of mastery that hones the weapon to a tool of perfect destruction. When using a storm bolter the Grey Knight never suffers a penalty of more than -30.

GREY KNIGHT PSYCHIC TRAINING

"A Grey Knight's greatest weapon against the Warp is not his blade or bolter but his mind and the will to bend reality and rend his foes with but a thought."

—Brother Librarian Clavanus

All Grey Knights possess a degree of psychic ability which is further developed and enhanced by their years of training on Titan. While only a handful of Battle-Brothers ever achieve the levels of power commanded by the Chapter's Librarians, they are all capable of manifesting certain powers and abilities, especially in the company of other Grey Knights where they can combine their gifts to create great effects and more devastating psychic attacks. Grey Knights follow all of the rules for using psychic powers as detailed in **Chapter VI: psychic powers** of **DARK HERESY**, with a few exceptions.

INSANITY AND CORRUPTION

Grey Knights do not suffer the corruption of the Warp and are nigh invulnerable to its longer-term effects. While daemonic forces may effect them physically, or even confuse them, they are the purest of Space Marines and the most resistant to the powers of the Warp. Grey Knights do not gain Corruption Points or Malignancies.

Grey Knights are far less susceptible to insanity than normal men and their constant exposure to daemonic horrors and foul Warp sorcery hardens them against the worst of its effects. In any instance when a Grey Knight would suffer Insanity Points, regardless of the source, he reduces the final total gained by an amount equal to his Willpower Bonus. This reduction only applies once for each gain in Insanity Points (not once for each die should he suffer multiple dice worth of Insanity at once) but does apply to each individual gain even within the same encounter. This reduction cannot reduce the amount to less than 0.

In addition to being more resistant to Insanity than most men a Grey Knight can also rid himself of Insanity more easily through ancient techniques and the secret rituals and practices of his Chapter. A Grey Knight may remove 1 Insanity Point by spending 50 xp. This cleansing is involved and requires the character to spend many days in meditation and prayer, depending on the amount of Insanity being removed. Finally, no man can ever truly free his mind completely, not even a Grey Knight, and so when using this method to remove Insanity Points a Grey Knight character may never reduce his Insanity to less than his current Rank.



GREY KNIGHT PSYCHIC POWERS

Like other Space Marine Chapters, the Grey Knights tend to focus their psychic training on potent destructive powers. A Grey Knight will therefore often only know a handful of powers compared to the arsenal of parlour tricks at the disposal of a lesser psyker. However, each one will be able to wreak immense havoc in battle.

Grey Knights training focuses on mastering abilities powerful enough to destroy daemons. They do not learn Minor psychic powers. To learn a new psychic power, a Grey Knight must also have all the pre-requisite psychic powers as show on **Table 5-1: Daemon Hunter Powers** on page 126.

Grey Knights do not gain new psychic powers through the Psy Rating Talents as other Psykers. When he gains a point of Psy Rating, he gains a single psychic power chosen from the Divination, Telepathy, or Grey Knight Disciplines (see page 126 for Grey Knight Psychic Discipline). In addition he may purchase specific powers through his Grey Knight Training or Specialisation, as noted in the Advancement tables. A Grey Knight begins play knowing 2 psychic powers chosen from the Divination, Telepathy or Grey Knight Psychic Disciplines.

USING DEATHWATCH

DEATHWATCH psychic powers function very differently than those presented in **DARK HERESY**. If a GM is using **DEATHWATCH** to run a Grey Knight campaign, then the rules presented for Brotherhood of Psykers will not function as intended. **DEATHWATCH** characters do not use Overbleed and have different psychic power options.

ACQUIRING PSYCHIC POWERS

Grey Knights gain one Psychic ability per Psy Rating (they begin the game with two psychic powers of their choice). Only psychic powers from the Divination, Grey Knight or Telepathy Disciplines may be selected. They may not choose Codex powers.

ALTERED PSYCHIC TALENTS

The Brotherhood of Psykers Talent (see page 118) does not lend Psy Rating as normal. Instead, every Grey Knight lending his psychic power to the "Focus" adds 1 level of Overbleed to the result (for those powers with Overbleed) and adds +10 to the Focus Power Test. Psychic powers do not normally gain Overbleed effects under the **DEATHWATCH** psychic power rules and this allows them to gain these effects on those Grey Knight powers that use Overbleed to effect their Battle-Brothers. Grey Knights using the **DEATHWATCH** psychic rules should not have access to psychic powers in the **DARK HERESY** Rulebook.

Other Psychic Talents may not function or may have versions of the Talent in **DEATHWATCH**. GMs may wish to convert suitable Psychic Talents for Grey Knights to purchase or may use new Talents presented in **DEATHWATCH** such as Bastion of Iron Will or Warp Conduit in their place. Non-Librarian Grey Knights, however, should be somewhat restricted in their choices, as Psychic mastery is the realm of the Librarian.

THE WARP

Grey Knights do not trigger multiple Psychic Phenomena when they roll more than one 9 on the Power Dice. The Warp Bane Talent causes a Grey Knight to trigger only a single Psychic Phenomena regardless of the number of 9's rolled.

In all other respects, Grey Knights are considered to be psykers and can be targeted and affected by attacks which would affect psykers or have special effects on them. They can also use the Invocation and Psyniscience Skills as psykers.

Finally, all Psychic Phenomena and Perils of the Warp effects apply only to the Grey Knight actually manifesting the power and not those supporting him, though nearby Grey Knights may still be affected by area effects, environmental changes, or summoned creatures just like any other bystanders.

MANIFESTING PSYCHIC POWERS

To be a Grey Knight is to constantly face madness, death, and far, far worse. To fuel their supernatural abilities, Grey Knights draw on the limitless potential of the Immaterium. However, the Warp is anathema to humanity, filled with predatory creatures and malign intelligences. Should a Grey Knight drink too deeply from the Warp's power, he runs the risk of attracting the unpleasant attention of its denizens.

A psyker as well-trained and pure as a Grey Knight learns how to mask his presence from the Warp. He can moderate, or fetter, his powers, reducing the amount of Warp energy he channels through his mind. Doing so has the drawback of reducing the sheer power behind his abilities, but his presence does not stand out amongst the Warp's chaotic, shifting tides of energy.

Of course, sometimes caution must be forsaken if the circumstances are dire enough. Just as the Grey Knight can temper the power he taps from the Warp, so can he exceed his limits and gather as much as his psyche can hold, and more. This is known as "pushing," and both the results and the consequences can be truly impressive.

When a Grey Knight wishes to use a psychic power, he has the option of using it at a fettered level, an unfettered level, or he can push. This is in addition to the rules for "Using Psychic Abilities" found on page 161 of the **DARK HERESY** Rulebook. He may attempt to manifest any of his psychic powers at any of these three levels, unless the power specifically states otherwise (including Minor, Major, and Ascended Powers).

When using psychic powers, a psyker rolls a number of d10s based on his Psy Rating, then adds his Willpower Bonus, with the goal of equalling or beating the power's Psychic Threshold with the final result. If a psyker wants to use his power at a fettered level, he may only roll a number of d10 dice equal to or less than half his Psy Rating (rounding up). However, his roll does not

invoke Psychic Phenomena, no matter how many 9s he rolls. Powers that are manifested at the fettered level do not cause Overbleed effects.

If a Grey Knight wants to use his power at an unfettered level, he may roll a number of d10 dice equal to or less than his Psy Rating. If the psyker does this, he may manifest Psychic Phenomena normally as described on page 161, except that he will at most manifest only one Psychic Phenomenon regardless of how many 9's he rolls as per 'The Warp'.

If a psyker wishes to push when using a power, however, he must roll a number of dice equal to his Psy Rating plus three additional dice. When a psyker pushes to use a psychic power, he automatically invokes Psychic Phenomena and must roll on the Psychic Phenomenon table.

In addition, he adds +5 to his roll on this Psychic Phenomenon table for every 9 he rolled to use the power. If his roll results in Perils of the Warp, he does not also add the +5 to his Perils of the Warp roll.



COMBINING PSYCHIC POWERS

Grey Knights train to fight as small units in battle. Each member of a squad supports the others with close combat attacks and well-placed bolter fire. This unity of purpose and high level of training extends to their use of psychic powers, and Grey Knights have developed the ability to manifest their powers by tapping into the potential of the Battle-Brothers around them. Grey Knight characters may only combine their psychic powers with other Grey Knights; they cannot include any other kind of psyker. To combine powers Grey Knight characters follow the following steps:

At the start of his turn a Grey Knight character with the Brotherhood of Psykers Talent may choose to declare that he is combining his psychic potential with those nearby to enhance his psychic powers. This character then becomes the Focus for the power.

Any other Grey Knight character within a distance up to twice his Willpower Bonus in metres can choose to lend support to the Focus at this time. Characters who lend support must expend a Half Action during their next turn to reflect the concentration of offering such aid. In addition each supporting character cannot use a psychic power on his next turn.

The Focus then attempts a psychic power following the normal rules; however, each supporting Grey Knight can also roll a number of dice up to his Psy Rating to add to the attempt. Treat only the Focus as the psyker for the purpose of calculating any effects; all other characters are simply lending support.

EXAMPLE

Brother Hargan wants to manifest a power with a threshold of 18. He only has a Psy Rating of 2, so the chances are slim. He has the support of two nearby Grey Knights, both also with a Psy Rating of 2. Brother Hargan declares he is combining his power with his Battle-Brothers and is manifesting the power Fettered. The two nearby Grey Knights then decide whether to support him or not. One chooses not to as he wants to make a Full Action on his next turn. Brother Hargan rolls half his Psy Rating 2 (1 die) and gets an 8. One of his Battle-Brothers chooses to offer support and makes his own power roll, scoring an 11. This 11 is then added to Brother Hargan's 8 for a total of 19, meaning he has successfully manifested the power. The Grey Knight who gave support, however, must use a Half Action in his next turn as a result of his assistance.

RANK 1 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Brotherhood of Psykers [†]	200	Talent	—
Hatred (Psykers)	500	Talent	—
Power Well	250	Talent	Psy Rating 2
Warp Bane [†]			

[†]Grey Knight characters begin play with these Talents (see Grey Knight Training on page 108).

