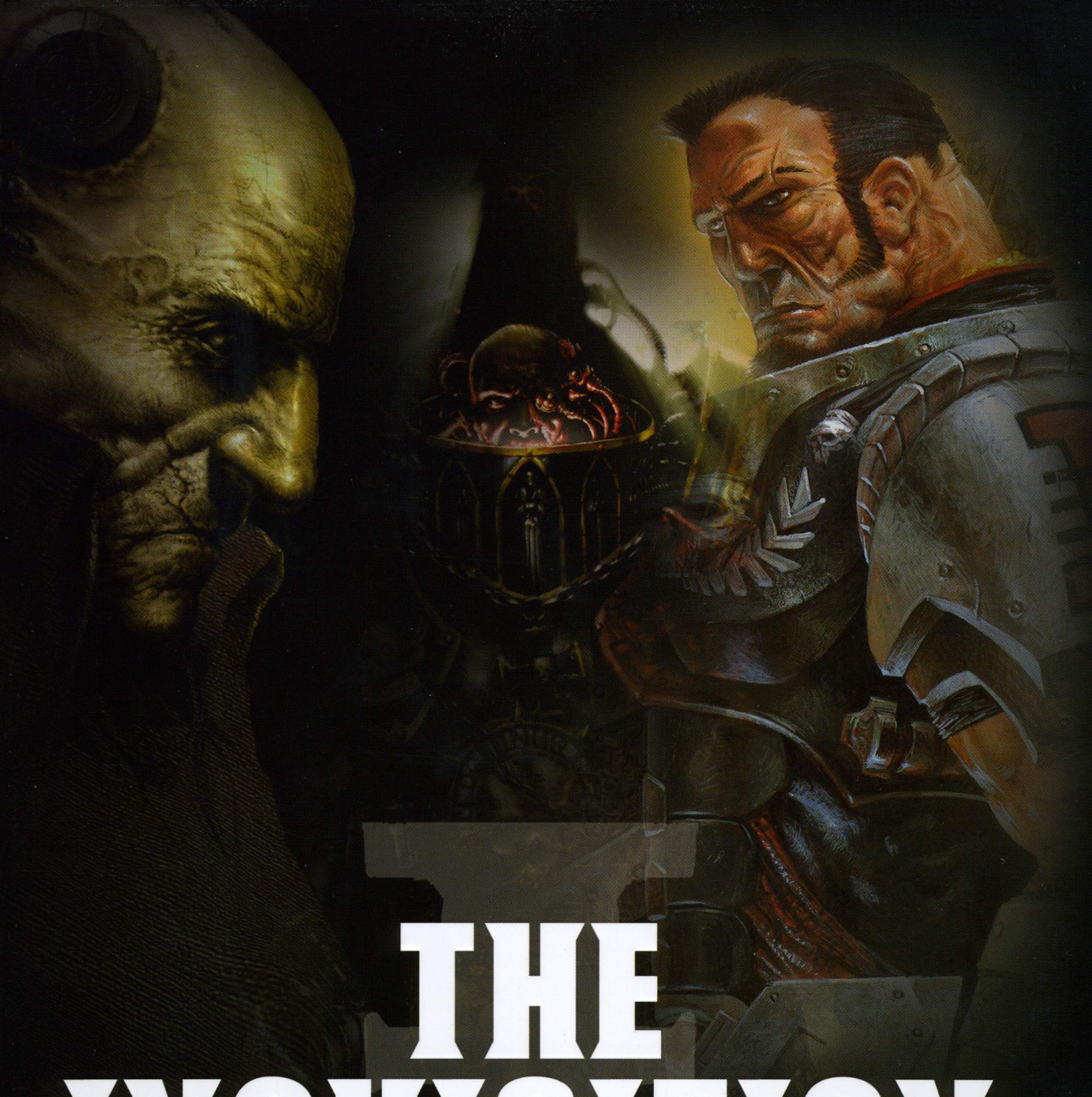

THE INQUISITION

AN ILLUSTRATED GUIDE TO THE SECRETIVE PROTECTORS OF THE IMPERIUM

Nick Kyme • Lindsey Priestley • George Stirling

With an introduction by Dan Abnett

Innocence proves nothing. Suffer not the alien to live. Burn the witch. These are the doctrines of the Emperor's Holy Inquisition, that most clandestine and vaunted order that protects mankind from the unspeakable horrors lurking in the darkest shadows of the galaxy. Heretic, mutant, alien and daemon are all prey to the inquisitors, men and women who have devoted their lives to the destruction of such abominations. Their work must be conducted in secret and yet they possess the power, given unto them by The Emperor Himself, to command armies and order the destruction of entire worlds. Step into this world, if you dare, and heed the maxims of the Inquisition – Speak not unto the heretic, heed not the words of the daemon, look not upon the alien!

Within this book you, my interrogator, will find a vast compilation of lore concerning the Inquisition. Famous inquisitors, such as Eisenhorn and Ravenor, their allies, adversaries and weapons, plus more besides are covered in this encyclopaedic-style volume and illustrated throughout. Be warned though, many secrets lie within. Is your soul strong enough to resist corruption?

