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For more fan-created material visit the unofficial *Dark Heresy* website, **Dark Reign**, at www.darkreign40k.com

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AN EARLY WARNING

I: AN EARLY WARNING

Groups of officers enter the auditorium, commissioned officers and non-commissioned officers alike, Adeptus Arbites and PDF, voices echo in the large hall, wondering why they were called here for this meeting. Minutes seem like hours until an old stern man steps to the lecturing chair.

"Attention, would everybody please sit down" – he spoke.

"My name is Magister Gregorius Nominus, I am servant of the Ordo Xenos of the most holy Emperor's Inquisition."

Immediately everyone sat down, all was silent.

The old man scraped his throat, walked to the blackboard and wrote on it with big letters: "CORPORAPTOR HOMINIS".

"Does anybody in this room know what this is?" – he asked loudly, and not a soul spoke

"No, I thought not. The Corporaptor Hominis is one of the greatest threats to the Imperium; some say this threat is even greater than that of the Ruinous Powers and their great fleets. Today I will lecture you on the behaviour and methods of the Corporapator Hominis better known as the Genestealer or Clawfiend, though the last name is highly inaccurate."

Loud murmurs filled the auditorium for a moment.

"They are among us, they are clawing at the roots of our society and they are very, very dangerous" – the Magister pushed a button on the lecturing chair and a large image of the dreaded genestealer appeared on the large Holo-Screen.

"How can these monsters hide amongst us? They don't even look human" – a young junior officer spoke.

"How right you are" – the Magister said – "and yet so wrong, Genestealers have the unique ability to infect humans with their Gene Seed and so to mutate them so that they can bear Genestealer young, though these children are not full Genestealers but they are connected to their so called Hive Mind as are their mutated parents.

These children reach adulthood at an astounding rate and thus able to sire a new generation, each generation looks more human; they are smart, they are the epitome of the predator's evolution. These "humans" of Genestealer descent are still completely loyal to their nest and will start infiltrating all layers of our blessed Imperial society, breaking down our structures from within.

A nest, a so called Genestealer Cult can reach adulthood within fifty years; they will call out to their brethren across the stars, and will tell them the planet is ready for consumption and when such a Hive Fleet answers the call of the Cult, the planet is doomed.

They will sabotage the planets defences as the Hive Fleet approaches, crippling our ability to effectively defend ourselves."

An older officer called out – *"you speak of these creatures as if you respect them, admire them, that is heresy!"*

"I will decide what is and is not heresy! The creatures I am describing to you are part of a species that can only be described as the perfect predators" – the old Magister almost shouted – "I have seen the effects of these cults personally I have also witnessed what happens if these Cults aren't stopped on time, you cannot imagine the sheer ferocity of this race."

The older officer sat down again, somewhat embarrassed by his own words.

"My assistant will hand out data-slates containing information to recognize telltale sign of a Genestealer infestation, you will read them, you will learn them by heart if you want to survive because my Acolytes already found traces of such an infestation on this planet."

For a moment the entire auditorium fell quiet, then people started talking amongst themselves, some horrified, some even started to panic.

"Silence!" – the old Magister cried out again – "We shall continue on the anatomy of the Genestealer, and their weak points."

While the Magister continued a young man carefully left the auditorium.

"It is good that we know this" – he thought – "steps must be taken, we must act, but carefully, we must not fail, the Great Devourer must not be stopped."

GENESTEALER CULTS

WHAT ARE GENESTEALER CULTS?

Genestealer Cults are the insidious result of a Genestealer or its spawn entering a large mortal population and starting to procreate, either through infection or plain sexual intercourse. Through this reproduction more Genestealer Hybrids come into existence, and this creates a Hive Mind, a mental link which connects members of the brood and allows them to communicate and coordinate their actions. The more members a certain brood has the more effective it becomes and eventually creatures such as Patriarchs and Cult Magi come into existence, and a true Cult is born; from there they can start infiltrating and converting the human population.

If heretical cults weren't bad enough for the Imperium to cope with, once matured these cults can truly destroy a community over time, or worse attract a Tyranid hive fleet.

The first generation is of such a cult always make sure that they remain hidden from sight, using a Hive's old subterranean infrastructure to hide; they only come out for two things, either to expend their brood or for food, and in both cases people start to disappear.

Eventually the brood will grow and in the end you will have a large family, fiercely loyal to each other, they will also try to corrupt the mortal population and convert them to worshipping the Patriarch as a god. The cult will infiltrate all layers of society and eventually topple the ruling status quo and planetary defences and sound in the planets doom as the hive fleet enters orbit.

HOW DO THESE CULTS COME INTO EXISTENCE?

The Cult of the God Emperor spreads the entire galaxy and protects but also oppresses mankind as a whole, so eventually people will try to find a way out; the most common way is through criminal activity but others, seeking something greater than themselves, turn to a different kind of worshipping. The start of Genestealer Cult is not always the result of heresy, but more often than not it will end up in heresy.

The coming into existence of such a cult starts when a normal genestealer somehow appears on a planet. This can be done on several unsavoury ways;

- *an already existing cult introduces the offspring of a fourth generation into the Hive sewers;*
- *a Gene Pod containing a Genestealer enters the atmosphere of a planet and doesn't burn up;*
- *cultists worshipping the Great Devourer manage to capture a Genestealer on a forbidden planet and introduce it to the planets ecosystem;*
- *a small fraction of a Hive Fleet make a mock attack on a Space Hulk leaving one or more Genestealer Mates or Fourth Generation Hybrids on the vessel.*

The possibilities are endless, but the result will often be the same, a heretical situation which can lead to catastrophic events.

Fortunately the cult does not mature overnight, but in the course of several decades the cult can take on very dangerous proportions. The Ordo Xenos of the Inquisition always classifies the possibility of a Genestealer Cult as Xenos Majoris, and matured cults may be labelled Xenos Extremis or even Xenos Terminus.

EVOLUTION OF THE CULT

Normally it all starts with a single genestealer which starts to infect people with the Gene Seed from its ovipositor. The Gene Seed changes the DNA of the victim, which causes a great deal of physical mutation, including changes to their physical health and reproductive systems, within several days.

To prevent them from revealing the Genestealer, they will eventually adhere to the Hive Mind. They will seek out mates to reproduce and so expand the Cult, and the infected and their mates will gather round the Genestealer to create a nest and give birth to their monstrous children.

This second generation will mature quickly and mutate into a Genestealer Hybrid – these dangerous creatures are more human, but usually not human enough to be part of normal Imperial society. Sometimes these second generations also have ovipositors which will speed up the expansion of the Genestealer Cult. Even if these creatures do not have ovipositors they will still have warped human like reproductive organ, and they are able to sire or give birth to a third generation hybrid within two and a half months; children from impregnated woman grow equally fast.

The third generation hybrids are even more human than the second generation, and can sometimes become a part of normal society, but more often than not they

have too many mutations to be accepted into Imperial society. These wretched creatures have human like reproductive systems, but due to their internal mutations they work much quicker than with normal human and therefore they are able to deliver a baby within five months instead of the normal nine. Through the cancerous qualities of the male Hybrid seed, impregnated woman deliver their babies at the same astounding rate.

