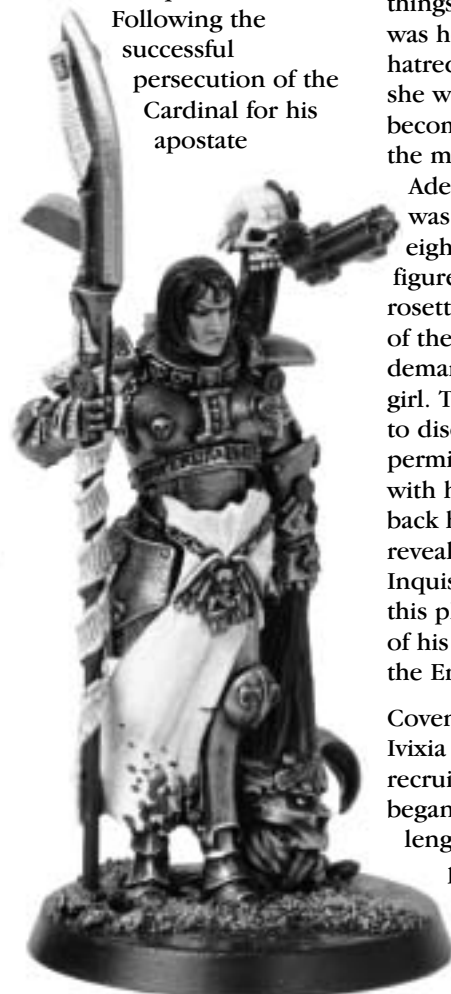


Inquisitor Ivixia Dannica

By Graham McNeill

Recruited from one of the Schola Progenium on Alena-Mora, Ivixia Dannica was the daughter of a prominent Imperial Colonel whose regiment had been seconded to service with Inquisitor Grainne of the Ordo Hereticus during his Examinations into the Cardinal of Alena-Mora during the Sargossa Schism. The lengthy nature of this examination, in which tens of thousands were called to account necessitated whole swathes of the Cardinal's congregation be put under armed quarantine.

Following the successful persecution of the Cardinal for his apostate



teachings and the prescribed punishment of both him and his world, Colonel Dannica's regiment were granted feudal rights over the ashes of his world.

Ivixia learned the dangers of apostasy and the solemn duty of an Imperial servant, that not even death could end, at her father's knee. She was the most faithful in her devotions to the Emperor and the Ecclesiarchy of all her fellow pupils. The tales of the executed Cardinal's wickedness filled her with a righteous loathing of all things heretical and evil. Such was her fervour in this pious hatred that many believed she would take her vows and become a member of one of the militant orders of the

Adepta Sororitas. But such was not to be. On Ivixia's eighteenth birthday, a robed figure with an Inquisitorial rosette appeared at the gate of the family estates and demanded to see the young girl. The colonel was not one to disobey such a symbol and permitted the figure to speak with his daughter. Throwing back his hood, the newcomer revealed himself to be Inquisitor Covenant, led to this place by the divinations of his mystics and readings of the Emperor's Tarot.

Covenant was convinced that Ivixia would make an ideal recruit for his retinue and began subjecting her to a lengthy series of ordeals to prove her spiritual purity and physical suitability. Ivixia passed each one with

ease, but as she continued with the tests, an act of base treachery reaching back to the examination of Inquisitor Grainne was to come to fruition. The roots of heresy run deep and it is rightly said that the weed of corruption can fester even in the purest soil. There had been those who had escaped the initial purges of Colonel Dannica's regiment and had clandestinely continued following the teachings of the planet's former ruler. A network of daemon-worshipping cults existed throughout the planet, slowly gathering their power until such time as they were ready to avenge their master and regain control of their world.

As Ivixia's tests continued, these cults struck at the one man on Alena-Mora who symbolised their defeat and who they held responsible for the death of their leader: Colonel Dannica. Infernal pacts were formed, blood sacrifices were made to the Ruinous Powers and effigies of the colonel burned in sacrificial flames. As the colonel and his family attended the regimental ball, a daemon from the darkest regions of the Warp manifested in a blazing pyre of blood, slaughtering the guests in a frenzy of bloodletting. Screaming revellers fled from the daemon, but Inquisitor Covenant and Colonel Dannica stood against its might. Schooled in the mystical arts of the Daemonhunter, Covenant was able to hold the daemon

at bay, but not before it slew the colonel with a sweep of a warp-forged blade. The colonel's body burst into flames, immolating in a heartbeat until nothing but his charred skull remained. At the sight of her father's murder, Ivixia screamed at the daemon and the power of her words staggered the daemon for the briefest instant. It was all the opening Covenant needed and he was able to destroy the daemon's form and send it back from whence it came.