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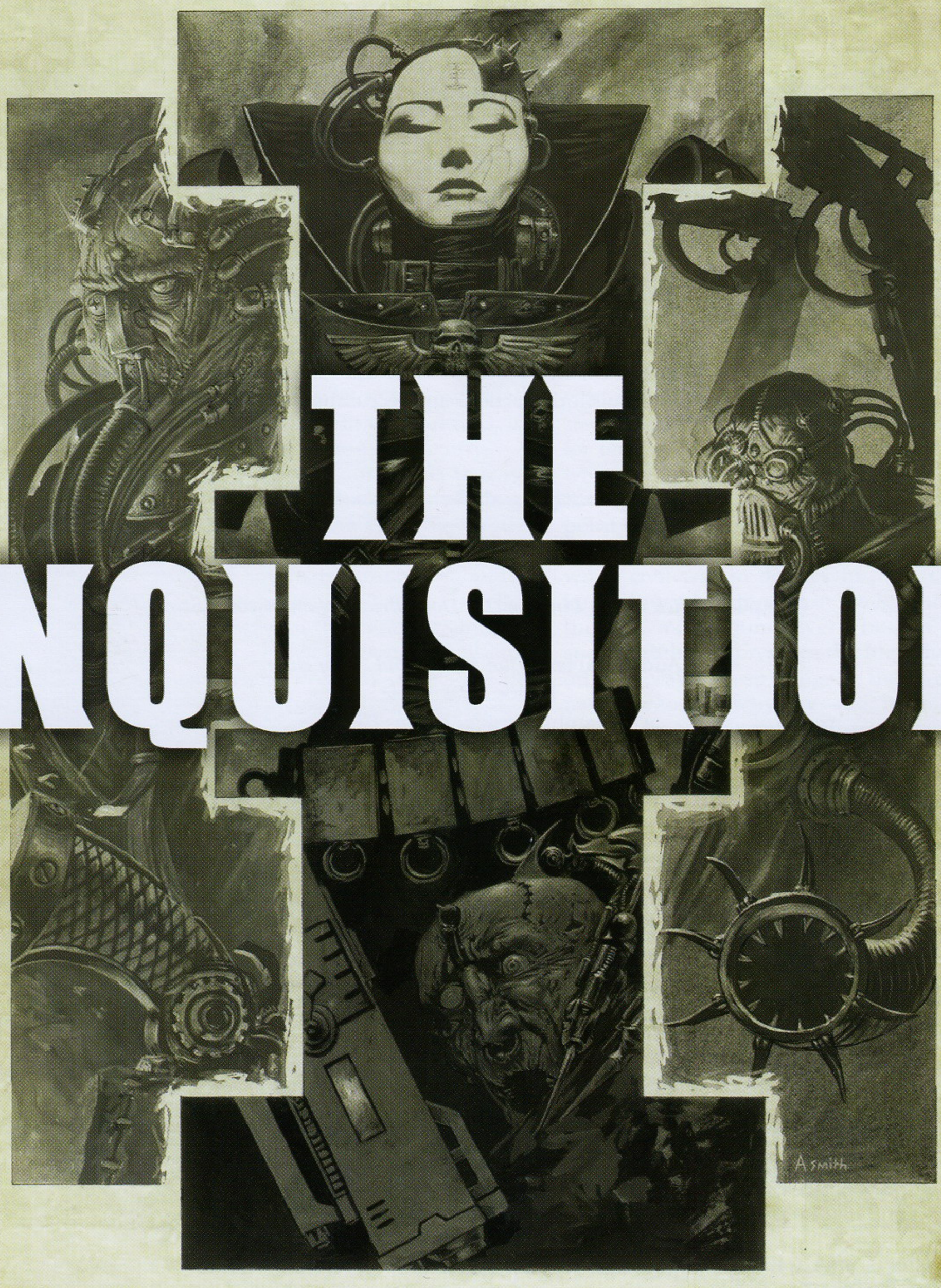

THE INQUISITION

An illustrated guide to the secretive protectors of the Imperium

Heed not the heretic!
Look not upon the alien!
Speak not unto the daemon!

This is the creed of the Emperor's Holy Inquisition, their never-ending mission to defend mankind against the myriad threats of the galaxy; those that live abroad on strange worlds and those that creep into the very hearts of men.

In this guide to the stalwart inquisitors, dear reader, you will find much knowledge. Each entry is arranged in an A-Z fashion and details inquisitors, their allies, foes, wargear, strongholds and more. There are also a number of special sections, offering more information on such subjects as the Ordos, Inquisitorial factions and recruitment.

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Introduction

Be warned, this is a book filled with secrets.

When a candidate is inducted into the ordos of the Imperial Inquisition for evaluation, conditioning and vocational training, he or she expects to acquire certain specialist knowledge far beyond the remit of the average Imperial citizen.