The creatures spawned by the third generation hybrids are very close to being human, though they are usually bald and have large eyes they can easily be mistaken for a Void Born human. Many of these fourth generation hybrids manifest psychic powers and over the course of time one of these might eventually evolve into the Cult's Magus. Of all the different hybrids these are the most dangerous, because they can always blend into human society.

These fourth generations can also reproduce through conventional ways, and like the third generation hybrids they never have ovipositors and must have their babies delivered by normal child birth. Unlike the Second and Third Generation they do have a normal pregnancy period of nine months. The first offspring of a fourth generation mother will always be a pure strain genestealer (thus a generation one genestealer); later children will be purely human. The fourth generation hybrids are the final stage of the cult, when the fourth generation hybrids are mature this also indicates the cult has fully matured.

All the generations do have one thing in common: they are all connected to the hive mind, they can use this hive mind to communicate with each other, but this hive mind also increases the intelligence and determination of the cult. This resolve increases with the size of the cult, and though this Hive Mind does have a range, it shouldn't be underestimated.

GENESTEALER CULT TACTICS

The insidious threats of the Cults is a grave danger to the Imperium, and the Ordo Xenos has made one of their top priorities to stop these cults, but with a population of countless billions it almost impossible to track them down. But the Ordo Xenos's efforts on their turn have not gone unnoticed by the individual Cults, they too try improve and refine their methods of infiltration, and so for every setback there is an advancement.

The most important thing is to have a safe haven, a nest so to say; after the initial infection the Genestealer and his mates will start building a nest while more people are infected, preferably somewhere deep in the hive where it is warm and few people come to investigate.

Not long thereafter the Genestealer Mates will start to give birth to the second generation who will form the backbone of the brood. One the Second Genera-

tion Hybrids are full grown they will start to hunt and procreate; woman impregnated by the hybrids that are not mates are often locked up inside the nest and used as incubators for new generations.

Once the Third Generations are born the brood starts to expand to the higher levels of the Under Hive, since these generations are usually less mutated. The third generation eventually give birth to Fourth Generations. The original Genestealer who started the brood will most probably have evolved to a Patriarch Genestealer by then.

The Fourth Generation Hybrid, appearing completely human, will now use their superior abilities to infiltrate Imperial institutes and industries to gain power. This is a long and tedious process; this is also the stage where most Genestealer Cults are discovered and destroyed by the Adeptus Arbites or the Inquisition. Favoured targets of the Fourth generations are organisations such as the Planetary Defence Forces (PDF), the Adeptus Arbites and the Enforcers, the council of the Planetary Governor and other places that control the power structure and defence of the planet. Another Important role of the Fourth Generation Hybrids is to reproduce: the newborn Genestealers will start to infect new victims, often the previous mates who weren't infected but were used by the Second, Third and Fourth Generations as human incubators for their newborn.

This cycle will repeat itself and the Cult will expand and so, by the addition of Hybrid, Mates and Pure Strains to the Hive Mind, increase the intelligence of its members. The Number of Brood Brothers will also increase, who will usually worship the Patriarch as a living god. Now, if the Fourth Generations have done their work properly, the broods security will be guaranteed, better yet, the Cult should already have significant power by now.

The reproduction cycles will go on, and once the Cult has evolved enough a talented Psyker will be born, the future Cult Magus. This child will become the leader of the cult while the Patriarch will become a living icon of the cult who will take more religious proportions every cycle.

After reaching a certain "critical mass" and when all the pawns are in place, the Patriarch will call out across the stars. Any Tyranid Hive Fleet hearing this call knows the planet is ready for consumption. When the Hive Fleet approaches the planet, which could well take decades, the Genestealer Cult will enter its final stage. The Cult will start attacking vital defences, break down the power structures of which they are often a vital part by know and throw the planet into absolute chaos leaving it defenceless. The Hive Fleet will then attack and with no working or heavily damaged defence system the planet will be an easy prey.

After consuming the planet the surviving cult members will join the hive fleet to be planted on planet or Space Hulks after mock attacks to start new cults and repeat the cycle.

CREATURES

GENESTEALER

Species: Corporaptor Hominis

These horrid alien creatures are the start and end of the cycle, they are the master predator. They are six-limbed humanoid creatures about the size of a grown man, the lower limbs functioning as very powerful legs, while the upper limbs sprout extremely sharp scythe-like talons which are as sharp as any mono sword. Though the centre two limbs are also clawed, they are more used for grabbing and manipulating items. Their head is streamlined, and on the sides of their heads they have two eyes that can see in the dark as if it were daylight; the jaws of this monster sprout a set of sharp teeth which are used to bite their prey and after that infect them with the ovipositor in their tongues or just to eat. Its exoskeleton is always oily and shiny and has a purplish tint.

Genestealer								
WS	BS	S	T	Ag	Int	Per	WP	Fel
55	—	50	55	55	20	35	35	15

Movement: 5/10/15/30

Wounds: 15

Skills: Acrobatics, Awareness +10, Concealment +20, Climb +10, Dodge, Silent Move, Tracking +10, Survival +20.

Talents: Heightened Senses (Sight, Hearing), Berserk Charge, Sprint, Takedown, Crushing Blow, Lightning Reflexes (1d10+10), Assassin Strike, Catfall, Resistance (Fear).

Traits: Dark Sight, Natural Weapons, Multiple Arms, Fear 1, Natural Armour 4, Hive Mind, Rending Claws 2, Ovipositor.

Weapons: Claw (1d10+7 R, Pen 2, Tearing), Bite (1d10+5 R, Infection*).

Armour: Exoskeleton (All 4).

Threat Rating: Xenos Majoris.

* See ovipositor trait for further details

GENESTEALER PATRIARCH

Species: Corporaptor Hominis Superior

The genestealer who caused the first infection and started the Genestealer cult eventually grows to become the revered Patriarch of the family. The Patriarch is an even more dangerous creature than a normal Genestealer: it's large, intelligent and vicious. He will lead and guide the family until a Cult Magus arises to rule the family in his stead; when the Cult Magus has arisen the Patriarch will step back and be worshipped while it slowly begins to feel the calling of the stars. Its appearance doesn't change much, the head and eyes grow larger to encompass its larger brain, and the internal and external skeleton grows larger more rigid. A Genestealer Patriarch is a truly frightening.

Genestealer Patriarch								
WS	BS	S	T	Ag	Int	Per	WP	Fel
55	—	55	60	50	30	40	50	30

Movement: 6/12/18/36

Wounds: 25

Skills: Acrobatics, Awareness +10, Concealment +20, Climb, Command +10, Dodge, Silent Move, Tracking +10, Survival +20.

Talents: Heightened Senses (Sight, Hearing), Berserk Charge, Sprint, Takedown, Crushing Blow, Lightning Reflexes (1d10+10), Assassin Strike, Swift Attack (Three attacks as a Full Action).

Traits: Dark Sight, Natural Weapons, Multiple Arms, Fear 3, Natural Armour 6, Hive Mind, Rending Claws 3, Ovipositor, From Beyond**, Hulking, Super Node, Hypnotic Gaze, Unnatural Strength (×2), Resistance (Fear).

Weapons: Claw (1d10+13 R, Pen 3, Tearing), Bite (1d10+12 R, Infection*).