RANK 2 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Invocation	400	Skill	—
Orthoproxy	500	Talent	—
Psychic Power (Nemesis Hammerhand)	500	Talent	—

RANK 3 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Warp)	400	Skill	—
Focus of the Justicar	500	Talent	Brotherhood of Psykers
Psyniscience +10	1000	Talent	Psyniscience
Psy-Weapon Attunement	1000	Talent	Psy Rating 2
Resistance (Psychic Powers)	500	Talent	—

RANK 4 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Daemonology) +10	400	Skill	Forbidden Lore (Daemonology)
Forbidden Lore (Psykers)	400	Skill	—
Invocation +10	400	Skill	Invocation
Psy Rating 3	1000	Talent	Psy Rating 2

RANK 5 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Favoured by the Warp	500	Talent	WP 35
Hatred (Psykers)	500	Talent	—
Power Well	250	Talent	Psy Rating 2
Psyniscience +20	1000	Talent	Psyniscience +10

RANK 6 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Psykers) +10	400	Skill	Forbidden Lore (Psykers) +10
Invocation +20	1000	Skill	Invocation +10
Favored by the Warp	500	Talent	WP 35

RANK 7 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Daemonology) +20	400	Skill	Forbidden Lore (Daemonology) +10
Forbidden Lore (Warp) +10	400	Skill	Forbidden Lore (Warp)
Two-Weapon Wielder (Melee)	1000	Talent	WS 35, Ag 35
Psy Rating 4	1000	Talent	Psy Rating 3

RANK 8 GREY KNIGHT PSYCHIC TRAINING ADVANCES

Advance	Cost	Type	Prerequisites
Feared by the Warp	1500	Talent	Focus of the Justicar
Fearless	1000	Talent	—
Psychic Power (Warp Quake)	1500	Talent	—

NEW GREY KNIGHT TALENTS

Grey Knights have access to a series of new Talents during their psychic training.

WARP BANE

The Grey Knight triggers only a single Psychic Phenomena regardless of the number of 9's rolled on the power dice. If the Grey Knights are using Brotherhood of Psykers to activate a psychic power then the Grey Knight acting as the powers focus triggers the Psychic Phenomena regardless of whose Power Die results in a 9.

BROTHERHOOD OF PSYKERS

The Grey Knight is trained in the skill of combining his power with others. Only Grey Knights with this Talent may act as a focus or lend their own psychic power to an attempt to Combine Powers.

PSY-WEAPON ATTUNEMENT

The Grey Knight can attune his Psybolt or Psyflame ammunition to his psychic powers. When firing a weapon with Psybolt ammunition, Psyflame ammunition or a Nemesis Force weapon he treats the weapon as having the Proven Quality equal to his base Psy Rating (see page 130).

FOCUS OF THE JUSTICAR

The Grey Knight is experienced in acting as the Focus for combined psychic powers. Brothers who aid the psyker may roll half their Psy Rating in support of the character's combined psychic power rather than their full Psy Rating. If they do so they are not restricted to a Half Action on their next turn but still cannot use a power of their own.

FEARED BY THE WARP

The character does not falter when acting as a focus for his brothers' psychic powers. When he is acting as the Focus, only this character's Power Dice are used to determine whether or not the power causes a Psychic Phenomenon. The character must roll at least one Power Dice when activating the psychic power.

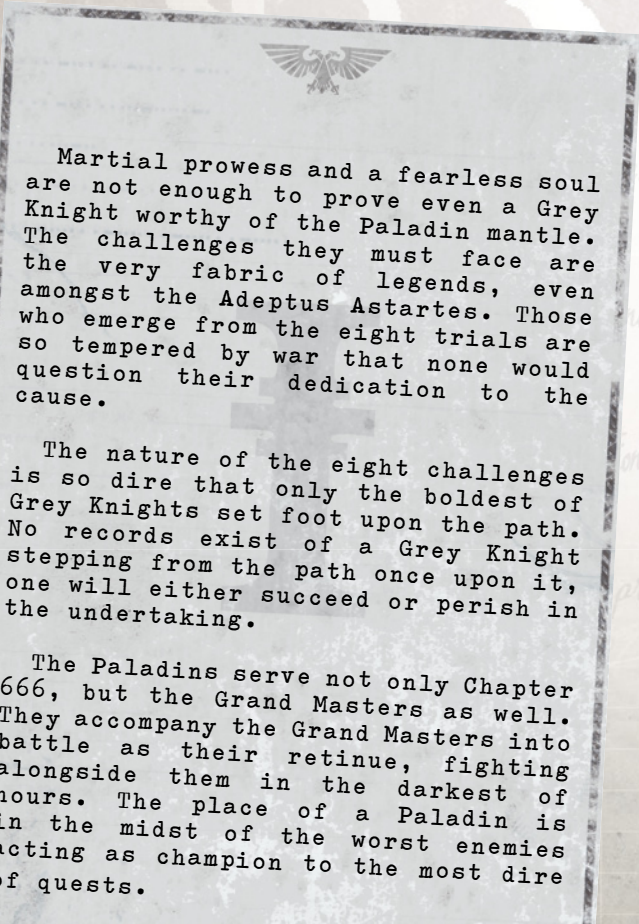
GREY KNIGHT SPECIALISATIONS

"I was here when the crucible was spilt and filled again with the corpse god's vinegar. I have survived a thousand lifetimes and a thousand deaths. I do not fear Maligante and his dogs, but I am no fool, I will not be the one they sacrifice themselves to destroy."

—Sektoth the False Whisper

The Grey Knights are as varied as any of the Imperium's Space Marine Chapters and include in their numbers specialised warriors to deal with the myriad of combat situations. Many of these, such as Techmarines and Librarians, are organised and trained in much the same way as they would be in other Chapters, following the ancient guidelines and traditions laid out in the Codex Astartes. Others are unique to the Grey Knights and only found within their ranks, such as the Strike squad, Purgation squad, and Purifiers, each specially trained and equipped for a task specific to the Grey Knights' war against daemonic forces. Most Grey Knights do not have a "true" Specialisation (instead they use the Grey Knight Space Marine Specialisation), since a rank and file Battle-Brother of the Chapter is already an accomplished warrior and often must adapt to new battlefield roles as his commander deems it necessary.

Specialisations represent special roles and skill sets which can be found within the Grey Knights, enhancing the standard Grey Knight career path with new advances, equipment and special rules. Specialisations are also a way for groups of Grey Knights to combine different sets of abilities and provide distinct options for Grey Knight characters.



Martial prowess and a fearless soul are not enough to prove even a Grey Knight worthy of the Paladin mantle. The challenges they must face are the very fabric of legends, even amongst the Adeptus Astartes. Those who emerge from the eight trials are so tempered by war that none would question their dedication to the cause.

The nature of the eight challenges is so dire that only the boldest of Grey Knights set foot upon the path. No records exist of a Grey Knight stepping from the path once upon it, one will either succeed or perish in the undertaking.

The Paladins serve not only Chapter 666, but the Grand Masters as well. They accompany the Grand Masters into battle as their retinue, fighting alongside them in the darkest of hours. The place of a Paladin is in the midst of the worst enemies acting as champion to the most dire of quests.

USING DEATHWATCH

While Grey Knights are designed to be used as an occasional interlude during a **DARK HERESY** campaign, the **DEATHWATCH** roleplaying game can be used to run a Grey Knight campaign with a little effort on the part of the GM. When selecting a character's Specialisation, the player can find three additional Specialisations appropriate to Grey Knights in the **DEATHWATCH** Rulebook. Grey Knight characters always use the Grey Knight Characteristic advances rather than those from the **DEATHWATCH** Specialisations. When selecting Specialisations, the following choices can also be used:

APOTHECARY

The Apothecary requires little (if any) adjustment to function as a Grey Knight specialisation. While Apothecaries typically serve alongside Paladins in elite units, it is not especially unusual for one to accompany other Battle-Brothers. In the Calixis Sector, Justicar Maligante often assigns Apothecaries in this way to conserve his resources. Apothecaries replace their Storm Bolter with a Narthecium.

LIBRARIAN

Grey Knight Librarians are powerful psykers who have sharpened their psychic power to a razor-edged weapon against the Daemonic. When selecting the Librarian Specialisation, Grey Knights are not restricted in the Disciplines their psychic powers can come from. They have access to the Codex Discipline but not Chapter Disciplines (other than Grey Knight). In addition, they obey the rules in **DEATHWATCH** for selecting psychic powers instead of gaining a Power per point of Psy Rating.

TECHMARINE

While all Techmarines balance their devotion to the Machine Cult with their faith in the Primarchs and the Emperor, their loyalty lies with the chapter when the two conflict. Considering the sheer volume of mechanical artefacts the Grey Knights employ, the Techmarines of the chapter often find themselves at the centre of difficulties between the Grey Knights and the Mechanicus. Grey Knight Techmarines couple powerful psychic abilities with technical training in maintaining the ancient weapons of the chapter.

OTHER SPECIALTIES

Grey Knights do not have Assault Marines, Tactical Marines or Devastators. Instead the Grey Knights of their Strike Squads and Purgation Squads fill these roles. At the GM's discretion, however, Talents from these specialties can be made available to the Grey Knight as Elite Advances for the cost and requirements listed in the advance tables. This allows the Grey Knight to have a wider variety of options as he advances through the ranks. The GM will need to monitor this to ensure that the player characters remain relatively equal in power.

STRIKE SQUAD GREY KNIGHT

"We stood staring into the abyss. The maw of Chaos had opened wide to swallow us and then devour the world. We knew that we had failed and billions would die. You cannot understand the despair our failure brought. You cannot, therefore, know the joy we felt when we saw them arrive. They were armoured gods who appeared from nowhere and shattered the warp-spawn before they could devour our souls."

—Acolyte Vogen Reximus, now mind-cleansed

While most Adeptus Astartes fight in wars, launch raids, and engage in other traditional military actions, the Grey Knight Chapter is specialized in responding to daemonic threats with only a moment's notice, ready for battle, and ending the threat quickly before it can damn entire planets.

The Grey Knights that form the mainstay of the Chapter, are commonly formed into Strike Squads to pursue the execution of their holy duties. Daemonic threats must be met with sudden, overwhelming force, often with the use of precognition to arrive at the appropriate moment. Grey Knights are required to take up multiple roles on the battlefield. They may be equipped with Terminator armour while boarding a space hulk or acting in a traditional warfare capacity. When rapid response is required, they may be equipped with personal teleporters and assigned to an Interceptor Squad. On the rare occasions Justicar Maligante has tasked a single Grey Knight, clad in power armour, to accompany an Inquisitor or one of Watch Captain Servais' Kill-Teams. Justicar Maligante has always chosen a Grey Knight Strike Squad Marine, and never a Purifier or a Purgation Squad Marine.