Such esoteric learning is necessary. It is part of the job description. To successfully prosecute a war against the tripartite threat of alien, mutant and heretic, an inquisitor must develop a deep understanding and appreciation of the darker recesses of the cosmos. He or she must, to borrow an old phrase, 'know the foe'. To fight the darkness, inside and out, one must get one's hands dirty.

If you're lucky, it's only your hands that get dirty.

Secret lore is the Inquisition's first line of defence. Arcane knowledge: the whispered intelligence of dim, infernal places and mouldering tombs; the utterances of wretched xenos-breeds far away on their ancient, lightless worlds; the furtive, synaptic dialogue of illegal underhive psykers. These precious secrets are the tools and weapons in an inquisitor's war chest.

Some of the secrets are vile and noxious. Even secrets that can save a man's life, spare his soul, or protect the Imperium and keep it whole, can easily scar the mind forever. They can drive a man insane, or pull him irresistibly into the cloying embrace of Chaos.

This volume codifies and tabulates certain facts concerning the operation and history of the Imperial Inquisition. Appropriately, it is chock-full of secrets. I mention this fact in case you, the reader, have yet to read the Eisenhorn or Ravenor trilogies. Consider this to be your spoiler warning: the data entries in this book give away the fates, fortunes and destinies of many characters, and the denouements of several novels.

However, if you feel confident enough to proceed, you will find this book to be full of facts and figures pertinent to any study of the Inquisition and its operation.

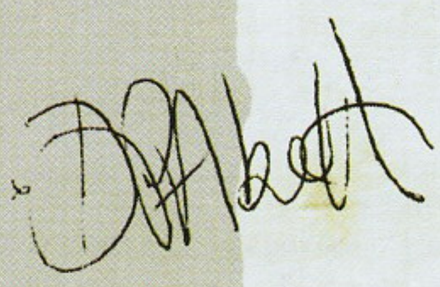
To reiterate a remark I made in the introduction to the Eisenhorn omnibus, the appeal of writing stories about inquisitor characters and their war bands was that it pulled the focus away from the battlefield, the realm of the Imperial Guard and the Space Marines, and turned it instead on the 'domestic' side of Warhammer 40,000. It was a chance to explore the towering cities and crumbling hives, the home worlds and colonies, the actual Imperium itself, rather than the savage war fronts blazing away at the Imperial frontiers. It was an opportunity to examine the society and culture of mankind, the very thing that all the warfare was being waged to protect and preserve in the first place.

It turned out to be a strange and labyrinthine environment. The style of Warhammer 40,000 maybe described as baroque or techno-gothic, but such terms hardly do justice to the intoxicating, asphyxiating density of the Imperium. The Imperium is old and piled up upon itself, it is fabulously wealthy and regal, it is magnificently poor and decaying. Technology operates, if not as magic, then as an article of faith. Ritual and custom dominate daily life. There is a scent of stagnation everywhere, a scent that's been around for ten thousand years, since the Horus Heresy, when the wonder and glory of Imperial expansion halted, like a fly mired in amber. That was the point where all the lofty ambitions of humanity were forgotten, eclipsed by the outrage of the worst civil war in species history. There is no longer any advancement in the human culture of the 41st millennium. Every human lifetime is spent fighting to preserve the Imperium, to fend off the decay, to keep things 'as they were'. People have forgotten why, by and large. They are drones. Stagnation rules. Where once was zestful drive and noble possibility there is now slow decomposition and mindless repetition.

Like all decomposing bodies, the Imperium is being eaten away from within: by mutation, by the corruptive touch of the warp, by the mad schemes of the heretics and dissenters. This is where the Inquisition comes in, why it was founded in the first place. An inquisitor's job is to peer into gloomy corners, to prowl the basements of gigantic hives, to walk in dark places and turn over stones to see what scuttles away from the light. His job is to watch and probe, to look for signs and portents, to examine behaviour, to analyse old archives and scraps of data, to question everything and trust nothing. Some inquisitors become as elusive and enigmatic as the lore they covet.

So in a universe where knowledge is victory and ignorance is death, secrets make all the difference. I hope you enjoy the ones you find in here.

Thank you, inquisitor.
You may proceed.



Dan Abnett

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Aaa

Human male. Pit-fighter from the planet Borea, bought by **Pontius Glaw**. Name translates into Imperial Gothic as 'Sword-Cuts- Meat-For-Woman-Prizes'. His Chaos-touched torc opened Glaw's mind to Chaos.

Abfequarn, Lilith

Human female. Inquisitor in the service of Inquisitor **Myzard**. Ash-blonde hair.

Inquisitor **Ravenor** rated Lilith's abilities very highly, and surmised that if **Rorken** sent anyone to track him down when he and his team went **'rogue'** in 403, it would be her.

In 768.M41, Lord Militant General Bulledin sent Lilith to assess and sanction the dangers of witchcraft during the liberation of Monthax, a planet in the Sabbat Worlds. It was during this tour of duty that she investigated a young adjutant in the service of Colonel-Commissar Gaunt, of the Tanith First-and-Only.

Absolvus

Human male. Inquisitor of the **Ordo Xenos**.