Armour: Exoskeleton (All 6).

Threat Rating: Xenos Majoris.

* See ovipositor trait for further details

** To reflect their truly alien minds

HYBRID, 2ND AND 3RD GENERATION HYBRID

Species: Corporaptor Hominis Minoris

The offspring of the original Genestealer are the Hybrids, wretched creatures that are neither man or Genestealer, but dangerous nonetheless. Most of them have strange warped heads with rows of sharp teeth, and their bodies are malformed but still very tough. They carry out tasks to further the will of the Patriarch, be it by getting it food, new bodies to be infected, or just to protect the nest. The strongest of the Hybrids are chosen to guard the Patriarch and sometimes even the Cult Magus.

Genestealer Hybrid, 2 nd and 3 rd Generation 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	30	35	40	25	35	30	20

Movement: 4/8/12/24

Wounds: 10

Skills: Awareness, Concealment, Dodge, Silent Move, Tracking, Speak Language (Low Gothic), Drive (Ground Vehicle), Deceive, Survival.

Talents: Heightened Senses (Sight, Hearing), Melee Weapon Training (Primitive), Pistol Training (SP, Las), Basic Weapon Training (SP, Las).

Traits: Dark Sight, Hive Mind, Hybrid Reproduction, Mutations (see table below).

Weapons: Usually one melee weapon and a pistol or rifle of any type.

Armour: Flak Vest (Body 3).

Gear: Coveralls (Poor Quality Clothing).

Threat Rating: Xenos Minoris to Xenos Minima.

4TH GENERATION HYBRID

Species: Corporaptor Hominis Hominis

These vile creatures are the epitome of Genestealer evolution; though their exterior is largely passable for human their interior is clearly not. They are highly developed creatures which combine the best abilities of human into a monster. These creatures are used to infiltrate all levels of Imperial society, either to break them down or to bend them to the will of the brood; they are the ones who will eventually lead in the total destruction of all human life on the planet. It is also this generation which will eventually deliver the ever so dangerous Cult Magus. Besides being excellent infiltrators, some are so talented that they become Lieutenants to the Cult Magus, these are called Hierophants.

All 4th generation Hybrids start with the following profile, skills and traits in addition to those given by the various careers noted in the Dark Heresy character creation. After applying these traits follow the normal *Dark Heresy* character creation for each given career.

Genestealer Hybrid, 4 th Generation 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	20	25	25	25	25	30	25
+ 2d10	+ 2d10	+ 2d10	+ 2d10	+ 2d10	+ 2d10	+ 2d10	+ 2d10	+ 2d10

Skills: Awareness, Concealment, Deceive, Dodge, Literacy, Silent Move.

Talents: Heightened Senses (Sight, Hearing), Psy Rating 1.

Traits: Dark Sight, Hive Mind, Hypnotic Gaze, Node, Hybrid Reproduction.

Wounds: 1d5+9.

HYBRID MUTATIONS

The appearance of second and third generation Genestealers is unpredictable at best.

Second generation hybrids roll three times on the table, while third generation hybrids roll only twice.

1d10	Mutation
1	Misshapen, -10 Agility, +10 Intimidation
2	Big Eyes, +10 Perception, -10 Fellowship
3	Feels no pain, +1 Wound
4	Carapace, +1AP on all location
5	Brute, +10 Strength and Toughness, -10 Fellowship
6	Clawed/Fanged, gain Genestealer-like Fangs or Claws which do 1d10 R damage
7	Vile Alacrity, gain Unnatural Agility and Sprint talents, -10 Toughness
8	Clawed Arm, an extra arm sprouts from the shoulder which does 1d10 R damage, also gain Ambidextrous and Two Weapon Wielder talents
9	Corrosive Bile, the hybrid can spit a corrosive acid. The attack uses the hybrid's BS, causes 1d10+5 damage, has a Penetration of 2 and a Range of SB x3
10	Roll twice ignoring 10s (2nd generation Hybrids gain the Ovipositor* and Natural Weapon (Bite) trait)

* See ovipositor trait for further details

GENERIC 4TH GENERATION HYBRID INFILTRATOR

As the concubine of the captain of an Imperial Cruiser you have a lot of liberties, it is your task to keep the small brood slowly taking over his ship a secret. The captain's wife died of an illness two weeks ago, how unfortunate, now it is your place to comfort the poor captain. When the time comes you will slay the captain in his sleep, and in the meantime you can always blackmail him for sleeping with a junior officer, namely, you.

Generic 4 th Generation Hybrid Infiltrator 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
4I	3I	3I	36	4I	36	36	4I	46

Movement: 4/8/12/24

Wounds: 13

Skills: Awareness +10, Blather, Charm +20, Chem-Use, Common Lore (Imperium), Concealment, Deceive, Dodge, Forbidden Lore (Xenos), Literacy, Silent Move, Speak Language (High Gothic, Low Gothic), Tech Use +10.

Talents: Heightened Senses (Sight, Hearing), Psy Rating 1, Melee Weapon Training (Primitive, Power), Pistol Training (Las, SP), Basic Weapon Training (SP), Quick Draw.

Psychic Powers: Call Item, Chameleon, White Noise.

Traits: Dark Sight, Hive Mind, Hypnotic Gaze, Node, Hybrid Reproduction.

Weapons: Power Blade (1d10+6, Pen 6, Power Field) Stub Automatic plus Red-Dot Laser Sight (BS +10, Range 30, S/3/-, 1d10+3, Pen 3, Clip 9).

Armour: Mesh Vest worn under clothing (Body 4).

Gear: Chrono, Lavish Clothes (Good Quality), Jewellery worth 1d5x10 throne Gelt, 4d10 Throne Gelt, Extra clip of Man-Stopppers.

Threat Rating: Xenos Majoris.

GENESTEALER CULT MAGUS

Species: Corporaptor Hominis Magus

—We are legion, for we are with many

After several cycles of the generations the brood eventually evolves to a point of refinement. When it is time a Cult Magus enters the scene, a powerful being with vast psychic abilities. He is destined to lead the Brood to greatness, leading instead of the Patriarch until such time the divine Hive Fleet arrives to conquer the planet in name of the great wholeness. Besides being a 4th Generation Hybrid the Magus is also a very powerful Psyker. These beings coordinate the infiltration and sabotage of Imperial society until Hive after Hive falls under their indirect control; they are the ones that makes sure that the Brood remain hidden and that things get done.

The statistics shown below are those of a sample Genestealer Cult Magus; you can create your own by adding the Imperial Psyker to the 4th generation template.

Genestealer Cult Magus 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	44	3I	43	47	46	48	6I	45

Movement: 4/8/12/24

Wounds: 20

Skills: Awareness +10, Blather, Charm+10, Chem Use +20, Command, Common Lore (Administratum, Imperium, Imperial Creed, Imperial Guard), Concealment, Deceive +10, Dodge +10, Silent Move, Pilot (Civilian +10), Logic, Psyniscience, Invocation, Trade (Merchant), Literacy, Scholastic Lore (Heraldry, Legend, Tactica Imperialis), Tech Use, Scrutiny, Interrogate, Forbidden Lore (Psykers+10), Medicae.