Grey Knights serving as part of an Interceptor Squad are equipped with personal teleporters that allow them to translocate from one place to another without any need for a dedicated teleportarium. This device was once used by Justicar Maligante to teleport from a planet's surface to its moon in pursuit of the Daemon Prince Hazashe, an act of psychic and technical proficiency that few others could hope to duplicate. The potential is none-the-less staggering, in the hands of a Grey Knight Space Marine to make rapid surgical attacks at enemy positions.

SPECIAL TRAITS

Angel of Death

The Grey Knight gains the Swift Attack Talent and is trained in the Command Skill.

In addition, choose one of the following:

First to Fight

Grey Knights are often the first to enter the battle, and so they train to enter the fray with guns blazing. The Grey Knight rolls 2d10 and adds his Agility Bonus to determine Initiative. If he attacks a target that has not yet taken an action during the combat, the Grey Knight causes Righteous Fury on any damage roll of a 9 or 10 (not just 10). This additional dice only triggers further additional damage die on a roll of 10.

Rapid Assault

A Grey Knight is able to use his Personal Teleporter in the midst of battle with merely a moment's thought. The character may spend his Reaction to activate a Personal Teleporter and move up to 20 metres but cannot otherwise move afterwards on his turn. In addition the Grey Knight may avoid area attacks (such as a flamer or rocket) with a successful Challenging (+0) Agility Test, appearing up to 20 metres away rather than being limited to his Agility Bonus in metres.



RANK 1 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Pilot (Personal)	500	Skill	—
Double Team	200	Talent	—
Takedown	500	Talent	—

RANK 2 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Crushing Blow	600	Talent	S 40
Rapid Reaction	500	Talent	—
Mighty Shot	500	Talent	BS 40

RANK 3 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Pilot (Personal) +10	500	Skill	Pilot (Personal)
Marksman	600	Talent	BS 35
Sure Strike	500	Talent	WS 30

RANK 4 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Combat Master	500	Talent	WS 30
Counter-Attack	600	Talent	WS 40
Lightning Attack	500	Talent	—

RANK 5 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Deadeye Shot	500	Talent	BS 30
Precise Blow	700	Talent	WS 40, Sure Strike
Two-Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35

RANK 6 GREY KNIGHT SPACE MARINE ADVANCES

Advance	Cost	Type	Prerequisites
Pilot (Personal) +20	500	Skill	Pilot (Personal) +10
Berserk Charge	700	Talent	—
Sharpshooter	600	Talent	BS 40, Deadeye Shot

RANK 7 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Dual Strike	500	Talent	AG 40, Two-Weapon Wielder (Melee)
Furious Assault	1000	Talent	WS 35
Litany of Hate	500	Talent	Hatred (Any)

RANK 8 STRIKE SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Blademaster	1000	Talent	WS 30
Crippling Strike	1500	Talent	WS 50
Talented (Pilot [Personal])	500	Talent	—

PURGATION SQUAD GREY KNIGHT

"When one requires the divine sanction of every heretic or daemon within an assault zone, accept no alternative to the Purgation Squad."

—Inquisitor Ordale

In the Grey Knights, the Purgation Squads fill the traditional heavy weapons role normally carried out by Devastator Squads. Like a Devastator Squad, a Purgation Squad carries heavy weapons into battle and targets powerful enemy adversaries, emplacements, and war machines. However, unlike Devastators, the members of a Purgation Squad are entrusted with weapons far more valuable and specialized than those more commonly brought to war by the Adeptus Astartes. These include weapons specially designed to fight daemonic and psychic foes such as Psycannons and Incinerators, which a Purgation Squad member must know how to use to their greatest effect. They must have both an understanding of daemonic foes as well as an intimate understanding of their weapons' capabilities and limitations. A Grey Knight must prove both his worthiness and his skill at arms before he is honoured with the right to carry such potent weaponry.



SPECIAL TRAITS

Purgative Master

The Grey Knight knows the Astral Aim psychic power in addition to other powers he may know. A Purgation Squad Grey Knight also treats the Rank requirement of Heavy Weapons as two lower than normal (see page 130).

In addition, choose one of the following:

Nowhere to Hide

Purgation Squads are adept at gunning down foes who think themselves safe behind cover. When using a Heavy Weapon, a Purgation Marine ignores a number of enemy armour points provided by cover equal to his Perception Bonus.

Psybolt Attunement

Purgation Squads know that while their weapons are priceless artefacts, they are also some of the best and most powerful weapons available for destroying daemonic and psychic enemies. They have learned to activate psybolt ammunition in their weapons with their own psychic potential. They may fire a single shot from weapons that do not have a single shot mode as long as they are using Psybolt ammunition. In addition, when firing a single shot from any weapon with Psybolt or Psyflame ammunition the target suffers a–20 to any Dodge or Agility Tests to avoid being hit (this includes the Agility Test to avoid area effect weapons).

ASTRAL AIM

Threshold: 15

Focus Time: Half Action

Sustained: Yes

Range: You

The Grey Knight extends his senses and possibly those of his allies to peer through the very Warp itself, picking out foes hidden from sight or behind concealing cover. Those affected by Astral Aim can shoot targets they would not normally be able to see, such as through walls, in complete darkness or through shrouding mist. It does not allow those affected to see anything else apart from their targets (whom they perceive as shifting luminescent shapes) such as inanimate objects or details of what might lie beyond a closed door. When resolving a shooting attack against such targets, ignore any penalties to hit which cover or concealment would grant the target. Cover functions as normal, however, and doors, walls, and bulkheads will still provide armour points to those on the other side (see Dark Heresy page 199).

Overbleed: For each 5 points by which the Grey Knight exceeds the Threshold, one ally within 20m may also be affected by this ability.

RANK 1 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Mighty Shot	500	Talent	—
Iron Jaw	500	Talent	T 40
Demolition	400	Skill	—

RANK 2 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Deadeye Shot	500	Talent	BS 30
Hard Target	500	Talent	Ag 40
Awareness +10	200	Skill	Awareness

RANK 3 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Crack Shot	500	Talent	BS 40
Hip Shooting	500	Talent	BS 40, Ag 40
Demolition +10	400	Skill	Demolition

RANK 4 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Cleanse and Purify	500	Talent	—
Rapid Reload	500	Talent	—
Awareness +20	200	Skill	Awareness +10

RANK 5 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Demolition +20	100	Skill	Demolition +10
Marksman	500	Talent	BS 35
Sharpshooter	600	Talent	BS 40, Deadeye Shot

RANK 6 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Tech-Use	500	Skill	—
Rapid Reaction	500	Talent	Ag 40
Blindfighting	500	Talent	—

RANK 7 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Tech-Use +10	700	Skill	Tech-Use
Autosanguine	1000	Talent	—
Unnatural Perception (x2)	1000	Talent	—

RANK 8 PURGATION SQUAD GREY KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Tech-Use +20	800	Skill	Tech-Use +10
Prosanguine	100	Talent	Autosanguine
Talented (Awareness)	500	Talent	—

GREY KNIGHT PURIFIER

"When they came, they brought the fires of the God-Emperor with them. Though I am blind, I know the light of the God-Emperor when I see it."

—Astropath Von Shruk

Just as the Paladins embody the epitome of the Grey Knights' martial prowess, so the Purifiers demonstrate the best of their strength of purpose and founding principles. Purifiers are selected not for their skill at arms nor the glory of their deeds, but based on the purity of their souls and their single-minded devotion to their sacred purpose. Only the most pure of heart and clear of purpose can hope to face the most powerful foes of the Warp.

The Purifiers stand apart from the Chapter, a secretive order within a secretive order. They have the sacred duty to maintain the seals and bindings on the Chapter's daemonic prisoners and deal with the worst the Warp has to offer. In battle, Purifiers can turn their purity into a weapon, channelling it with their psychic talents to create an ethereal fire which can literally burn away the souls of their foes and reduce a fully manifested daemon to nothing but a memory in a few moments of blazing light and inhuman screams.

CLEANSING FLAME

Threshold: 11

Focus Time: Half Action

Sustained: No

Range: You

Purifiers can call on their purity, psychic gifts, and fanatical devotion to duty to create a nimbus of flame around themselves that burns all nearby enemies with white hot soul fire. When this power is manifested the Purifier bursts with white light and is momentarily surrounded by a corona of consecrated flame. This power inflicts 2d10+5 Energy damage to all enemies (per the Psykers choice) within a radius of 1m x Psy Rating. Those struck by the blast also suffer the effects of a Photon Flash grenade (see **DARK HERESY** page 137) as if the Purifier had dropped one at his feet. The Purifier or his allies do not suffer any ill effects from either the fire or the flash.

Overbleed: For every 10 points which the Purifier exceeds the Threshold, one additional ally within 20 metres also manifests the flame. Each enemy is only struck by the flame once, regardless of how many characters manifest it, but additional enemies may be caught in the fiery explosion.

SPECIAL TRAITS

Cleansing Flame

The Grey Knight knows the Cleansing Flame psychic power in addition to his other powers.

In addition, choose one of the following:

Pure Soul

Purifiers are perfect examples of a Grey Knights' resistance to the Warp and their inner purity and strength of will protect them from the worst effects of uncontrolled psychic energies. Purifiers are not affected by Perils of the Warp effects triggered by either themselves or others, including damage and possession. Indirect effects such as attacks from creatures summoned by Perils of the Warp may still affect the Purifier.

Too Many Secrets

Purifiers are keepers of some of the worst daemons the Grey Knights have ever faced and spend years listening to the constant whispered secrets of the servants of Chaos. The Purifier treats all Common Lore, Forbidden Lore and Scholastic Lore Skills as Basic Skills.