Actte, Isak

Human male. Officer of the **Adeptus Arbites**. Friend of **Godwyn Fischig**. It was his private intelligence that led Fischig to **Cadia** in the hunt for the **daemonhost**, **Cherubael**. His career culminated in him attaining the position of arbiter-general on the planet of Hydraphur.

Adepta Sororitas

Organisation of the **Adeptus Ministorum** of which membership is exclusively female. Often referred to as the Sisterhood, although sometimes referred to by its original name, the **Daughters of the Emperor**. Associated with the **Sisters of Battle**, of the Orders Militant and Chamber Militant of the **Ordo Hereticus**.

Adeptus

Formal title of the vast, over arching authority governing the Imperium on the orders of the High Lords of Terra and in the name of the Emperor: includes the **Adeptus Ministorum**, the Adeptus Mechanicus, and the **Adeptus Arbites**. Sometimes referred to as the Priesthood of Earth, so closely are religious and secular authority bound in the Imperium. The title of Adeptus in an organisation's name indicates that its authority comes directly from the Emperor via the High Lords and transcends any local or planetary powers.

Adeptus Arbites

Arm of the Imperial **Adeptus** concerned with the upholding of Imperial law. The Arbites are indifferent to the petty day-to-day misdemeanours of the citizenry, directing their attention at crimes against the Imperial Adeptus and the order it represents. Commonly requisitioned by **Ordo Hereticus** and **Ordo Xenos** inquisitors, of which, those belonging to the **Amalathian** faction would have the greatest accord with them.

Adeptus Astartes

'For they shall know no fear…'

Super-human, bio-engineered warriors of the Imperium and protectors of humanity. Also known as the Space Marines. There are many Chapters of Space Marines, each a thousand strong and each divided into companies. These elite warriors, though not part of any of the **Ordos**, can be requisitioned by the Inquisition should a situation require it.

Adeptus Ministorum

Formal title of the monolithic organisation devoted to the worship of the Immortal God Emperor and the preaching of the Imperial Creed. The Ministorum traces its origins back to the cult known as the Temple of the Saviour Emperor, which arose after the Horus Heresy. It was recognised as the official religion of the Imperium in the 32nd millennium, and given the title of Adeptus Ministorum or **Ecclesiarchy**.

Admylladox

A drug used to kill pain and clear the mind.

Aegis Suit

Archaic protective device worn by the **Grey Knights** Chapter. Worked into each Grey Knight's power armour, the aegis suit is a lattice of psychoconductive filaments and amulets, wrought with **hexagrammic wards** and inscribed with prayers to fend off the predations of daemons and psychic attacks. Far rarer aegis suits are known to exist composed only of the lattice and wards, which can be worn with other kinds of armour or even normal clothing.

Adepta Sororitas Battle Sister

Aemos, Uber

Human male. The longest-serving member of Inquisitor **Eisenhorn's** team. He previously served Eisenhorn's tutor, **Hapshant**.

Aemos was a savant. His role is to provide Eisenhorn with useful information and complex computation. Aemos's considerable knowledge was derived from a meme-virus that he caught at the age of forty-two. Aemos became a data-addict, compelled to absorb any and all information, no matter how trivial and apparently unimportant. His augmented mind could then sift patterns and correlations from these masses of information with astonishing speed and accuracy.

Aemos was already old by the time he entered Eisenhorn's service. His body had several augmetic implants and prostheses. He was characterised by his oversized augmetic eyewear and bald pate.

Aemos died during the **Glaw** affair, after temporarily trapping **Cherubael** in his body while a more permanent host could be prepared.

Aghastri

Human male. Inquisitor of the **Ordo Sepulturum**. **Thorian**. Well-known investigator of the zombie plague of the 13th Black Crusade.

Age of Apostasy

Historical period circa 200.M36, in which the Imperium was weakened by the rule of the tyrannical **Goge Vandire** and wracked almost to collapse by savage internal strife and external calamity. The two most infamous atrocities of the Age were the Plague of Unbelief led by the Apostate Cardinal Bucharis, and Vandire's own so-called Reign of Blood. After the Age was brought to an end, in part, as a result of the actions of **Sebastian Thor**, the determination never to allow another such time led to the founding of the **Ordo Hereticus** to protect humanity against the insidious threats of witchcraft, heresy and mutation.

Uber Aemos

Akunin

Human male. Rogue trader. A short, bulky man, with a crown of white hair around his bald pate and digital inlay across his jaw.

Along with **Kizary Thekla**, Akunin was a key player in **Contract Thirteen**. He was terminated by the **Secretists** for the cartel's failure to kill Inquisitor **Ravenor** at **Bonner's Reach**.

Alanthrasil Swiftblade

Eldar male. Pirate prince. Full name Aliachemoranthrashe'ill, which translates as 'the swift and final twist of the crescent blade'. Born on the eldar craftworld of Biel-tan. A master of the martial discipline, *Imuluan*. Fought the tyranids of Hive Fleet Leviathan. Alanthrasil's sister, Eminielle, was killed in the battles and he forged her spirit stone into the hilt of his sword.