In the aftermath of the massacre, Inquisitor Covenant led the purges of the cults with Ivixia at his side, convinced more than ever that Ivixia was the right choice for his acolyte. During this purge, hundreds were put to death as Covenant and Ivixia hunted down those responsible for her father's death. Six months to the day following her father's death, Inquisitor Covenant left Alena-Mora with Ivixia Dannica as his latest Acolyte. Recalling the teachings of her father, Ivixia had his skull modified by the lexmechanics

of Inquisitor Covenant and turned into a weapon carrying servo-skull. Now her father would remain with her wherever she went and could continue to serve the Emperor beyond death.

Together Covenant and Ivixia travelled around the southern rim of the galaxy, stamping out many blasphemous sects dedicated to the worship of daemons and other warp-spawned abominations. Together with a disreputable type who claimed to be a Duke they defeated the hedonistic priesthood of the Decagogue of Panetha Varn and prevented the manifestation of the Daemon Prince Urgolath the Rancid on Sanerix IV. Ivixia learned from her master at an astounding rate, taking on her mentor's puritanical firebrand attitude, brooking no corruption or laxity in her investigations. Soon there was nothing more Covenant could teach her and successfully petitioned the Conclaves of the Ordos Tempestus for her ascension to full inquisitor.

On Cimmaru Majoris she led a force of inducted Guardsmen against the primitive idol-worshipping tribes of the western continent, declaring them Daemonicus Frateris, and personally tore down the vulgar and profane totem poles at the centre of each village. As her crusade continued, the tribes fought back with great ferocity, taking to the mountains and launching brutal hit and run attacks on Ivixia's forces. But axes and javelins are no match for lasers and tanks and eventually the tribes were driven back to a valley sacred to their people and began a conjuration that would summon the greatest of their gods. This was a creature said to be composed of mist that could not be harmed and had the power to kill a man with a glance. At the height of the battle, a scarlet mist poured from the mouth of the tribe's greatest champion and a glittering being that rippled with iridescent colours erupted from his body. Amid the ruin of his flesh a bull-headed



Sample Characters

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daemon of Slaanesh was born in the heart of the Imperial troopers. The slaughter was terrible and hundreds of men were killed as they laid down their weapons before this terrible, yet daemonically alluring beast.

But Ivixia had foreseen such an event and had a plan in place to defeat any such manifestations. Having already unearthed the truth of what the tribes were worshipping, Ivixia had requested the aid of the Chamber Militant of the Ordo Malleus. Activating a teleport homer, she called down a squad of Grey Knight Terminators who waited in orbit for just such a moment. Together with rallied squads of Imperial Guardsmen, they destroyed the daemon and wiped the last remnants of its followers from the face of Cimmaru Majoris. Their lands were declared Purgatus and sown with blessed salt that they might not give rise to anything for a hundred years.

With the success of the Cimmaru Majoris campaign behind her, Ivixia returned to the galactic core, destroying many blasphemous daemoniac creatures on many different worlds. On Prenau she joined the defence of the Basilica Dominastrus and saved the sisters of Ordo Hospitaller who dwelt there. She also tracked down the instigators of the attack and recovered the shards of Saint Josmane's armour, one of the Basilica's most holy relics, which had been stolen in the first days of the battle. In recognition of this deed, the Ecclesiarchy

ordered that fragments should be shorn from the armour and incorporated into a holy weapon to be crafted in her honour.

As word of her bravery and purity spread, Ivixia was honoured on Ophelia IV with a blessed suit of armour for her efforts in defending the realms of the Emperor from the taint of the daemoniac and heretical. Her strength of purpose and chaste piety attracted many followers along the way and all were of the highest purity, as Ivixia would tolerate nothing less than the same standards she applied to herself in her followers. One such follower she discovered on the world of Karis Cephalon, while on the trail of Inquisitors she believed were harbouring and making use of daemoniacs. She discovered a diminutive, solitary individual known as Jeremiah sheltering in the mutant ghettos of this troubled world. Shunned, even by the mutants of Karis Cephalon, it soon became apparent to Ivixia that Jeremiah was an outcast known in some circles as a Pariah, soulless and loathed by all. But as a consequence of this, Jeremiah was a potent defence against psychic powers and thus a hugely valuable addition to a Daemonhunter's retinue. Despite his reluctance, Jeremiah knew that refusal was not an option and accompanied Ivixia in her pursuit of the fallen inquisitors.