RANK 1 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Scholastic Lore (Any) x3	200	Skill	—
Forbidden Lore (Any) x3	500	Skill	—
Cleanse and Purify	500	Talent	—

RANK 2 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Interrogation	200	Skill	—
Medicae	400	Skill	—
Resistance (Psychic Powers)	400	Talent	—

RANK 3 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Scholastic Lore (Any) +10 (x3)	200	Skill	Scholastic Lore (of the same type)
Unshakeable Faith	500	Talent	—
Strong Minded	1000	Talent	WP 30, Resistance (Psychic Powers)

RANK 4 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Any) +10 (x3)	500	Skill	Forbidden Lore (of the same type)
Interrogation +10	200	Skill	Interrogation
Litany of Hate	500	Talent	Hatred (Any)

RANK 5 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Scholastic Lore (Any) +20 (x3)	200	Skill	Scholastic Lore (of the same type) +10
Fearless	1000	Talent	—
Resistance (Heat)	400	Talent	—

RANK 6 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Medicae +10	400	Skill	Medicae
Master Orator	700	Talent	Fel 30
Mental Fortress	1000	Talent	WP 50, Strong Minded

RANK 7 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Peer (Grey Knights)	500	Talent	Fel 30
Interrogation +20	200	Skill	Interrogation +20
Forbidden Lore (Any) +20 (x3)	500	Skill	Forbidden Lore (of the same type) +10

RANK 8 GREY KNIGHT PURIFIER ADVANCES

Advance	Cost	Type	Prerequisites
Talented (Forbidden Lore [Any]) (x3)	1000	Talent	—
Good Reputation (Grey Knights)	500	Talent	Fel 30, Peer (Grey Knights)
Medicae +20	400	Skill	Medicae +10

GREY KNIGHT PSYCHIC DISCIPLINE

"There is no weapon that, when wielded by a Grey Knight, cannot be used to smite the daemonic."

—Inquisitor Hele of the Ordo Sicarius

The Grey Knights' selection of psychic powers has been formed over a millennia of against the worst monsters the galaxy has to offer. While these powers are most commonly used by Grey Knight Librarians, it is not unheard of for an Ordo Malleus Inquisitor to learn these abilities or a Primaris Psyker to train in this rare Discipline. The psychic powers of the Daemonhunter are not subtle—they are weapons of war against the foes of the God-Emperor of Mankind.

The GM should be careful about allowing low rank characters to have access to this Discipline—it is a powerful Discipline and the Grey Knights are unlikely to teach it to anyone who has not earned their respect. **ASCENSION** characters might only know a single ability from the Grey Knight Discipline, and even that knowledge would be a powerful and treasured secret outside the Grey Knights chapter.

MIGHT OF TITAN

Threshold: 18

Focus Time: Half Action

Sustained: Yes

Range: 50m

Summoning up the power of the Chapter's ancestors and calling on the genetic heritage which all Battle-Brothers possess, the Grey Knight hardens muscles and boosts the strength of those nearby. The target increases his Strength Bonus by the Grey Knight's Psy Rating as long as the power is sustained. Note that this addition happens after multiplication effects (such as Unnatural Strength).

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold, an additional Grey Knight may be affected by this power.

MIND BLADES

Threshold: 19

Focus Time: Half Action

Sustained: Yes

Range: 20m

The Grey Knight imbues the blades of his allies with unerring accuracy and the ability to seek out even the smallest of chinks in their foes' armour, helping his friends land devastating blows to quickly dispatch their enemies. Those affected add the Grey Knight's Psy Rating to the Penetration of all their melee attacks and any such attacks, whether unarmed or with weapons, do not count as having the Primitive Quality if they possess it. In addition, such attacks are harder to defend against, and Parry Tests versus attacks from those under the effects of the power suffer a –10 penalty. Both these effects last as long as the power is sustained.

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold, an additional Grey Knight may be affected by this power.

QUICKSLIVER

Threshold: 18

Focus Time: Half Action

Sustained: Yes

Range: 20m

The Grey Knight enhances the reactions of his allies filling them with an uncanny speed and swift movements. Those affected by this ability gain a bonus to Initiative equal to the Grey Knight's Psy Rating as long as the power is sustained. In addition characters who do not have the Swift Attack Talent are treated as having it while this power is sustained.

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold an additional Grey Knight may be affected by this power.

USING DEATHWATCH

Characters using the **DEATHWATCH** Rulebook to run a Grey Knight campaign should note that when a Grey Knight gains a point of Psy Rating he does not gain an additional psychic power. Instead, he is able to purchase one power from the Divination, Telepathy or Grey Knight Discipline at the listed **DEATHWATCH** Cost.

TABLE 5-1: DAEMON HUNTER POWERS

Name	Threshold	Focus Time	Sustain	Prerequisite	DEATHWATCH Cost
Might of Titan	18	Half Action	Yes	Nemesis Hammerhand	1000
Mind Blades	19	Half Action	Yes	Quicksilver, Might of Titan	1000
Quicksilver	18	Half Action	Yes	Nemesis Hammerhand	1500
Nemesis Hammerhand	20	Free Action	No	—	500
Sanctuary	17	Full Action	Yes	—	500
The Shrouding	15	Full Action	Yes	—	500
The Summoning	24	Full Action	No	Warp Quake	1000
Warp Quake	15	Half Action	Yes	—	1500
Warp Rift	26	Half Action	No	The Summoning	1500

NEMESIS HAMMERHAND**Threshold:** 20**Focus Time:** Half**Sustained:** No**Range:** 100m

The character puts the strength of his mind behind the blows of his fists or weapons, striking fiercely enough to wound even the toughest foes. When using this ability, the Grey Knight adds 1 to his Unnatural Strength multiplier (x2 becomes x3) for the purpose of calculating melee damage.

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold, one additional Grey Knight may be affected by this power.

SANCTUARY**Threshold:** 17**Focus Time:** Full Action**Sustained:** Yes**Range:** You

By creating a barrier of psychic turbulence around himself, the Grey Knight forms a bubble of shifting air and flicking space which is difficult for foes to cross. This barrier extends out around the Grey Knight in a 10m radius and impedes all those who try to cross. Anyone trying to enter or move through the 5m area around the Grey Knight, treats it as Rubble (see **DARK HERESY** page 213). The barrier does not impede the Grey Knight's movement in any way.

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold, increase the radius of Sanctuary by 5m.

THE SHROUDING**Threshold:** 15**Focus Time:** Full Action**Sustained:** Yes**Range:** You

Shrouding himself and those nearby in an impenetrable psychic fog, the Grey Knight makes it almost impossible for his foes to see him and his allies. This protects them from ranged attacks and enhances their stealth. The Shrouding extends out around the Grey Knight in a 20 meter radius and makes those within it hazy and indistinct when viewed from without while not restricting the vision of those within it. Ranged attacks at targets within The Shrouding from those beyond its radius suffer a -30 to hit in addition to any other modifiers. In addition, those within the shroud add +30 to all Silent Move and Concealment Skill Tests against those not within the shroud.

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold, he may expand or shrink the radius by 10m. The Grey Knight may reduce the radius to 0m so that the power will only affect himself.

**THE SUMMONING****Threshold:** 24**Focus Time:** Full Action**Sustained:** No**Range:** Special

The Grey Knight reaches out through the Immaterium and calls upon his allies, drawing them across the intervening distance in the blink of an eye. The Grey Knight can use this power on a number of allies up to his Psy Rating, though he must have met each one personally and must know them by name so that he can recognise their presence in the Warp across space and time. When he invokes this power he "calls" to these chosen allies and they are instantly aware that he is summoning them. If they choose to answer the call (considered a Free Action) they are instantly transported through the Warp to his side (appearing within 1d10 metres of the Grey Knight). If this location is occupied by a person or another object the target instead lands in an adjacent safe area, but suffers 1d10 damage that ignores Toughness and Armour.

Such transportation is not without its perils and those summoned suffer a Corruption Point for their time in the Warp (although Grey Knights are normally protected from this, other allies may not be) and must make a Hard (-20) Willpower Test or be unable to act in the following turn as they recover from the disorientation. The Grey Knight may summon allies from a maximum distance in kilometres equal to his Psy Rating, and all those summoned must be within 10 metres of each other.

Overbleed: For every 5 points the Grey Knight exceeds the Threshold, the maximum distance of The Summoning increases by one kilometre and he may affect one additional target.

WARP QUAKE**Threshold:** 15**Focus Time:** Half Action**Sustained:** Yes**Range:** Special

The Grey Knight causes the warp to tremor, causing denizens of the warp to lose their hold on reality and equipment that uses it for guidance to fail. In a radius equal to the Grey Knight's Psy Rating x 5m nothing may enter realspace through the warp. All attempts to do so automatically fail.

Overbleed: For every 10 points by which the Grey Knight exceeds the Threshold, increase the radius by Psy Rating x 5m.

WARP RIFT**Threshold:** 26**Focus Time:** Half Action**Sustained:** No**Range:** Special

The Grey Knight tears apart reality with a gesture and opens a rent in to the Warp which can swallow up those nearby. This attack is an Area Effect attack with a range of 20m and deals 2d10 Energy Damage without any reduction from armour. Daemons struck by this attack may not reduce the damage by their Toughness Bonus.

Overbleed: For every 5 points by which the Grey Knight exceeds the Threshold, increase the damage by 1d10.

GREY KNIGHT WARGEAR

"I am the Hammer. I am the Sword. I am the Gauntlet. I am the Bane of foes and the woe of the treacherous. I am the End."

—Grey Knight Prayer

Grey Knights possess some of the finest weapons and armour known to the Imperium and are well-equipped to maintain and use them as part of their sacred duty to the Emperor. Since they are supplied by the forges of Mars, few other military forces, including other Chapters of the Adeptus Astartes, can boast an arsenal that even approaches that of the Grey Knights. On top of the fine craftsmanship of the Tech-Priests and Magi, the Grey Knights also incorporate many wards and potent blessing into their weapons and armour to adapt them to face the threat of the daemon and the Warp. A Grey Knight's weapon and armour are sacred to him, cherished possessions which he cares for and maintains so that they might never fail him in battle. In fact, when a Grey Knight enters the Chapter he is given a unique suit of armour which becomes his own. He will wear it for the duration of his duty to the Emperor until, upon his death, it is passed on to a new member of the Chapter so its service might continue.

RARE AND PRECIOUS

Grey Knight weapons and armour are fabulous artefacts far removed from the common stub guns and combat shotguns that line the racks of weapons dealers everywhere. These are weapons crafted by the best Tech-Magi of Mars, or the Grey Knights' own Forge Masters and Techmarines, specifically for the warriors of Titan. For this reason, their profiles do not include either a price or an availability, as such an item should never be for sale, and they are so insanely rare that they are practically never found outside the hands of a Grey Knight. Of course, Grey Knights and other Adeptus Astartes equipment does occasionally find its way into the hands of nefarious individuals and black-marketeers, though such instances are more the realm of game plots and investigations than casual shopping.

The standard equipment of a Grey Knight is his power or terminator armour, an astartes storm bolter and a nemesis force weapon. Grey Knight equipment has a Rank requirement listed in each profile. A Grey Knight may exchange his starting gear for any piece of equipment for which he meets the requirement. A Grey Knight may only own and wear one suit of armour at a time, but necessity often requires a Grey Knight to don a different type of armour for a specific mission. He may carry a storm Bolter and nemesis force weapon together or a single heavy weapon (Incenerator, Psilencer or Psycannon) but may not carry a nemesis force weapon with a heavy weapon unless he is wearing terminator Armour.