During his return from the battlezone, he was captured by the eldar pirate lord, Hiriaq. After a fight in which Alanthrasil claimed the lives of many of Hiriaq's men, he was spared – the pirate lord impressed with his talents (and afraid for his life) – and made into Hiriaq's bodyguard.

Following the death of Hiriaq at the hands of a traitor, Alanthrasil took command of the pirate fleet and began raiding Imperial space lanes. The pirate prince came to the attention of the Inquisition who devised a cunning scenario to bring an ork fleet into contact with the eldar pirates. The battle resulted in the destruction of much of Alanthrasil's fleet, but the eldar prince was saved by the intervention of Inquisitor **Lichenstein**, and Battlegroup Gravis, who insisted upon a year's servitude by way of recompense.

Alexis XXII

Human male. Ecclesiarch and successor of **Sebastian Thor**. Decreed that the **Convent Sanctorum** and **Convent Prioris** be divided into two Orders Militant.

Alien Hunters

Low Gothic name given to the **Ordo Xenos**.

Allure
Heavily modified, medium-sized sprint trader of non-standard design. Its shipmaster, **Bartol Siskind**, was a known associate of the arch recidivist **Zygmunt Molotch**, and its crew was made up of the most contemptible criminals and blasphemers. The ship had a long history of dubious dealings, enough to bring it to the attention of the Inquisition.

Alpha
A rating of psychic ability. **Alpha**-level is the most powerful gradation on the standardised scale.
See Psychic Mastery (page 67).

Alpha plus
Rating given to profoundly powerful psychic entities that surpass the limits of standardised measurement.
See Psychic Mastery (page 67).

Amasec
A brandy-like spirit enjoyed across the Imperium by those rich enough to afford it.

Anastasia, Rosetta
Human female. **Battle Sister** of the Order of the Ermine Mantle. Raised at the Schola Progenium of Antigone's Harbour on Terra. Upon joining the Order of the Ermine Mantle, Anastasia left Terra for Subiaco Diablo, the hive world where the order's convent was based.

During the 13th Black Crusade of Abaddon the Despoiler, Subiaco was ravaged by a deadly zombie plague. While her fellow **Sororitas** fought against the hordes, Anastasia was afflicted by a fever. In her absence many of her sisters died repelling the zombie horde, though they emerged victorious. As a result Anastasia was moved to invoke the Oath of the Penitent and became a **Sister Repentia** for failing to fight alongside her sisters and the blight that had tainted her. She was guided by visions, brought on by her fervour state and a profound experience at the shrine of Saint Joachim, whose blade she wielded, towards some unknown goal, supposedly her eventual absolution.

Anemae Gulfward
World in the **Helican subsector** where **Alizebeth Bequin** recruited the Astropath **Tesaera Ungish.**

Angelus Subsector
One of the four subsectors of the **Scarus sector** (a division of the Segmentum Obscurus).

Aliens and abhumans: ogryn, nekulli, kroot, ratling and loxatl

Aliens and Abhumans
Cisor
Eldar
Hrud
Kinebrach
Kroot
Lacrymole
Loxatl
Nekulli
Ogryn
Ork
Ratling
Saruthi
Strousii
Tau
Tyranid

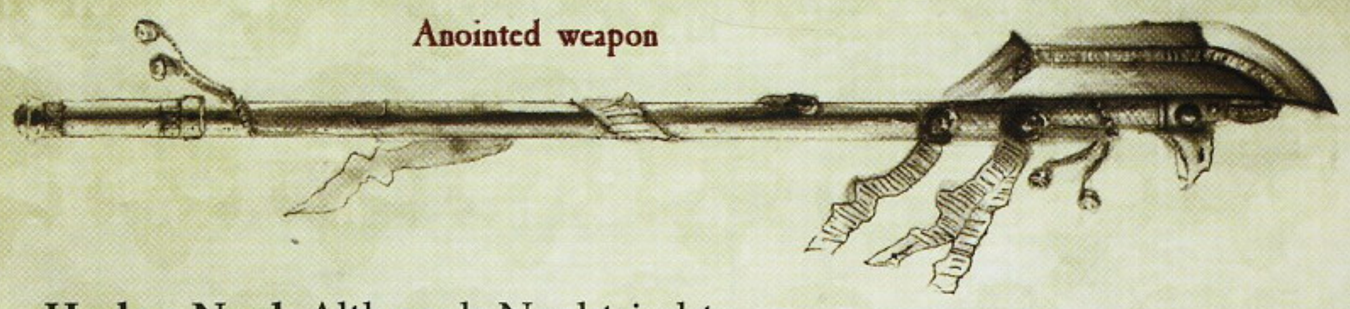
Angevin, Absalom
Human male. Legendary inquisitor who led the team on Lamsarrote that slew **Pontius Glaw**. He was also a tutor to **Commodus Voke**.

Angharad Esw Sweydyr
Human female. Swordswoman from the planet **Carthae**, practitioner of the **Ewl Wyra Scryri**. Tall, with long braided, beaded hair, and dressed in an intricately formed leather bodysuit. Bearer of the sword **Evisorex**.