Talents: Heightened Senses (Sight, Hearing), Psy Rating 4, Melee Weapon Training Primitive, Pistol Training (SP, Bolt), Meditation, Paranoia, Rapid reload, Light sleeper, Diehard, Hard Target, Nerves of Steel, Power Well, Corpus Conversion, Jaded.

Psychic Powers: Minor: Call Item, Chameleon, Distort Vision, Fearful Aura, Flash Bang, Forget Me, Healer, Inflict Pain, Precognition, Psychic Stench, Resist Possession, Sense Presence, Spectral Hands, Touch of Madness, Unnatural Aim, Wall Walk, White Noise, Wither; Major: Compel, Dominate, Mind Scan, See Me Not, Terrify.

Traits: Dark Sight, Hive Mind, Hypnotic Gaze, Super Node (If a Cult Magus reaches a Psy Rating of 6 he becomes a Mega Node).

Weapons: Bolt Pistol with Red-Dot Laser Sight (BS +10, Range 30, S/2/-, 1d10+5 X, Pen 4, Clip 8), Best Quality Mono Knife (WS +10, 1d5+4, Pen 2).

Armour: Best Quality Xeno Mesh and Cowl (Body 5, Arms 5, Legs 5, Head 4).

Gear: Opulent Robes (Best quality), Psy Focus, Excruciator Kit, two extra Bolt Clips.

Threat Rating: Xenos Majoris.

GENESTEALER MATE

Species: *Homo Sapiens Corporaptor*

The humans infected with the help of the Ovipositors become Genestealer mates, the fathers and mothers of the Cult. Though still for the better part human they are connected to the Hive Mind and as healthy as they could ever be. The mates are heavily protected because the Cult relies on them to create more Hybrids; the loss of the Genestealer mates could set back plans for months if not years.

To create a Genestealer Mate add the following template to the starting profile for the appropriate Home World Template and Career Path as found in the *Dark Heresy* Source book.

Genestealer Mate 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
—	—	—	+5	—	+5	—	+5	—

Skills: Awareness.

Talents: Heightened Senses (Sight, Hearing).

Psychic Powers: Minor: Call Item, Chameleon, Distort Vision, Fearful Aura, Flash Bang, Forget Me, Healer, Inflict Pain, Precognition, Psychic Stench, Resist Possession, Sense Presence, Spectral Hands, Touch of Madness, Unnatural Aim, Wall Walk, White Noise, Wither; Major: Compel, Dominate, Mind Scan, See Me Not, Terrify.

Traits: Hive Mind, Hybrid Reproduction.

Threat Rating: Xenos Minima.

These turned characters can become truly dangerous creatures since they know about the Acolytes ways and method and can come back to haunt the pc's on later adventures.

Note: A turned character always becomes a NPC.

BROOD BROTHER

Species: *Homo Sapiens*

These are the human offspring of the Fourth Generation, mates, worshippers or relatives to Hybrids and alike. They are fiercely loyal to the Brood even if they are not part of the Hive Mind and worship the Patriarch as if he were a god. Though Brood brother are mere humans, they are treated well by the rest of the Brood because it is these normal human who can pass extensive body scans and alike and so infiltrate into the deepest levels of Imperial institutions. Those Brood Brothers who are suited for this are used as workers and guard to protect the outer borders of the nest. If the Brood would ever go to war it would be the Brood Brother who would form the front line soldiers.

The Brood Brother statistics shown below are for an average guard.

Brood Brother 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	35	35	30	35	35	30

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness, Speak Language (Low Gothic), Drive (Ground Vehicle).

Talents: Melee Weapon Training (Primitive), Pistol Training (SP, Las), Basic Weapon Training (SP, Las).

Traits: Dark Sight, Hive Mind, Mutations.

Weapons: Sword (1d10+3, Balanced, Primitive), Knife (1d5+3, Primitive), Pump Action Shotgun (Range 30, S/-/-, 1d10+4 I, Clip 8, Scatter).

Armour: Chain Coat (Body 3, Arms 3, Legs 3, Primitive).

Gear: Coveralls (Poor Quality Clothing), Bandolier containing the Shotgun Shells, 8 extra Shells.

Threat Rating: Hereticus Minima.

BROODLORD

Species: *Corporaptor Primus*

—The Thing That Should Not Be

Sometimes things come into existence that man wishes never did. Under strange circumstances the descendents of a Fourth Generation Hybrids can be not a Pure Strain Genestealer but a Broodlord. This horrific creature is the stuff of nightmares, a strong leader in combat, as intelligent as any man, and above all capable of understanding the ways of the Imperium and even speaking the language of man to a certain degree although with great difficulty.

The Broodlord is a hand-to-hand combatant unlike any other, its claws are as diamond edged razor which can cut through Power Armour and tanks as if they were silk. His exoskeleton is as hard, if not harder as a Patriarch. When facing such creature one better make peace with the God Emperor before entering combat.

Combat Tactics:

With a full action this monstrosity can make 4 attacks using Lightning Attack and Multiple Arms and still leap out of the way using Assassins Strike. The Broodlord prefers hit and run targets and will only engage in full melee combat when not opted otherwise or when part of a swarm.

Broodlord 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
65	35	65	55	60	35	40	50	30

Movement: 7/14/21/42

Wounds: 35

Skills: Acrobatics +10, Awareness +10, Climb, Common Lore (Imperium), Command +10, Concealment +20, Dodge +10, Intimidate +10, Silent Move +10, Tracking +10, Survival +20, Scholastic Lore (Tactica Imperialis), Speak Language (Low Gothic)**.

Talents: Assassin's Strike, Basic Weapon Training (Ranged Bio Weapon), Berserk Charge, Catfall, Crushing Blow, Lightning Reflexes (1d10+10), Furious Assault, Frenzy, Heightened Senses (Sight, Hearing), Lightning Attack (4 attacks as a full action), Melee Weapon Training (Primitive, Bio Symbiote Weapon), Basic Weapon Training (Bio Symbiote Weapon), Swift Attack, Step Aside, Sprint, Takedown, Resistance (Fear).

Traits: Dark Sight, Natural Weapons, Fear 3, Natural Armour 6, Hive Mind, Multiple Arms, Rending Claws, Ovipositor, From Beyond, Hulking, Super Node, Hypnotic Gaze, Unnatural Strength (×2), Unnatural Toughness (×2).

Weapons: Claw (1d10+16 R, Pen 4, Tearing), Bite (1d10+14 R, Infection*).

Armour: Carapace (All 8).

Threat Rating: Xenos Extremis.

* See ovipositor trait for further details

** Though they can understand the language Low Gothic they have great difficulties pronouncing the words due to their alien anatomy

NEW TRAITS AND TALENTS

TRAITS

HIVE MIND

This trait allows the creatures connected to work in unison, relay information and communicate amongst each other. Though a very useful trait, it requires a node, a more powerful creature of the species to be in the vicinity. If not, all derived bonuses are halved though communication is still possible with a range of 100 meters per point of Willpower Bonus.

For each creature connected to the Hive Mind each individual may add 1 to their Perception characteristic; for every 5 creatures connected they may add 1 to their Intelligence and Willpower characteristic. The maximum bonus derived from the Hive Mind is +20. If no Node is present the bonuses are halved and the maximum bonus to Intelligence, Willpower, and Perception is +10.