Depending on the nature of his mission and his Specialisation, the GM may grant him additional equipment or even equipment from the **DARK HERESY** armoury.

NEMESIS FORCE WEAPONS

The most distinctive weapon of the Grey Knights is probably the nemesis force sword and its variants. Finely tuned to the wielder's mind, it is a perfect weapon to use against daemons and other denizens of the Warp. **Table 5-2: Nemesis Force Weapons** covers the six most common variations of them used by the Grey Knights. Unless otherwise noted all nemesis force weapons are of good Quality.

In the hands of a wielder with a Psy Rating, Nemesis Force Weapons are much more potent than their mundane counterparts. For every point of Psy Rating the wielder has, the weapon's Damage and Penetration increase by +1.

In addition to normal Damage, whenever a psyker wielding any kind of Nemesis Force Weapon damages an opponent with it, he may, as a Free Action, channel psychic force into the weapon. This requires an Opposed Willpower Test. For every degree of success, the force weapon's wielder deals an additional 1d10 Damage, ignoring the victim's Armour and Toughness Bonus. Force weapons cannot be destroyed by a power weapon's field.



MAN'S REACH EXCEEDS HIS GRASP

Grave religious taboos exist throughout most of the Imperium against daring to touch weapons meant for the hands of the Emperor's Angels of Death. Astartes weapons react violently to the grip of the unworthy, and men bearing terrible burn scars are living proof of a flamer's outrage in the hands of an ignoble master. Still, there are invariably those bold and foolish enough to try taming the machine spirits of Astartes weapons.

Obtaining an Astartes weapons or armour should require considerable effort on a character's part and never simply be the result of an Acquisition or Influence roll. Astartes Ranged weapons count as one Class heavier to anyone lacking in Space Marine physiology. For example, a Pistol is a Basic weapon; a Basic weapon is Heavy, and so on. Furthermore, Astartes weapons impose a -30 penalty to all Tests made with them by presumptuous mortals due to improper scale, weight, and/or recoil. Even power armour is not enough to compensate. The GM may also choose to impose other problems from the rebellious machine spirit based on the nature of a weapon (a Plasma weapon may require Toughness Tests from routine heat venting; a power weapon may run the risk of feedback, etc). Space Marines may use weapons scaled for normal humans without penalty if they choose, although the GM may wish to require that the Space Marine take an extra action or two to remove parts that get in the way (such as the trigger guard or the stock!).

NEMESIS FORCE HALBERDS

As ancient in design and purpose as the Grey Knights themselves, Nemesis Force Halberds are finely crafted polearms with long, curved blades and sturdy hafts. A Grey Knight can easily use such a weapon one-handed in short deadly chops. However the weapon becomes even more dangerous should he wield it two-handed. As a Free Action a Grey Knight may change his grip on a Force Halberd to two-handed (provided his other hand is free). When wielded two-handed, a Force Halberd gains the Tearing Quality.

NEMESIS FORCE SWORDS

A lighter version, of the force halberd, a force sword can take many forms. Force swords are crafted using arcane magicks and complex scientific formulae and incorporates a powerfield like all Nemesis Force Weapons. Their balanced grips and nearly indestructible construction makes them perfect for parrying even the attacks of even the most powerful daemonic foe. If the bearer has a Force Field, the Nemesis Force Sword adds +10 to the Field Rating.

NEMESIS DAEMON HAMMER

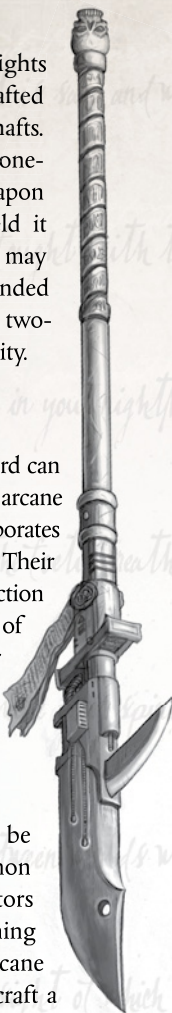
The most common Nemesis Force weapon to be used by non-Grey Knights, the Nemesis Daemon Hammer is often used by high ranking Inquisitors of the Ordo Malleus. It combines the crushing power of the Daemon Hammer with the arcane construction of the Nemesis Force Weapon to craft a deadly bane of the daemonic.

NEMESIS FALCHIONS

Always used in a pair, the Nemesis Falchions can be carried by a Grey Knight with a Storm Bolter thanks to the Storm Bolter's wrist mounting. The falchions contain monofilament circuitry that greatly enhance the speed at which they can be brought to bear. Opponents attempting to Dodge or Parry an attack from a Nemesis Falchion suffer a -10 penalty to the attempt.

NEMESIS WARDING STAVE

Designed as a defensive tool, the Nemesis Warding Stave can be used in melee combat to protect a bearer from attacks that would breach even the armour of a Terminator. When making



USING DEATHWATCH

The requisition system in the **DEATHWATCH** can be easily modified to allow Grey Knight characters to select equipment from the Armoury chapter. While the weapons and armour of the Grey Knight should be limited to those in this book, Tools or equipment appropriate to the character's Specialization might be extremely useful to a character.

Specific items are up to the GM's discretion. A general rule for determining what is appropriate would be:

- Initiated equipment available at Rank 1
- Respected equipment available at Rank 3
- Distinguished equipment available at Rank 5
- Famed equipment available at Rank 7
- Hero equipment available at GM's discretion (as most Hero items are chapter specific).

Any equipment that is Standard Issue at Rank 1 to a **DEATHWATCH** Specialization (such as the Apothecary's Narthecium) should be made available to the character at Rank 1. Grey Knights do not need to requisition equipment as normal, as the Chapter has access to almost anything it could need in abundance.

a guarded attack with the stave, the character gains a +20 to Dodge and Parry Tests. In addition, the weapon includes psychically activated refractor fields that add the users Psy Rating to his armour value against melee strikes and removes the Warp Weapon Quality from any melee weapon striking the user.

NEMESIS GREATSWORD

Found only on the Dreadknight battle suit (see page 132) the Nemesis Greatsword is a massive blade of silver and iron so large that not even an Adeptus Astartes in power armour can lift it. Despite its immense size, it is perfectly balanced in the hands of a Dreadknight, and is a powerful tool against even a greater daemon.

NEMESIS DOOMFIST

A variants of the Astartes powerfists found on Dreadnoughts, the Nemesis Doomfist is a massive weapon easily able to crush a man in its grip. Nemesis Doomfists are only found as part of the Dreadknight battle suit (see page 132). The Nemesis Doomfist adds 1 to the user's Unnatural Strength modifier for the purposes of calculating damage.

TABLE 5-2 NEMESIS FORCE WEAPONS

Name	Class	Dam	Pen	Special	Wt	Rank
Nemesis Force Sword	Melee	1d10+2 E	2	Power Field, Sanctified, Balanced	6	1
Nemesis Force Halberd	Melee	1d10+3 E	2	Power Field, Sanctified, Tearing	9	3
Nemesis Daemon Hammer	Melee	2d10+5 E	8	Power Field, Sanctified, Unwieldy	20	5
Nemesis Falchions	Melee	1d10+1 E	2	Power Field, Sanctified	5 (each)	6
Nemesis Warding Stave	Melee	1d10+1 I	0	Power Field, Sanctified, Defensive	5	6
Nemesis Greatsword	Melee	2d10+5 E	6	Power Field, Sanctified, Balanced	1500	8
Nemesis Doomfist	Melee	2d10+5 E	6	Power Field, Sanctified, Unwieldy	1500	8

RANGED WEAPONS

Like other Space Marine Chapters, the Grey Knights favour bolt weapons. Their brutal damage and potent armour penetration makes them ideal assault weapons—not to mention the demoralising effect on the enemy that seeing a comrade torn apart by a .75 bolt round may have. Grey Knights also employ a number of special ranged weapons such as Incinerators and Pscannons, all designed for maximum effectiveness against daemons and psykers. **Table 5-3: Grey Knight Ranged Weapons** covers the most commonly used Grey Knight ranged weaponry.

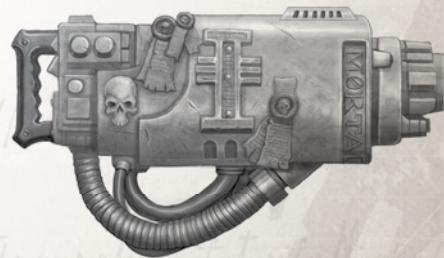
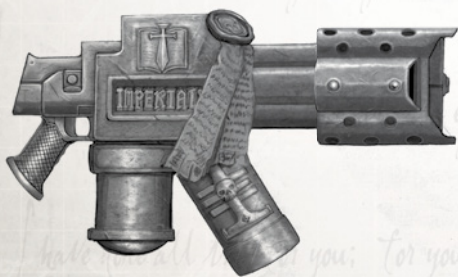
ASTARTES STORM BOLTERS

Grey Knight bolt weapons function in much the same way as regular bolt weapons, albeit of a larger design and more robust manufacture. The advantages they gain from their size and superior ammunition quality is included in their profile.

These weapons are common to the Grey Knights and often mounted on the wrist so that they might have a free hand to wield their force halberd two-handed. Essentially incorporating two boltguns side-by-side, these weapons are often issued with Psybolt Ammunition (see page 75). Grey Knights wear their Storm Bolters on a special wrist mount that allows them to fire the bolter while keeping their hands free.

ASTARTES INCINERATOR

Incinerators are Heavy Flamers that use a psychically impregnated promethium so that they might burn with hotter and more fierce flames. An Incinerator ignores any protective benefits granted by Psychic Abilities or Sorcery. Its damage counts as Sanctified and targets in the its area of affect suffer a -5 penalty to the Agility Test to avoid the blast for every point of the wielder's Psy Rating



NEW WEAPON QUALITY: PROVEN

Weapons with a Proven rating treat any damage die result lower than the Proven rating as if it were the Proven rating instead. Thusly a Proven 3 weapon would treat any die roll of 1 or 2 as a 3 for the purposes of calculating damage.

PSYBOLT AND PSYFLAME AMMUNITION

Many Grey Knight weapons can be equipped (or come standard with) Psybolt or Psyflame Ammunition. These are detailed on page 75.