Angharad was the niece of **Arianhrod Esw Sweydyr**, who served in the warband of Inquisitor **Gregor Eisenhorn**.

In 404.M41 she was working for Inquisitor **Fenx** on the planet **Tancred**, but when a botched mission resulted in the deaths of most of the team, including the inquisitor, she and Interrogator **Ballack** both threw in their lot with Inquisitor **Ravenor** to continue the hunt for the heretic **Molotch**.

While a member of Ravenor's team, Angharad embarked on an affair with



Harlon Nayl. Although Nayl tried to hide their liaison from Ravenor, as he knew it would upset him, the inquisitor still detected it.

Anointed Weapon

Rune-inscribed weapon wielded by **daemonhunters** and blessed with holy water by a potentate of the **Ecclesiarchy** to make it particularly puissant against daemonic adversaries.

Anomalian Beholders

A conservative incarnationist sub-sect of the **Thorian** belief system. It was the mission of the Anomalian Beholders to wait and maintain watch for the arrival of the God-Emperor amongst humanity. They believed they must prepare for this event and be ready when it transpired, and thusly observed several potential **Divine Avatars** for signs of His coming.

Ansgar

Human male. **Ordo Hereticus** inquisitor lord. **Thorian**. Leader of the Palatine Crusade and witness to the apotheosis of the **Living Saint, Celestine**.

Antrecht, Cornelius Lavaslar

Human male. **Ordo Malleus** inquisitor. **Thorian**. Psyker. Discovered by Inquisitor Bastalek Grim during a sweep by the **Black Ships** of Menthusium II. Originally a member of the **Ordo Hereticus**, Antrecht changed his chosen vocation on the world of Danse Landing where he fought a cabal of psykers led by a corrupt imperial commander called Gothburg. The traitor Gothburg sought to use Antrecht as a daemon vessel. After many weeks of physical and mental torture, Antrecht was finally broken but at the point where Gothburg and his cohorts were about to summon the daemon, the inquisitor awoke and smote them with his power, casting the daemon back into the warp at the same time.

Antrecht's trials at the hands of the cabal and his witnessing first-hand of the power of possession turned him towards the path of the Ordo Malleus.

Antribus

Human male. Personal medicae to **Gideon Ravenor**.

Apex Twins, The

Human females. Exceptionally dangerous **alpha plus** level rogue psykers, given the Inquisitorial designation the Apex Twins on account of their uncharted abilities and lack of information regarding their true names. Born as twins, they appeared as innocent young girls, around six or seven standard years of age, who possessed the ability to inspire feelings of love and protectiveness in all those around them.

When first discovered in 845.M36, they were taken to the **Black Ships** by the newly formed **Ordo Hereticus**. The fate of the vessel conveying the Apex Twins is not recorded, but it was discovered in the Medrenax Nebula by Inquisitor Castinus, all of its occupants – crew and prisoners alike – slain in a gory fashion. Castinus took the twins to **Nemesis Tessera** for study, but they escaped, killing many inquisitors and Inquisitorial troops in the process.

Following this event, the twins were captured on the world of Respa III by Inquisitor **Commodus Voke** in the **Helican subsector**. In 338.M41, during the Holy Novena, in which a number of captured heretics were paraded on **Thracian Primaris**, the twins escaped again. This event became known as the Thracian Atrocity, such was the loss of life and destruction wrought that day. After the carnage, the twins were not found, and it is rumoured they now roam the Agrippa sector.

Apotrapaic Congress

Large (and rare) gathering of inquisitors for the purpose of analysing and interrogating an important captive. Any and all means of interrogation are used in order to fully understand the nature of a perceived threat.

Aquila

The double-headed eagle, both the heraldic device of the Imperial state and the holy symbol of the Imperial Cult. Depicted in correct detail the aquila is a complex symbol of the unity of the different arms of the Adeptus: the sighted head represents the Adeptus Astra Telepathica, the blind head the Adeptus Astronomica; the right wing represents the Adeptus Mechanicus, the body the Adeptus Custodes; the crooked claw represents the Arbites and the straight claw the Administratum.

Servants of the Imperium frequently wear aquilae on clothing or armour, as part of ceremonial dress, or as jewellery, tattoos or other adornments. The device is common across the galaxy anywhere the Imperium wishes to proclaim its authority, in architecture, armour, weapons, vehicles and so on. Aquila devices have been known to become the focus for tangible manifestations of religious power, such as when the holy man Dronicus confronted **Cherubael** on **Miquol**.

Arabella

Human female. **Sister of Battle**. The **Order of the Sacred Rose** was founded in her honour.