Ivixia just missed one such Inquisitor at the forge-mine complex of Taberna Ostium and arrived just too late to apprehend another in the blazing ruins of Paganus Reach. The bullet-riddled remains of the town indicated that a fierce battle had occurred here and upon returning to Cephalon, she was to learn that the fearsome figure of Witch Hunter Tyrus had apprehended her prey at Paganus Reach. Marching to the Witch Hunter's lodgings, she demanded that Tyrus hand the traitor over to the Ordo Malleus. Naturally, Tyrus refused, stating that the heretic Kessel would burn in the fires of purgation, but that one blasphemer had escaped his holy clutches. Furious at Tyrus's refusal to hand over a consorter with daemons, she attacked his warband, but was given a sharp lesson in why Tyrus is such a feared individual throughout the galaxy. Realising that violence was not the way forward, she again approached Tyrus, this time in the spirit of co-operation, and learned that the escaped rogue Inquisitor did indeed traffic with daemons and make use of dangerous psychic powers.

The Ordo Malleus reserves a special hatred for those of their order who cross the line into daemoniac, and none more so than Ivixia. Setting off on the trail of this escaped rogue, Ivixia and her retinue departed Karis Cephalon, the name of the traitor on their lips: Lichtenstein.

Inquisitor Ivixia Dannica

Equipment: Anointed Power Halberd of St Josmane, Purity Armour, Icon of the Just, Colonel Dannica's Skull, Purity Seals

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ivixia Dannica	87	75	61	66	73	86	84	87	89

Anointed Power halberd of St Josmane: Blessed by the Cardinal of Gathalamor, this holy weapon has sent scores of daemons screaming back to the depths of the Warp. Its blade was tempered in the tears of a thousand Sisters of the Order of the Ermine Chalice and contains fragments of the armour of Saint Josmane himself. As such, any daemoniac characters will not benefit from the following daemoniac abilities: *Invulnerable*, *Shadow*, *Impervious*. In addition, a character using a daemon weapon that successfully parries a blow from the blessed halberd must pass a Strength test or drop their weapon as the holy power of the saint burns them with its purity.

Purity armour: All locations except head (counts as carapace armour with a reflective coating).

Icon of the Just: Carried in a porta-shrine on Ivixia's back is a rendering of the blessed Saint Josmane, He Whom Death Could Not Claim. It is said that the holy saint touched this icon and the power of faith imbued in this magnificent work of religious art is such that it functions like a force field and provides her with D6 protection from shooting attacks.

Colonel Dannica's Skull: This is a gun skull as described on page 90 of the Inquisitor rulebook. It is armed with an Autopistol.

Purity Seals: Inscribed into Ivixia's armour are the teachings of the Liber Daemonicus, which contain words and symbols hateful to the daemoniac. These count as Pentagrammic wards.

Jeremiah

Equipment: None

Special Abilities: "I'm with her", Does not fight, Pariah

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Jeremiah	25	27	34	41	70	-	94	42	18

"I'm with her.": Jeremiah will always perform his actions after Ivixia, even if she defers her actions until later in the turn and must remain as close to his mistress as possible. If Ivixia moves, he must spend as many actions as are necessary to join her. If he has any actions left, then he may act as normal. If Ivixia is rendered unconscious or killed, he will attempt to make his way from the battlefield as quickly as he can.

Does Not Fight: Jeremiah cannot make any attacks in close combat, as he is pathologically terrified of injury. Should he be attacked in close combat he may only defend himself by dodging and will always try and break from combat, using his free run action to get behind Ivixia.

Pariah: All psychic powers used or directed at anyone or anything within 10 yards of the Pariah suffers a -50% difficulty modifier in addition to any other modifiers. Daemons and other creatures of the Warp cannot see the Pariah, but can be aware of his presence ie, by moving an object or otherwise interacting with his surroundings in a manner that will produce noise. To spot a Pariah, a daemoniac character must pass an Awareness test at -40%, though if the Pariah has made any detectable noise the GM may reduce this to -20% or less as he sees fit.