ASTARTES PSILENCER

The Psilencer does not fire tradition ammunition. Rather, it focuses the psychic might of the wielder into an amplified energy pulse that is focused into a beam of unstoppable force. These arcane weapons harness the psychic potential of the user, who must unleash a bolt of psychic force into the containment core of the device. This burst of energy is then amplified and directed by the crystals in the weapon.

The weapon fires two additional shots per Psy Rating of the user. In addition, it does not contain ammunition and does not need to be reloaded. It may not be fired by a wielder without Psy Rating 1 or greater.

ASTARTES PSYCANNON

An ancient weapon whose manufacturing process has long been lost, the Psycannon was specially designed for the Grey Knights. Psycannons always use Psybolt ammunition (see page 75) and incorporate special suspensors which reduce their weight and make them easier to fire on the move. A Grey Knight wielding a Psycannon counts as having the Auto-stabilised Quality (see **DARK HERESY** page 329).

TABLE 5-3 RANGED WEAPONS

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Rank
Astartes Storm Bolter	Basic	100m	S/2/4	1d10+9 X	5	60	2 Full	Storm, Tearing	26	1
Astartes Incinerator	Basic	30m	S/-/-	2d10+6 E	6	10	2 Full	Flame, Sanctified	65	3
Astartes Psilencer	Heavy	100m	-/-/4	1d10+10 E	0	—	—	Sanctified	60	7
Astartes Psycannon	Heavy	120m	-/2/5	2d10+15	5	200	2 Full	Proven (4)	50	5

ARMOUR

Almost universally, Grey Knights wear Terminator Armour (or Power Armour) whenever they set out on a mission and seldom remove it outside of the walls of their fortress monastery. For this reason, Astartes Armour has been designed so that a warrior might live in it for months at a time never needing to give up its protection. **Table 5-5: Grey Knight Armour** covers the standard versions of Grey Knight Power Armour and Terminator Armour as well as the daemon crushing Nemesis Dreadknight armour.

GREY KNIGHT POWER ARMOUR

The iconic symbol of the Space Marine, power armour is among the finest protection a warrior of the Imperium can ever hope to wear. The armour's ceramite plating provides AP 10 to the Body and AP 8 to all other Locations. In addition to this ample protection power armour also grants the wearer the following effects:

Enhanced Strength: Increase his Strength by +20. The effect on SB is calculated after the Unnatural Strength multiplier.

Auto-senses: The Space Marine gains the Dark Sight Trait, and Heightened Senses (+10 to relevant Tests) for Sight and Sound. Input filtering provides immunity to photon, flash, and stun grenades. Note that these benefits only apply whilst the Space Marine is wearing his helmet, and the benefits from the Auto-senses stack with the benefits of the Space Marine's Lyman's Ear and Occulobe implants (meaning that Space Marines have a +20 to Sight- and Sound-based Awareness Tests). Additionally, the Auto-Senses make the Called Shot Action (see **DARK HERESY** page 198) into a Half Action.

Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed and can maintain an adequate oxygen supply as long as the unit is powered.

Bio-monitor and Injectors: If the internal cogitator detects a problem with the wearer's bio-signs, it can administer pain suppressors, combat stimulants, and anti-toxins. This provides the following benefits:

- +10 to Tests resisting the Toxic Quality and similar poison effects.
- The pain suppressor reservoir has a total of 6 doses, each of which can be used to ignore Critical Effects for 1d10 rounds. The doses may be used in succession or staggered.
- If the wearer is Stunned, the effect lasts a maximum of one Round before the bio-monitor detects and negates it.

Vox Link: Serves as a standard vox and a channel for any more sophisticated data transmissions the suit or its wearer can access. The bio-monitor feed also transmits through this link, allowing properly equipped allies to view each others' vitals.

Magnetized Boot Soles: Can be activated to provide the equivalent of Magboots.

Nutrient Recycling: Filters in the armour capture and purify body waste, re-constituting it into a nutrient solution that is intravenously returned to the body. This can sustain a Space Marine for long periods of time, but not indefinitely. For every two weeks that no other source of nutrition is ingested, make a Toughness Test or suffer one level of Fatigue until nutrition is consumed. The Difficulty of this Test increases one step for every two weeks without food or Preomnor-derived sustenance.

Wrist Mount: This specially designed wrist mount allows a storm bolter to be mounted on the wrist and fired empty handed. The Grey Knight may therefore wield a Nemesis Force Staff, Nemesis Force Halberd or a pair of Nemesis Falchions without giving up ranged capabilities. The wrist mount is integrated into the armour and does not hamper the range of the weapon.

Giant Among Men: A Space Marine in power armour is Hulking. This increases his Base Movement by 1; however, the grace afforded by his Black Carapace negates the modifier enemies would otherwise have to attack him. He still suffers the usual penalties to Concealment and Silent Move for being heavily armoured.

Poor Manual Dexterity: While protective, armoured gloves are not ideal for fine manipulation. Delicate tasks suffer a -10 penalty unless using equipment designed for Space Marines.

The Aegis: Aegis warding within the armour protects the wearer from psychic attack using the wearer's own psychic power. Increase the Threshold of any hostile psychic powers targeting the wearer (or that include the wearer in their area of effect) by 5. This effect is not cumulative with other Aegis effects.

Donning power armour is a sacred ritual, honouring the machine spirit's history of valiant deeds and praying for its boons in the battles to come. It takes 20 minutes to remove or don power armour un-aided, but never less than 5 minutes no matter the amount of assistance, as the proper rites must be observed.

DAMAGING POWER ARMOUR

Once a Battle-Brother takes Damage greater than the Armour Points of his armour, it no longer counts as environmentally sealed. An application of repair cement is usually sufficient to re-seal it until permanent repairs can be made. Astartes power armour uses a fusion generator backpack which can sustain power forever with proper care. However, it is possible for the power unit to be damaged, hindering or even disabling the suit. If the wearer takes Critical Damage to the Body from behind, consult the Power Unit Critical Effects chart (in addition to normal Critical Effects). The problems continue until the unit can be repaired with a **Challenging (+0) Tech-Use Test**.

TABLE 5-4: POWER UNIT CRITICAL EFFECTS

Critical Damage	Result
1-3	Unaffected: The power unit continues functioning normally. Damaged: The power flow is diminished, causing system failures and difficulty moving. All benefits granted by the armour (except its inherent AP) are lost. All physical actions suffer a -10 penalty. Decrease Base Movement by 2.
4-5	Unpowered: The suit completely shuts down. All benefits granted by the armour (but not its inherent AP) are lost. The wearer must make an Arduous (-40) Strength Test to simply move. If he passes the Test, his Base Movement is still reduced to 1, and all physical actions suffer a -30 penalty.
6+	

GREY KNIGHT TERMINATOR ARMOUR

Tactical Dreadnought Armour, more commonly called Terminator Armour, turns an Adeptus Astartes into a nigh-unstoppable force of destruction. Terminator Armour incorporates all the systems of standard Astartes Power Armour with several upgrades. Superior actuator and stabilisation systems allow for Heavy and Mounted weapons to be fired one-handed. This also provides the Auto-stabilised Trait and grants +30 to Strength instead of +20. The auto-senses are part of a sensorium, which provides the same capabilities as an auspex. Terminator armour's heavy layers of protective alloys can deflect even the heaviest bombardments.

In addition, the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside attacks from power weapons, melta fire, and even the baleful energies of the warp. This functions as a Best Quality Force Field with a Protection Rating of 35 (see page 72). This field does not become overloaded under normal circumstances.

The massive frame of a Terminator is not without limitations. A Terminator cannot Run, and the wearer suffers -20 to Agility, and cannot Dodge (but may still Parry). Furthermore, in order for the Terminator's frame to properly support, aim, and interface with weapons, they must be affixed by special couplings. Arming Tactical Dreadnought units is a laborious and sacred ritual that may only be performed by high-ranking Techmarines with the proper accoutrements and facilities. This prohibits the weapon configuration from being changed under other circumstances.

USING DEATHWATCH

Grey Knight Space Marines have access to Terminator Armour from Rank 3, which is often sooner than Space Marines of other Chapters. It is up to the GM what armour is available for a mission, but it is common for Grey Knights to have access to either Terminator or Power Armour in many situations.

In addition, Grey Knight armour does not have an Armour History. While the deeds of those Grey Knights who wore the armour before may be well documented this has no mechanical effect. Grey Knight armour has the Aegis trait instead, an in Deathwatch campaigns this would impose a -10 penalty on Focus Power Tests instead of a penalty to the Threshold.

NEMESIS DREADKNIGHT

The Nemesis Dreadknight is a fearsome combination of some of the Imperium's most powerful technology and the indomitable will of the Grey Knights to face the horrors of the Warp. Designed for use by a single terminator armoured Grey Knight, the Dreadknight is a massive exoskeleton, powered by a plasma reactor and mounting two massive nemesis doomfists. Such a fearsome battle suit allows a single Grey Knight the raw power and close combat strength to take on Daemon Princes or Greater Daemons in hand to hand with a chance of success. Against lesser foes the Dreadknight has also proven highly effective. A single such behemoth can tear its way through entire daemonic hordes in a rampage of destruction.

A Grey Knight piloting a Nemesis Dreadknight need not make any special rolls to control it. Once he is strapped in, it will follow his movements and respond to his mental commands. However, it is massive and cumbersome. The Nemesis Dreadknight pilot has all the benefits of Grey Knight Power Armour. Additionally he gains the following effects:

- The Nemesis Dreadknight increases the Grey Knight's Size to Enormous.
- The Grey Knight does not use his own Strength, Toughness, Agility or Wounds while in the Dreadknight. Instead he uses the Dreadknight's Strength and Toughness of 75 and Agility of 40. The Dreadknight has Unnatural Strength (x3) and Unnatural Toughness (x3) and 100 Wounds. If the Dreadknight is reduced to 0 wounds it is destroyed. The Grey Knight pilot is also reduced to 0 wounds and he must burn a Fate point to survive.
- The Dreadknight mounts two Doomfists (see page 129). One Doomfist may be replaced with a Nemesis Great Sword.
- It incorporates a powerful force field similar to Terminator armour and is treated as having a Best Quality Force Field with a Protection Rating of 35. This field does not become overloaded under normal conditions.
- The Dreadknight may mount two additional ranged weapons: a Gatling Psilencer, Heavy Incinerator, or Heavy Psycannon. It may only mount each weapon once. These are identical to the Incinerator, Psycannon, and Psilencer, but with the augmented attributes found in **Table 5-6**.
- The Dreadknight may have a personal teleporter, allowing the Dreadknight to quickly respond to battlefield conditions.