EXAMPLE 1

With a Node present a group of fifteen Hybrids would have a bonus of +15 to Perception and a +8 to Intelligence and Willpower. If no Node creature is present it would only be a +8 to Perception and a +4 to Intelligence and Willpower.

EXAMPLE 2

A Cult Magus with an entourage of 100 Hybrid is attacking a Imperial base; this swarm truly can call itself a collective, adding +20 to all their Perception, Intelligence and Willpower!

HYPNOTIC GAZE

The powerful members of the Genestealer Cult have access to this useful trait. Their unsettling gaze almost commands them to do their bidding, and though not as powerful as some of the true psychic powers, this is still a good way to defend themselves.

Anybody who is facing or is in physical combat with the being with the Hypnotic Gaze Trait must make a Willpower Test each Round or can only take one half action that Round. This power is always active and requires no amount of concentration.

HYBRID REPRODUCTION

This trait allows the Genestealer Mate to impregnate with or become pregnant of a Genestealer Hybrid. Depending on the type of their infection, they can reproduce either Second or Third Generation Hybrids. See the table below.

Woman impregnated by male Hybrids or Fourth Generation Genestealers follow same rules as female Hybrids and Fourth Generation due to the cancerous quality of their seed.

OVIPOSITOR

This small gland is part of the long lashing tongue of the Genestealer and some of the Hybrids, and it generates Gene Seeds to be injected with a bite after the host has been disabled. The Seed, after being injected, changes the physical make-up of the target and alters the host to be able to sire Second or Third Generation Hybrids.

Implanting the Gene Seed is difficult and has to be done carefully. The attacker first has to make a successful Grapple (see page 197 of the *Dark Heresy* Core Book), after the Grapple he can attempt an Implantation on the next Round. To do so the attacker has make an Ordinary (+10) Weapon Skills Test with its Bite and inflict at least 1 Wound, this also the maximum damage this attack inflicts. To resist the Gene Seed the victim

HYBRID REPRODUCTION

Parent or Impregnated by	Gestation Time	Resulting Offspring	Maturity Rate
Genestealer Mate (by Pure Strain Genestealer)	2½ months	2 nd Generation Hybrid	6 months
Genestealer Mate (by 2 nd Generation Hybrid)	2½ months	3 rd Generation Hybrid	12 months
2 nd Generation Hybrid	2½ months	3 rd Generation Hybrid	12 months
3 rd Generation Hybrid	5 months	4 th Generation Hybrid	12 years
4 th Generation (first child)	7 months	Pure Strain Genestealer	3 weeks
4 th Generation (consecutive children)	9 months	Normal Human	16 years

must make a Toughness test, a Hard (-20) Test when infected by a Pure Strain Genestealer or a Difficult (-10) one when infected by a Second Generation Hybrid, or become infected.

After infection it takes 24 hours in case of a Pure Strain Genestealer, or 36 hours in case of a Second Generation Hybrid, before the victim is turned and is fully capable of siring new Generations of Hybrids.

Still all is not lost, if before one third of the incubation time has passed the Seed is removed the transformation can be halted, while after two thirds of the incubation time has passed the host becomes completely connected to the Hive Mind and succumbs to it will. Treat any PC hereafter as an NPC and apply the appropriate traits as shown.

Gene Seed Removal

To remove the Gene Seed, one needs to find a doctor who can remove it; to do this a Hard (-20) Medicae Test is necessary, and the appropriate equipment required, a Medicae Mechadendrite for example. Failure to remove the Gene Seed can result in all kinds of horrible side effects up to the GM, besides the still present Gene Seed.

The infection does leave its marks: for every hour infected before removal the victim gain 1 Insanity Point due to the partial connection to the Hive Mind, and after the procedure the victim must make a Horrifying Fear Test (Willpower -20) and if failed must roll on the Shock Table (Page 233 of the *Dark Heresy* Core Book).

NODE

Prerequisite: Hive Mind

A creature with this Trait can function as a information hub, a node so to say, to create and extend a hive mind. These creatures are almost always leaders of some kind among the cult because they can help coordinate action over greater distances.

Its broadcasting capabilities are limited. The range of the Hive Mind is a radius with the Node as its centre. The size of this radius is 1,000 meters per point of Willpower Bonus, any creature within the radius counts as being tapped into the Hive Mind and gains all the bonuses of being part of it.

If multiple Nodes overlap they are combined to form an ever larger Hive Mind as long as both Node Creatures belong to the same Brood. Bonuses gained from the Hive Mind to Willpower expand the radius even further.

SUPER NODE

Prerequisite: Hive Mind

These creatures are even more powerful than the other Nodes, few creatures are so strong that can encompass entire Hives or – Emperor forbid – Space Hulks.

Treat this Trait the same as the Node Trait but expand the Radius to 10,000 meters per point of Willpower Bonus.

MEGA NODE

Prerequisite: Hive Mind

Only the most powerful among the Tyranids can become a Mega Node; these creatures are strong enough to cover entire battlefield and link with other nodes to sometimes encompass entire continents. A powerful Cult Magus, a powerful Hive Tyrant or a creature such as a Hierophant could posses this Trait.

Treat this Trait the same as the Node Trait, but expand the Radius to 100,000 meters per point of Willpower Bonus.

ULTRA NODE

Prerequisite: Hive Mind

This trait is added for completeness, but none of the creatures mentioned in this supplement will ever have this Trait. This trait is reserved for the Dominatrixes and Norn Queens, creatures who have never been seen by Imperial scientists and are so vastly powerful that they go well beyond human imagination.

Treat this Trait the same as the Node Trait, but expand the Radius to well beyond 10,000 kilometres per point of Willpower Bonus. Do mind these creatures are most likely to have Traits like Unnatural Willpower several times, so that can span a Hive Fleet or even a small Sub Sector.

RENDING CLAWS

Prerequisite: Natural Weapons

The claws of creature are so sharp that they cut as easily though flesh as they do through armour. The natural weapons, the claws in this case, lose the Primitive quality and gain the Tearing quality and a Penetration rating equal to the Rating of this Trait.

Rating	Damage	Penetration	Quality
1	+0	1	Tearing
2	+0	2	Tearing
3	+1	3	Tearing
4	+2	4	Tearing

TALENTS

MELEE WEAPON TRAINING (BIO SYMBIOTE)

Prerequisite: Tyranid species

This talent allows the use of Tyranid bio symbiote melee weapons such as the Bone Sword.

BASIC WEAPON TRAINING (BIO SYMBIOTE)

Prerequisite: Tyranid species

This Talent allow the use of Tyranid Ranged weapons such as the Deathspitter and Fleshborer.

NEW EQUIPMENT

CODEX CORPORAPTOR HOMINIS

This Codex, more than seven hundred pages thick, detail all the experiences its author, Gregorius Nominus, had with the mysterious Genestealer Cults, including ways to recognize, find and destroy those cults.

The book is entirely written in High Gothic and is considered to be one of the leading works in the field.

Anyone able to read High Gothic can use this tome after reading it, to assist with Investigation rolls concerning the Genestealer threat. If the reader has the skill Forbidden Lore (Xenos) he receives a +20 to all such rolls, if not the reader is allowed to treat the skill Forbidden Lore (Xenos) as a basic skill and gains a +10 to all other investigation rolls concerning Genestealers.