Arco-flagellant

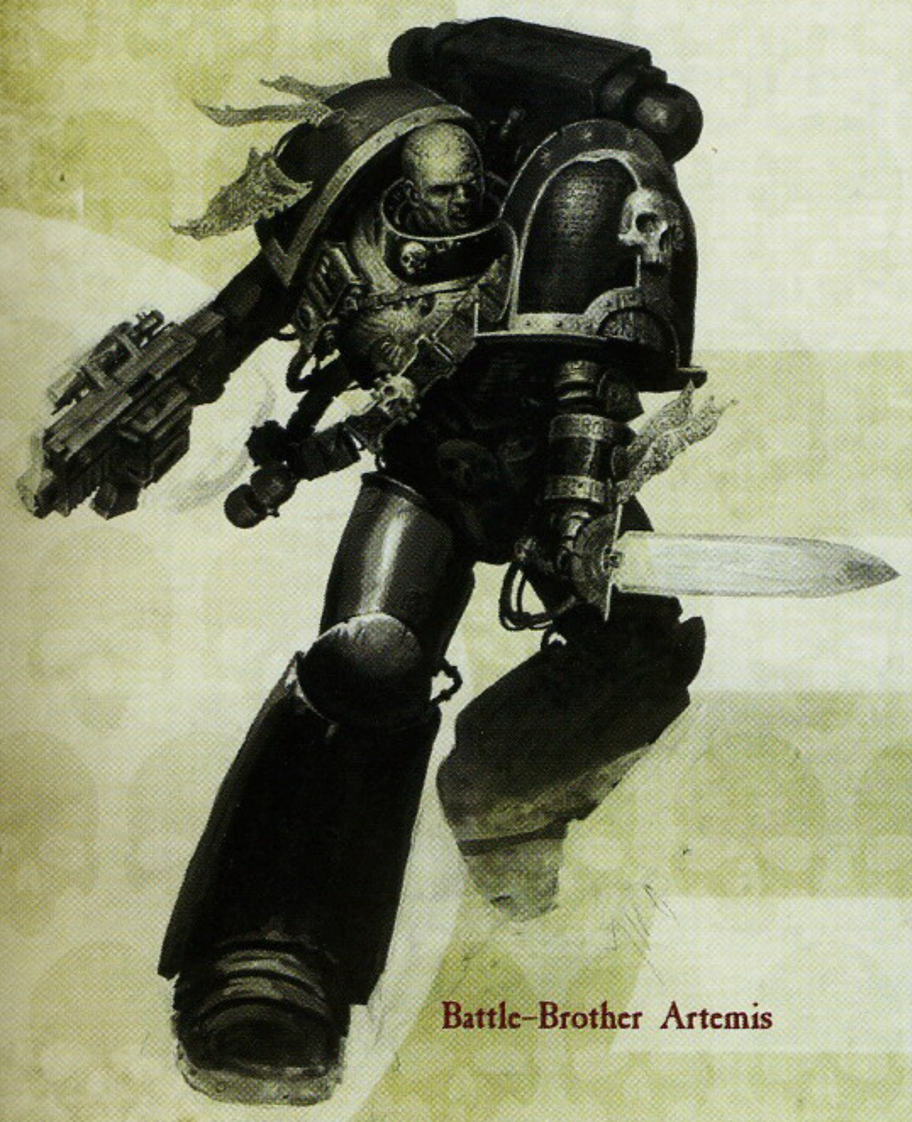
See Arco-flagellation below.

Arco-flagellation

Judgement passed on heretics, involving extensive physical surgery

Angharad Esw Sweydyr

and augmentation, and mental reconditioning. The penitent's identity, memories and higher thoughts are obliterated and they become an **arco-flagellant**, a mindless and deadly close combat killing machine, incapable of emotion or feeling pain, fated to spend themselves in battle against the **Ecclesiarchy**'s enemies. Implanted with various weaponry and chemical stimm-injectors, arco-flagellants are unleashed by means of a **trigger word** that overrides the **pacifier helm** they wear. So lethal are arco-flagellants that their use can only be sanctioned by an operative of the Ecclesiarchy.



Battle-Brother Artemis

Ardent Blade, The

Blessed weapon recovered from the shrine of **Saint Katherine** on the world of Sanctus Lys. Once wielded by the **Living Saint, Celestine.**

Ardentites

Sub-sect of the **Thorian** belief system, the Ardentites maintained that the Emperor would be manifest in a group of people rather than a single **Divine Avatar** in the belief that it was the Emperor's plan to protect mankind by disseminating His power throughout humanity. Ardentite theories are held in such disdain that they are known in some circles by the derogatory title 'miracle chasers'.

Arethusa

1. A freelance merchant ship belonging to one **Sholto Unwerth**. Old and near derelict, it was neither beautiful nor reliable. For several years in the early 400s, Inquisitor **Ravenor** chartered this ship while he was hunting the arch-heretic **Zygmunt Molotch**.

2. Imperial Guard listening station on the planet Rahjez, Fantomine subsector, circa M40.

Arianhrod Esw Sweydyr

Human female. Swordswoman from the planet **Carthae**, practitioner of the **Ewl Wyra Scryri,** bearer of the sabre **Barbarisater** and a member of Inquisitor **Eisenhorn's** team in 338.M41 when he made his final confrontation with **Beldame Sadia**. At this point she had served Eisenhorn for five years.

Arianhrod cut an imposing figure, standing two metres in height, with her silver hair plaited with beads.