TABLE 5-5: GREY KNIGHT ARMOUR

Name	Location(s) Covered	AP	Wt	Rank
Grey Knight Power Armour	All	8 (Body 10)	180	1
Grey Knight Terminator Armour	All	14	400kg	3
Nemesis Dreadknight	All	15	2000kg	8

TABLE 5-6 NEMESIS DREADKNIGHT RANGED WEAPONS

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Rank
Heavy Incinerator	Heavy	60m	S/-/-	2d10+6 E	6	20	2 Full	Flame, Sanctified	200	8
Gatling Psilencer	Heavy	100m	-/-/8	1d10+8 E	0	-	-	Sanctified, Storm	240	8
Heavy Psycannon	Heavy	120m	S/-/-	2d10+15	5	40	2 Full	Proven (4), Blast (6)	190	8

OTHER EQUIPMENT

The Grey Knights are outfitted with the best equipment the Imperium of Mankind can provide, and this does not stop at their arms and armour. Their ships are some of the fastest, and they have access to gear that some consider so unmatched in battlefield utility that it borders on the miraculous.

BROTHERHOOD BANNER

The sacred banners of the Grey Knights Chapter are relics that inspire the Adeptus Astartes in their grim duty. Woven with extremely rare strands of truesilver, the ancient warding within a Brotherhood Banner serves to inspire Battle-Brothers to even greater heights of martial prowess as they fight beneath the watch of those who carried their sacred duty before them.

Any Grey Knight within a 20m radius of a Brotherhood Banner fights on with a sense of certainty of purpose so pure that his strikes land true on even the most skilled opponents. Grey Knights may re-roll any failed Weapon Skill Test while under its influence.

The Brotherhood Banner requires both hands to carry. While a Grey Knight can still fire his wrist-mounted weapon while carrying the banner, he must forgo his Nemesis Force Weapon to properly care for such a sacred relic.



PERSONAL TELEPORTER

The ancient Personal Teleporter is a backpack sized site-to-site teleportation device that allows the user to traverse the battlefield without the need for a massive shipboard teleportarium. With a thought, the user can teleport through the Warp in order to instantly react to battlefield conditions. It can even be used to move great distances or to teleport into battle from orbit, though this is much more difficult. Grey Knights making use of a Personal Teleporter can disappear and re-appear instantly, to charge a foe from behind or defend a critical location.

A Personal Teleporter requires the Pilot (Personal) Skill to operate effectively. It allows for a safe, guided Warp-jump to any visible location. Such jumps allow the Battle-Brother to double his Base Movement and travel in any direction without regard for obstacles. For all other purposes, he counts as having taken the appropriate Movement action. He cannot stay in the Warp for longer than his normal movement and he must appear by the end of his turn. Alternatively, the pack can be used to move across greater distances, although this requires great expertise and courage.

The character doubles his Base Movement when equipped with a Personal Teleporter. He may even use the Personal Teleporter as part of a Charge or Run. To perform more complex actions, the character needs to make a Pilot (Personal) Test at the GM's discretion.

The Grey Knight may travel across greater distances using his Psy Rating to protect him on the journey in much the same way as a Gellar Field protects a Warp-capable vessel. A Hard (-20) Navigation (Stellar) Test allows the character to travel between planetary bodies and ships. The final distance is left to the GM's discretion, but the Grey Knight needs to be certain of his destination and the distance is limited by the character's Psy Rating.

The Personal Teleporter of this size only works with Power Armour, although larger versions exist that function with the Nemesis Dreadnight armour. Grey Knights wishing to make use of a Personal Teleporter must forgo their normal Terminator Armour for lighter and more mobile Power Armour.

TABLE 5-7: PERSONAL TELEPORTER RANGE

Psy Rating	Distance
2	Ship in low orbit to planet surface (up to 5000 km)
3	Ship in geosynchronous orbit to planet surface (up to 40,000 km)
4	Planet surface to ship in nearby void (up to 120,000 km)
5	Planet surface to orbiting moon (up to 500,000 km)
6	Planet surface to closest planet
7	Planet surface to distant planet
8+	Across an entire solar system (from one planet to another)

GREY KNIGHTS IN CAMPAIGNS

"I wish I could tell you that these so called Grey Knights exist. It would bring me comfort to believe that there is an entire chapter of the Adeptus Astartes dedicated to fixing our mistakes. Think about how absurd that is, for just a moment. Then know that it ends here with us. We cannot afford the luxury of hope today."

—Sergeant Raway

The most potent of the Emperor's Servants present a unique storytelling opportunity. Their powerful weapons and dedicated mission have a singularity of purpose that can be used by a GM to create moments of epic conflict, where good and evil clash with all of reality wagered.

Where Acolytes are on the front line, the Grey Knights are the last defence from the forces of the Warp. When an Acolyte fails, it results in a Hive, or perhaps a single world, falling to Chaos. Should they fail there is no, still more capable, force ready to intervene. If the Grey Knights fail in their task, systems or entire sub-sectors can be lost, or sent spinning into a war that threatens the entire Calixis sector.

This section provides advice and ideas for a GM who wishes to include the Grey Knights in his **DARK HERESY** campaign or create an entire campaign around a group of Grey Knights.

CHARACTER STRENGTH

Acolytes are servants of the Holy Ordos and have many resources and abilities that exceed that of typical Imperial Citizens. They are mortal men and women who act as agents of an Inquisitor's will. Despite this additional authority and their augmented resources, the typical Acolyte is not personally powerful. They rely upon their Inquisitor for everything they need to perform their duties. A single Bloodletter is a powerful foe, likely to slay an Acolyte. The destruction of such a beast can be the focus of several adventures.

Grey Knights, by comparison, have considerable personal power. A single Bloodletter will present little challenge for a group of Grey Knights, a single Grey Knight may be likely to banish such a creature with little effort. A Bloodletter will challenge a group of Grey Knights, but would certainly end the lives of Acolytes without special circumstances.

It is this reason that makes Grey Knights difficult to integrate into a campaign alongside Acolytes. A group of Acolytes would find themselves dwarfed by such a character. It is unlikely that an Inquisitor would ask a single Grey Knight to serve alongside Acolytes, as the Acolytes are disposable, often executed or mind-scrubbed after they witness any proof that the Grey Knights exist. It would be a truly remarkable group of Acolytes, in remarkable need, chosen to serve alongside any Adeptus Astartes, let alone a Grey Knight.

THEME AND MOOD

Acolytes exist in a world of subterfuge and intrigue. Investigation and the prevention of Daemonic Incursions is their primary focus. A Grey Knight focuses on the destructions of daemons where Acolytes fail. This difference in focus can, with a little attention by the GM, create exciting moments of drama.

While Acolytes often engage in heroic combat, these desperate last stands where a mortal faces down a powerful threat are moments of fear. The Acolyte assumes he will die in defeating a daemon, but can he drag it down with him. He has to ask himself if his sacrifice will be enough.

When a Grey Knight faces similar threats it is larger in scale. Where an Acolyte would sacrifice himself to allow the rest of his Cell to escape, a Grey Knight would sacrifice himself to destroy a powerful Greater Daemon who is the focus of an entire campaign.

When used during an Interlude (discussed below), Grey Knights can provide a meaningful counterpoint to the Acolytes' more mundane power level.

NO WITNESSES

The Grey Knights rarely leave witnesses. Entire platoons of Guardsmen may be given final benediction to prevent word of the Grey Knights' existence from spreading. If an incursion requires the attention of the God-Emperor's finest warriors, then any who were present are likely corrupted beyond redemption. Those who are allowed to live might be instead subjected to a mind-cleansing.

An Inquisitor, however, has the authority to prevent this waste of his resources when he feels it is appropriate. While protecting an entire platoon is risky, potentially even a radical act, a small group of trusted Acolytes might be spared. These Acolytes must have great potential, and should see their protection as a badge of honour.

Even more rare are Acolytes who are told of the Grey Knights' existence, and given the authority and capability to request the Grey Knights for aid. Such Acolytes are certainly on their way to becoming Throne Agents themselves. Even with this potential, it would require a serious threat to give a group of Acolytes permission to contact the Grey Knights serving aboard the *Righteous Dawn*.



INTERLUDES

The simplest way to include Grey Knights in a **DARK HERESY** campaign is through the use of an Interlude. An Interlude takes place between game sessions featuring the investigations of Acolytes. This can occur in a variety of ways and a squad of Grey Knights might be a re-occurring event in a campaign, the players occasionally taking on the roles of Grey Knights.

ACOLYTE INVESTIGATIONS

The Grey Knights are a fighting force, their talents are ill-suited for investigations. Inquisitors know how to properly use their resources, and Acolytes are required for subtle inquiry.

One way to include Grey Knights in a campaign is to have them respond to information the Acolytes uncover. At the end of an investigation, the Acolytes uncover some powerful secret that they cannot, on their own, deal with. The Cell's patron Inquisitor recalls the Acolytes and the Grey Knights take over to deal with the threat more directly.

This allows the players to feel both the awesome strength of the Grey Knights, while enjoying the full story of an Incursion that includes all the twists and surprises of Acolyte-level play.

CALLING IN THE GREY KNIGHTS

Rare and special Acolytes may be given the means to contact the Grey Knights should they discover something that requires their attention. Measures this drastic are probably only undertaken when an Inquisitor is needed elsewhere, but he still believes there is a high chance that his trusted Acolytes will uncover something truly horrific.

In games where the Acolytes have the power to call upon the might of the Adeptus Astartes they are required to have good reasons, outlined in detail by their Inquisitor, and the response time may not be instant. It can be quite thrilling for a group of Acolytes to be forced on the run, desperately trying to activate their beacon and survive long enough for the Grey Knights to appear in the nick of time, teleporting in to the rescue.

KEEPING THINGS SCARY

In games with a focus on Horror, characters as powerful as Grey Knights can make villains less terrifying. If the GM wishes to maintain a suitable level of fear he can still make

use of the Grey Knights in his campaign. The GM must use the difference between Acolyte and Grey Knight power to his advantage, raising the stakes of the adventure.

In this situation it is effective to use the Grey Knights as a prequel to an investigation. The players can take on the rolls of Grey Knights in the distant past, defeating a powerful greater daemon, temporarily, at great cost. When the Acolytes then take over, they must find a way to defeat the same evil on their own. This could be a re-occurring event in a campaign, as the Cell's psyker (or faithful character) routinely receives visions of the glorious actions of the Grey Knights a millennium ago, information vital to their defeat of the beasts revealed to them.