RAPTOR WEAPONS

On some Feral planets the greatest hunters are able to kill a Genestealer. Those great hunters use its scythe-like claws to craft weapons, often swords or daggers, so called Raptor blades; these blades are a sign of courage and skill and those carrying such a can expect a great deal of respect from certain cultures.

Raptor Blade

A long curved wickedly sharp chitin like blade with the edge on the inside of the blade, this blade was created from the scythe arm of a Genestealer.

Raptor Claw

This sharp dagger was crafted from the tip of the Genestealers scythe arm.

Both weapons give a +10 to all Fellowship rolls when dealing with primal societies who know about these weapons and the effort and risks involved to craft such a weapon.

RAPTOR WEAPONS

Primitive Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Cost	Avail
Raptor Claw**	Melee	3m	1d5+1 R	2	—	0.5 kg	650*	Very Rare
Raptor Blade**	Melee	—	1d10+1 R	2	—	2.5 kg	850*	Very Rare

* These blades are coveted by collectors

** These blades are at least good quality and therefore give a +5 bonus to Weapon Skills

OTHER DEVIATIONS

More often than not it is not monster but man which dooms itself; sometimes men can't help but listen to the whispers of the warp. The following family have taken destiny into their own hands and so turned to mass heresy.

THE RAIKONE FAMILY

Threat Rating: Hereticus/Xenos Majoris

Though the Emperor granted us our freedom and life, it seems more like captivity and servitude. The common man can't do anything, but we can.

—Salvatore Raikone

The Raikone family is an immensely wealthy, powerful and connected merchant family that spans several worlds. A mere hundred years ago they were not this powerful, they were lower class smugglers who did business with anybody who would pay their price. Though this hasn't changed their prices have just gone up.

It was the patriarch of the family who discovered the family secret. On one run he opened one of the crates and found a black cryo case containing a gene seed, the data slate that went with it explaining it was the gene seed of a Genestealer. Salvatore was a smart man, he knew about the Genestealer cults and alike. He delivered the cargo minus one gene seed and went to a relative of his, a prominent medicae. Together they developed a method to implement the seed to alter genetic structure. Over the course of a century they perfected the treatment.

Their power and status grew, and so they wedded their sons and daughters to other families, these children started families of their own and of course implemented the Gene Therapy on their sons and daughters and so expending their empire. So the Raikone dynasty grew and grew, till they had multiple families under their control; all Salvatore can do is smile, his dreams have come true.

By means of all this plotting the Raikone family has gathered a small armada of trading vessels large and small, vast hidden laboratories, a small army of security guard and facility wardens and the means to protect themselves at all costs.

Though the Gene Therapy was a great invention, they found out it was, unfortunately, not hereditary. Each member of the family that was to be implanted had to have a new modified Gene Seed for the procedure to succeed.

The best time to implement the seed was just before the start of puberty, so that no physical mutations would be visible; if the gene therapy would be implemented later they would gain Genestealer-like features.

Though the gene therapy does weaken, the genetic altering isn't hereditary, but the next generation does have immunity to the previous therapy. So every generation they need to acquire a new gene seeds to recreate the process to add members to the Family Cult.

To create a member of the Raikone Family brood add the following template to the starting profile for the appropriate Home World Template and Career Path as found in the *Dark Heresy* core book.

Raikone Family Member 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
—	—	—	—	+5	+5	+5	+5	+5

Skills: Awareness, Concealment, Silent Move.

Talents: Heightened Senses (Sight, Hearing).

Traits: Dark Sight, Psy Rating 1, Brood Telepathy (Psychic Power).

Psy Rating

Over time the Psy Rating of family members increases as they grow more experienced in the use of it. These powerful psychics become the leaders of the families and of the families they have infiltrated through marriage.

Psy Rating 2 after spending 3,000 XP

Psy Rating 3 after spending 8,000 XP

At Psy Rating 3 the family member has to choose between Biomancy or Telepathy, no other Disciplines are allowed.

Family member following the Imperial Psyker career still only start with a Psy Rating of 1 but gain the Minor Psychic Power talent instead.

BROOD TELEPATHY (PSYCHIC POWER)

The brood members receive this power free of charge; it does not count to their allotment of Psychic powers.

Threshold: 6

Focus Time: Free Action

Sustain: Yes

Range: 100meters/WP Bonus

Send thoughts to other members of the brood within range either to one or multiple members.

Role-playing Notes

Elona is a beautiful woman with long black hair and penetrating amber eyes, she moves from planet to planet to do business for the family and check up on existing arrangements.

She drives a hard bargain and usually an unfair one. If possible she will lie and cheat to her partners to yield greater revenue to her family and of course to herself.

SAMPLE RAIKONE BROOD MEMBER

The character described below is an example of one of the Raikone brood members.

Elona Raikone, Trader 									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
31	43	31	32	48	46	32	43	49	

Career Path: Scum

Origin: Hive World

Movement: 4/8/12/24

Wounds: 12

Fate Points: 1

Skills: Speak Language (Hive Dialect, Low Gothic), Blather, Charm, Dodge, Deceive +10, Awareness +10, Common Lore (Imperium), Literacy, Inquiry, Pilot (Civilian Craft), Evaluate, Barter +10, Security.

Talents: Ambidextrous, Melee Weapon Training (Primitive), Pistol Training (SP), Basic Weapon Training (SP), Hard Target, Quick Draw, Psy Rating 1.

Psychic Powers: Brood Telepathy, Chameleon, Unnatural Aim, Fearful Aura.

Traits: Accustomed to Crowds, Caves of Steel, Hive Bound, Wary (Initiative: 1d10+4+1), Dark Sight.

Weapons: Pump-Action Shotgun with Red-Dot Laser Sight (BS+10, Range 30, 1d10+4 I, S/-/-, Clip 8, Scatter), Stub Automatic with Red-Dot Laser Sight and Silencer (BS+10, Range 30, 1d10+3 I, Pen 3, S/3/-), Best Quality Mono Knife (WS+10, 1d5+4, Pen 2).

Armour: Best Quality Light Flak Coat (Arms 3, Legs 3, Body 3).

Gear: Small civilian Void Capable vessel, Best Quality Clothing, Data Slate, Multi Key, Vox-Caster, Chrono, Void Suit, Filtration Plugs, Auspex, extra Clips.

Threat Rating: Hereticus/Xenos Minoris

SAMPLE CHARACTERS/CULTS

The characters mentioned in the text below are characters made with the rules listed in this supplement.

THE SIBELLUS BROOD

Threat Rating: Xenos Majoris

Deep inside the Hive, somewhere under its massive power generators there is a place where men haven't set foot for countless decades. The warm and secluded place is an ideal nesting place for Sibellus brood.

The brood started some thirty years ago when Symona arrived at the Sibellus Hive port. Symona was the result of years of Genestealer evolution, the perfect human predator as she liked to call herself, and the Sibellus Under Hive was a perfect home.

She lay low for a while so that she could settle, she even found a mate, though this affair was short lived, because moments after her delivery she murdered her husband: no should see her holy baby, the first Genestealer born on Scintilla. She named her baby Symeon, after herself and took it upon herself to find a proper place for the nest.