THE BIG REVEAL

If the GM creates the Grey Knight characters in advance, he can surprise the players with a sudden shift in the focus of his story. This drastic jump in locations and power level can be a great way to change the pace of a story. Should the campaign's major story come to a dead end the players can be given key information through a game session using the Grey Knights.

This use of the Grey Knights can put the Acolytes on the trail of cultists, daemons, or even xenos. In this way, secrets about a campaign can be revealed to the players through the Grey Knights, and trickle down to the Acolytes. As this allows the players to discover new avenues of adventure themselves, rather than relying on the Inquisitor to give them marching orders, it alleviates possible frustration at hitting a dead end in an investigation.

GREY KNIGHTS TO THE RESCUE

When things go wrong for Acolytes, they go extremely wrong. Worlds will burn in the fires of Chaos, civilizations will become enthralled by foul xenos, and the faithful will turn their eyes from the light of the God-Emperor. This puts the Acolytes in a difficult position, often hoping to escape, knowing their mission has failed.

The players can take on the role of the Grey Knights, coming to the rescue at the behest of an Inquisitor. The GM is able to employ the Grey Knights, in this way, to prevent the players from feeling helpless. Instead they play as Grey Knights, rescuing themselves. This can lead to further information being found (and given to them directly by the Adeptus Astartes), as well as the survival of the Acolyte Cell.

ADVENTURE SEEDS

Here are some quick adventure ideas for the GM who wishes to include Grey Knights in his campaign:

- Having discovered the secrets of House Thruogg, the Acolytes, attempting to destroy an accursed artefact, require a rare mineral found only on a legendary world lost to daemoniac forces. The Acolytes must locate the planet (or a manifest recording the ore on a space hulk) and inform their Inquisitor. Can the Grey Knights retrieve the priceless reagent in time?
- The Inquisitors of the Ordo Malleus are unsure how the prophecies of Drill-Abbot Bradok were ignored, but it is feared that the time is right for the Lord of Misrule to fully manifest. All is not lost, as a Sister of Battle has received visions of the Lord of Misrule's defeat, some thousand years ago, giving a small group of Acolytes all the clues they need to prevent the prophecies' dark promise.
- An investigation into the daemon weapon "Claws of Gorfathe" has lead the Acolytes to a small Ork warband on Kulth. What began as a routine extermination of the greenskins was interrupted by a massive Rok colliding with the planet. Amidst the devastation, Warboss Kozgrob has arisen to control the Ork hordes. Can the Grey Knights arrive in time to prevent the daemon weapon from falling into Kozgrob's hands?

GREY KNIGHT ASCENSION CAMPAIGNS

When the GM wants to allow a player (or players) to take control of Grey Knights for an entire campaign he must find ways to challenge the characters. Grey Knights can serve the Inquisition in a variety of ways, and indeed Justicar Maligante dutifully takes orders, when the Calixian Ordos require their chamber militant to take action. Grey Knights can be the focus of a campaign either as a single player character acting alongside Throne Agents, or as an entire campaign focused around a group of Grey Knights.

THE ROLE OF INQUISITORS

In an **ASCENSION** game where a player has taken on the role of an Inquisitor, it is possible that he has need of a Grey Knight during his investigations. While an Inquisitor more commonly calls upon the chamber militant to act as a military force, it is not unheard of, in the Calixis Sector, for Justicar Maligante to allow one of his Grey Knights to accompany an Inquisitor on his investigation. While this is rare, it has proved prudent in the past, which is the main reason the practice has been allowed.

When a Grey Knight does accompany an Inquisitor he refrains from declaring his chapter, often calling himself "An Adeptus Astartes", to prevent the necessity of maintaining the Chapter's secret existence through execution. He may even keep his Chapter reserved from the Throne Agents with whom he serves. He is in service of the Inquisitor and follows his commands, although a wise Inquisitor looks to the Grey Knight not as a servant, but as a trusted ally and bulwark against the daemonic.



THRONE AGENT STRENGTH

Characters created using the **ASCENSION** supplement are far more capable than typical Acolytes. The more militant Ascended Careers may find that they can hold their own with an Adeptus Astartes. A Grey Knight is a potent combatant, but alongside Throne Agents, this power is less pronounced (although he may still be more powerful). The GM should craft combat encounters with each Throne Agent in mind, making sure that militant Throne Agents have opportunities to showcase their unique fighting skills.

ALL GREY KNIGHT CAMPAIGNS

Campaigns comprised of nothing but Grey Knight characters can also be rewarding and exciting. These games follow a simple mission format, with the Grey Knight's orders coming from Justicar Maligante as he pursues the Lord of Misrule or assists a variety of Inquisitors in the execution of their duties.

GM's wishing to run all Grey Knight campaigns may wish to use the **DEATHWATCH** Rulebook instead of the **DARK HERESY** Rulebook. Some GM attention will be required, but the "Using **DEATHWATCH**" sidebars throughout this chapter provide further advice. Important notes to keep in mind are:

- Grey Knights do not requisition gear. The chapter provides the tools they will require for a mission. Instead, equipment has a simple Rank requirement that a Grey Knight must meet to be issued a piece of wargear.
- Grey Knights do not have a Squad or Solo mode ability. Instead, they have access to their psychic powers and the Brotherhood of Psykers Talent. Because they are all members of the same Chapter, they do not track Cohesion.
- Additional Specialisations might be available at a GM's discretion, as the Grey Knights do have Apothecaries, Librarians, and Techmarines. They do not have Tactical Marines or Assault Marines (they have Grey Knight Strike Squads instead).
- New Talents may be presented in the **DEATHWATCH** Rulebook that make sense for a Grey Knight. The GM may wish to allow them as Elite Advances.

ADVENTURE SEEDS

Here are some quick adventure ideas for the GM who wishes to include Grey Knights in his campaign:

- An Inquisitor has assembled a cell of trusted Throne Agents to investigate a daemonic cult that is rising to power in the Calixis sector. Preliminary investigations have revealed that the cult worships a Keeper of Secrets. It is with the Emperor's guidance that a Grey Knight named its nemesis is serving aboard the *Righteous Dawn*.
- The seers of the Grey Knight chapter have received visions of a daemonic incursion surrounding a cell of Throne Agents. The prophecy is, unfortunately, murky. Unsure whether the cell will cause or prevent this incursion, Justicar Maligante has ordered one of his Grey Knights to accompany them as their bodyguard... or as their executioner.

CHARACTER NAME _____

SPECIALITY _____

DESCRIPTION _____

PLAYER NAME _____

Rank _____

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (Ag) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (Fel)



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SKILLS

	Basic	Trained	+10%	+20%		Basic	Trained	+10%	+20%		Basic	Trained	+10%	+20%
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Evaluate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrutiny (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Forbidden Lore (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Search (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barter (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Daemonology	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Secret Tongue (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blather (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Inquisition	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Carouse (T)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gamble (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Security (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chem-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Inquiry (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shadowing (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ciphers (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Silent Move (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grey Knight	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intimidate (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Invocation (WP)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Speak Language (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Climb (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Lip Reading (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	High Gothic	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Literacy (Int)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Low Gothic	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Logic (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adeptus Astartes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperium	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Navigation (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Survival (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Surface	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Swim (S)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Performer (Fel) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tracking (Int)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Concealment (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trade (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Contortionist (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pilot (Ag) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demolition (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wrangling (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Disguise (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Psyniscience (Per)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scholastic Lore (Int) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Drive (Ag) [†]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Codex Astartes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Ground Vehicles	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

TOTAL { }

WOUNDS:

CURRENT { }

CRITICAL DAMAGE _____

FATIGUE { }

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/**Haemastamen:** You gain the Unnatural Strength and Toughness Traits.**Larraman's Organ:** You do not suffer from Blood Loss.**Cataleptean Node:** You suffer no penalties to Perception-based Tests when awake for long periods of time.**Premnorr:** You gain +20 to Toughness Tests against ingested poisons.**Omophagea:** You may gain a Skill or Skill Group by devouring a portion of an enemy.**Multi-Lung:** You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.**Oculube and Lyman's Ear:** You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.**Sus-an Membrane:** You may enter suspended animation.**Oolotic Kidney:** You may re-roll any failed Toughness Test to resist poisons and toxins, including attacks with the Toxic Quality.**Neuroglottis:** You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.**Mucranoid:** You may re-roll any failed Toughness Tests caused by temperature extremes.**Betcher's Gland:** You may spit acid as a ranged weapon with the following profile:*Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more degrees of success, you have blinded him for 1d5 Rounds.***Progenoids:** These may be retrieved with a successful Medicae Test.**Black Carapace:** While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

INSANITY:

CURRENT POINTS { }

MOVEMENT:

HALF { } CHARGE { }

FULL { } RUN { }

FATE POINTS:

TOTAL { }

CURRENT { }

GREY KNIGHT

CHARACTERISTICS

WEAPON SKILL
(WS)

BALLISTIC SKILL
(BS)

STRENGTH
(S)

TOUGHNESS
(T)

AGILITY
(AG)

INTELLIGENCE
(INT)

PERCEPTION
(PER)

WILLPOWER
(WP)

FELLOWSHIP
(FEL)

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WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

SPACE MARINE TALENTS & TRAITS

Ambidextrous	And They Shall Know No Fear
Astartes Weapon Training	Daemon Hunter
Brotherhood of Psykers	Unnatural Strength (x2)
Bulging Biceps	Unnatural Toughness (x2)
Hatred (Daemons)	Warp Bane
Heightened Senses (Hearing, Sight)	
Nerves of Steel	
Quick Draw	
Resistance (Psychic Powers)	
True Grit	
Unarmed Master	

PSYCHIC POWERS

Psy Rating: []

ARMOUR

NAME	
CLASS	DAMAGE
RANGE	ROF
SPECIAL RULES	

HEAD
(1-10)
Type:

RIGHT ARM
(11-20)
Type:

BODY
(31-70)
Type:

LEFT ARM
(21-30)
Type:

RIGHT LEG
(71-85)
Type:

LEFT LEG
(86-00)
Type:

[POWER ARMOUR ABILITIES]

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark Sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a -10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

EXPERIENCE:

XP TO SPEND []
TOTAL XP SPENT []

GEAR

GREY KNIGHT

GREATER

DAEMON TALENTS & TRAITS

PSYCHIC POWERS

Psy Rating: { _____ } _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

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