Now, decades later, the Cult is thriving, numbering in the hundreds, they have infiltrated most layers of society. The nest has grown to be a large and intricate maze deep under the cities power generators and nesting chambers themselves are covered with biomass.

The success of the Cult is partly due to the fact that they managed to infect the Adeptus Mechanicus Priests responsible for maintaining the power generators they use as their home.

Their other great success was the infiltration of the Sibellus Hunters Club for Gentlemen, a very exclusive club dedicated to the hunting of native predators of Scintilla, though this was originally their purpose ironically this Club is now a cult worshipping the ultimate predator, Symeon and the Mother of the Beast Symona. Its members belong to the movers and shakers of the Sibellus Hive and can so protect their living gods.

The Sibellus Hive is now on the point of a new revelation, as one of its most treasured Mates is pregnant with a Broodlord.

THE SIBELLUS HUNTERS CLUB FOR GENTLEMEN

Scintilla is home to some of the most fearsome predators of the Calixis system, not including the Death worlds; it has also been in the nature of man to hunt that which they fear to prove that they are superior to it. Though not every man can afford to hunt these creatures, the rich nobles and merchant of the Sibellus Hive most certainly can and so the Sibellus Hunters Club for Gentlemen came into existence, a harmless Club for men of power to trade hunting stories or to make appointments for hunting trips.

This all changed when a young noble, calling himself Shealon Setarius III came to the scene, a charismatic young man with an unprecedented instinct for hunting. He spoke of Saints that guided him, who were talking to him, how they called for blood from the hunt.

Slowly over the course of a decade he slowly subverted the Gentlemen's Club from being an innocent hunting group to a group of mighty huntsmen worshipping the most Holy Predator Symeon and his mother, Symona the Mother of Monsters, their living Saints.

These days they hunt more clever prey: they hunt humans in the Under Hive while also keeping their precious gods safe.

OPHELIA SYPHILL

*The Most Treasured Bearer of Children,
First and Foremost Mother*

The street doctor's mind was troubled, this was going to be a hard delivery, though the noises of the Sibellus Under Hive were loud the screams of this poor woman were even louder, louder than the ever churning machines and louder than the furnaces crackling and bellying out the putrid smoke. It was a gruelling procedure, she was a tiny woman and the baby apparently was quite heavy. The doctor quickly took another swig of his cheap booze and took out his dirty knife.

This baby has to come out and it ain't coming out naturally, he thought. The doctor's shaky hand slowly started to cut into the screaming woman's womb, the flowing blood covered his slippery hands making the work even more difficult, but his thoughts were blurred by the ever louder screaming woman and the buzz from the low grade booze he had been drinking the entire day. Slowly he reached inside with his old shaky hands and roughly he drew out the baby, a little baby girl.

The new born girl was crying but the woman stopped screaming, she would never see her baby, the woman was pale and her eyes were wide open, dead.

Ophelia grew up in the Under Hive tunnels, pathways and bridges selling Rotgut Booze for her father Algar Syphill, an old street doctor. She was a poor but beautiful girl, her clothes were tattered rags, this wasn't much of a problem until she started to develop; this in combination with her poor fitting clothes made her attract a lot of unwanted attention from the local Hive scum, her father saw this but he didn't do much against it, he just profited from it letting the scum use her as they wanted for a few thrones.

In the decrepit pits of the Under Hive there were few contraceptives except for knitting needles and so it didn't take long before became pregnant. It was her first time and she didn't really know how these things worked, but she kept herself safe, she ran away from home, from a father who allowed her abuse and found a little shelter of her own and after only two and half months a baby was born. At first she was terrified, it hardly looked human, it had big eyes and already a row of vicious teeth and a small third arm tightly clutched against its still frail body, a mutant.

The first weeks were horrible, it was already difficult to find food for herself, but finding food for the baby was damn near impossible, she sustained her self on corpse starch rations while she had to buy expensive Grox meat for her baby, a small sibling eating meat. Even with the strange turn of events she loved the baby.

The shadows seemed to be everywhere, following her, following her baby; *no they can't have him*, she thought to her self. The passageways of the Under Hive seemed to be endless, every turn led to new path, every twist led to another bridge, but when it was too late she finally saw it, the shadows weren't trying to capture her, but they were steering her into the deepest caverns of the Under Hive, places abandoned by humans centuries ago.

The old rooms were littered, no decorated with skulls, mutants were everywhere, but they didn't look aggressive, they seemed to welcome her, or did they welcome her child? Suddenly she felt a sharp pain in her neck and all went black, when she finally came to her sense she knew, *I am not alone, I am legion for I am with many*.

All this has been years ago now, perhaps well over two decades. Ophelia is now a blessed brood mother, very fertile, and often she gives birth to twins or even triplets; this has given her a very special status within the Cult. She collected a literal Harem of male suitors to impregnate her and the Cult Magus grants her all kinds of liberties as long as she keeps delivering new additions to Cult. Her rooms are decorated with the finest materials and she lives in luxury.

A few months ago the Cult Magus had a vision; a strong leader had to be born, a Leader that would lead them to greatness. So she was allowed the privilege to bed the Cult Magus and now she is pregnant of him, the Cult is rejoicing for her thoughts have betrayed her, she knows her baby, what it is going to be, a Broodlord.

Appearance:

Despite being able to give birth to multiple nests of mutants every year she doesn't look the part. Ophelia is a skinny frail woman with long black hair which covers most of her face, her eyes a bright blue. Her body is beautifully curved and despite she must be over thirty and has given birth to dozens of mutants she doesn't look a day over sixteen, she is always dressed in lavish translucent robes to play her part as seductress. Currently she is starting to develop a small belly because of her recent pregnancy, nonetheless she very fast and agile.

Ophelia Syphill, Genestealer Mate 								
WS	BS	S	T	Ag	Int	Per	WP	Fel
24	34	25	41	43	32	41	32	54

Movement: 4/8/12/24

Wounds: 14

Skills: Awareness +10, Barter, Blather, Charm, Command +10, Common Lore (Imperium), Dodge, Medicine, Speak Language (Low Gothic, Sibellus Hive Dialect), Secret Tongue (Gutter).

Talents: Heightened Senses (Sight, Hearing), Melee Weapon Training (Primitive), Pistol Training (SP), Basic Weapon Training (SP), Unremarkable, Sound Constitution (×2).

Traits: Hive Mind, Hybrid Reproduction.

Weapons: Stub Automatic with Red-Dot Laser Sight (BS +10, Range 30m, S/3/-, 1d10+3 I, Pen 3, Clip 9) loaded with Man-Stopper rounds.

Gear: Lavish Translucent Robes (Best Quality), Extra Stub Automatic clip loaded with Man-Stopper rounds.

Threat Rating: Xenos Minima

Role-playing Hints:

You are a temptress, a great seductress, you will use your feminine charm to get you out of harm's way, if that doesn't help you will call in your bodyguards to solve the problem the hard way. All you are interested in are your unborn children, to make sure they are born safely. The baby you are carrying right now is the most important one of all, the delivery might kill you but it is for the greater good of the Cult, a sacrifice you are more than willing to make.

MAGISTER GREGORIUS NOMINUS

—Though daemonic they are not daemons, they can die

Gregorius was born over a century ago on a Space Hulk, a smart young boy. Being the son of a Cleric he learned to read at an early age, and he played in the chapel of the Space Hulk with his friends. One day he and one of his friends called Gynon went down to one of the lower sections, because his friend told him he had found something very cool.

They climbed down to one of the lower maintenance tunnels of lower G14 sector, until suddenly his friend was gone. He kept on wondering through the dark passageways, he was lost. After hours and hours he felt a pull, somehow he knew his way, in the dark he walked blindly through the maze of passages. The darkness made way for light, he walked through a door; he knew he had to be in the belly of the gigantic vessel, there was a temple, almost a gothic cathedral, build of a strange organic substance, filled with hundreds of people if not thousands all worshipping a strange idol, some four armed creature.

Suddenly he heard his friends voice, *Hi Gregor, I see you found what meant, isn't it beautiful?* Gynon took Gregor's hand and pulled him along; the walk into the cathedral was surreal and everywhere he saw creatures walking around that resembled the idol on the altar. A very real fear crept over Gregor, this was wrong, those daemons should not be here, he needed to warn his father.

Gregor pulled his arm loose and started running, knowing those monsters were following him. He ran through the metal passageways and tunnels, and it must been days before he was back on familiar grounds.

He looked for his father and found him carrying his weapons, the alarm was sounding, men at arms were everywhere. He told his father about the hundreds of daemons, and his father told him these were not daemons but not by any means less dangerous, they were Genestealers. He told his father everything he saw, about the creatures and the thousands of followers: his father looked solemn, as if he had made a decision.

His father picked him up and started running, he heard shots being fired everywhere, people screaming but he never closed his eyes. His father told him to hide in one of the escape pods, so Gregor crawled in quickly, not knowing his father would launch it, not soon after he was drifting through space watching the gigantic ships through the small window of the escape pod, listening to the vox caster but there was only static. Hours must have gone by before he heard his father's voice; *Sorry my son, there was no other way*, moment later the ship exploded as the scream of millions of souls crossed the Warp.

Gregor knew he was lost in space and that it was possible that no ship would pick him up in his life time, so he activated the beacon and he lay down in the hab sleeper capsule.

Gregor was eventually picked up by a small vessel, the *Emperor's Eye*. On board was Inquisitor Malek Ishan, a disgraced inquisitor who wandered the galaxy preaching the word of the Emperor to the savage tribes which would either be converted to the Cult of the Emperor or would kill him. The man resuscitated the boy and adopted him as his own, what other choice had he, the boy was his second chance granted by the Emperor himself.

Gregor told the old man about his experiences on board the ship and about the thing his father did, and Malek told Gregor his father was a hero, perhaps even a saint, because he saved the souls of millions of Emperor fearing humans from those monster.

Over the years Gregor accompanied Malek on his quest, converting those poor souls who did not know the light of the God-Emperor and in meanwhile teaching Gregor thing he shouldn't know, at least not at his age. When Gregor reached adulthood they docked with a mysterious ship. Malek introduced Gregor to Lord Inquisitor Vownus Kaede. Gregor swore his loyalty to the inquisitor on the death of his father and that he would anything to avenge his father.

Since then Gregor did everything he could do to learn more about the creatures which led to his fathers death and keep others from suffering a similar fate. He rose quickly through the ranks and within year until he finally reached the rank of Senior Agent.

It was through his efforts that dozens, maybe hundreds of Genestealer Cults were destroyed in name of the Emperor and his father. Each cult offered a chance to examine the creatures more closely, to dissect them if the remains would allow it. He even wrote a book on it, the *Codex Corporaptor Hominis*, an over seven hundred pages thick book detailing anything from anatomy of the creatures to the hierarchy of the Cult itself.

Though no longer actively hunting the creatures himself, he does employ a wide variety of agents and acolytes to do it for him. Magister Gregorius Nominus's name spread fear into the Hive communities, for his presence means the death of hundreds, if not the destruction of an entire Hive and all its inhabitants. Besides being a talented writer Gregorius is also a very adept teacher.

Appearance:

Gregor is an old bald man; still very fit, though not very strong, he still looks very well tuned for his age. His right hand and lower arm have been replaced with a mechanical one after he had a run-in with a Hybrid's acid spittle. One of his eyes is covered with a device which has multiple lenses, while the other one looks like a red pict recorder lens. When not wearing his armour, which he almost always wears when travelling on the vast spaceships of the Calixis system, he wears his Administratum robes.

Role-Playing Notes:

Your main wish is to eliminate the Genestealer and thereby Tyranid threat from the Calixis system, no society should suffer the fate of mass destruction which follows in the wake of a Genestealer cult, you would rather order the destruction yourself than let them suffer the Tyranid's hunger. You are ruthless in your quest to track down those cults no matter what the cost.

Your other passion is to teach people, and sometimes make time just to teach simple thing like literacy to the unfortunate children at the Imperial Orphanages. You are a cold and clinical man who only thaws near the presence of young children.

Magister Gregorius Nominus								
WS	BS	S	T	Ag	Int	Per	WP	Fel
24	47	31	42	37	58	58	55	37

Career Path: Adept
Rank: Loremaster Magister, Senior Inquisitorial Agent of the Ordo Xenos
Origin: Void Born

Movement: 4/8/12/24
Fate Points: 1

Skills: Speak Language (Low Gothic +10, High Gothic +10), Literacy +10, Trade (Copyist), Common Lore (Imperium +10, Tech, Imperial Creed), Scholastic Law (Bureaucracy, Heresy +10, Legends +20, Occult +10), Blather +20, Awareness +20, Forbidden Lore (Cults +20, Inquisition +10, Mutants +20, Xenos +20), Secret Tongue (Administratum), Tech Use +10, Logic +10, Inquiry +20, Medicae +10, Dodge, Deceive, Invocation, Psyniscience, Interrogation, Command +10.

Talents: Pistol Training (SP, Bolt, Flame, Plasma, Melta), Light Sleeper, Unremarkable, Resistance (Poisons, Fear), Total Recall, Talented (Blather), Heightened Senses (Sight, Hearing), Master Surgeon, Paranoia, Psy Rating 3, Unshakable Faith, Jaded, Air of Authority.

Psychic Powers: Minor: Call Item, Distort Vision, Fearful Aura, Forget Me, Healer, Inspiring Aura, Sense Presence, Unnatural Aim, Wall Walk, White Noise; Discipline Powers: Dominate, Mind Scan.

Weapons: Bolt Pistol with Red Dot Laser Sight (BS +10, Range 30, S/2/-, 1d10+5, Pen 4, Clip 8), Inferno Pistol (Range 10, S/-/-, 2d10+4, Pen 12, Clip 3), Raptor Claw (WS +5, 1d5+4, Pen 2).

Armour: Best Quality Stormtrooper Carapace (All 7).
Gear: Administratum Robes (Good quality), Chrono, Data Slate, Illuminated Tome (Codex Corporaptor Hominis), Vox Caster, extra Clips and Melta Canister.

Cybernetics: Good Bionic Hand, Good Auger Array (Also Count as Best Quality Auspex), Good Quality Cybernetic Eyes.

Threat Rating: Hereticus Majoris.