Arianhrod was the lover of **Gideon Ravenor**. She died fighting a haemonculus during the confrontation with Beldame Sadia.

Artemis

Human male. Member of the **Deathwatch**. Originally a member of the Mortifactors Space Marine Chapter. Leader of a **Deathwatch kill-team**.

Recruited into the **Adeptus Astartes** from Posul, a night world inhabited by a caste of warrior monks, essentially a death-cult, who ate the flesh of the dead in the belief it would grant them power and dominion over their enemies. The strongest tribal warriors are recruited by the Mortifactors Chapter of Space Marines.

It was Artemis's zealotry in the destruction of xenos as a full battle-brother that earned him a place within the ranks of the Deathwatch. He was quickly inducted into the service of Inquisitor **Severnius** and during this time killed countless aliens of all descriptions.

Artemis's service to Severnius was ended on Tarrenhost when the inquisitor was slain by a warp-possessed member of Severnius's own kill-team. Command passed to Artemis, who condemned Tarrenhost to **exterminatus**, ordering a bombardment of cyclonic torpedoes.

Aspira

Human female. Eighteenth **Canoness** of the **Order of the Bloody Rose**. Led a War of Faith against the Tyrant of Denescura. Her magnificent fur and velvet cloak has become a holy relic. **Living Saint**.

See Cloak of Saint Aspira (page 22).

Assignment, The

Imperial standard scale for psychic rating.

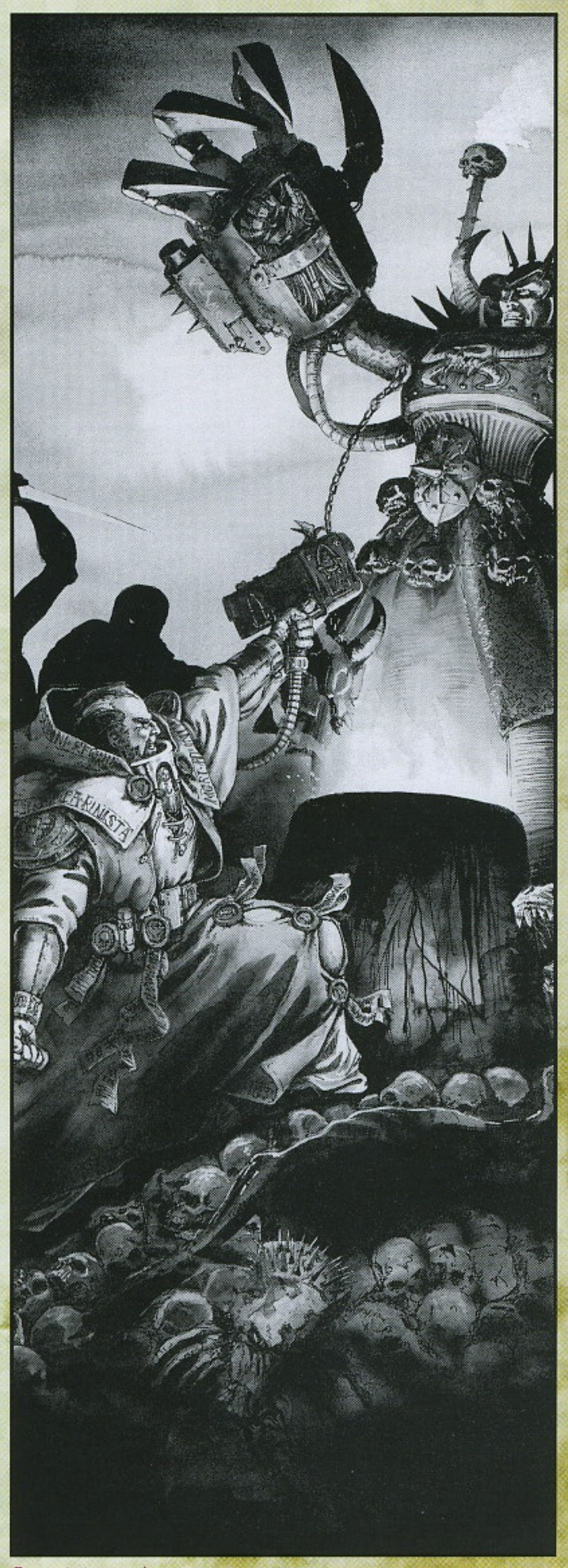
See Psychic Mastery (page 67).

Augustus

Human male. **Ordo Hereticus** inquisitor most famed for the conflict against the **Creeping Shadow cult.**

Aura-scrye

Device. A version of an auspex that works in a similar fashion to a **psi-tracker**. It can detect the psychic emanation that all mortal and daemonic creatures exude, displayed as an image when used as an optical aid.



Inquisitor Augustus

Ordos of the Inquisition

There are three major Ordos of the Inquisition, each of which specialises in combating specific threats to the Imperium and the prosperity of mankind. Although inquisitors from any Ordo, in performing the Emperor's Divine Will, are expected to deal with any enemy, it is the role of the Ordos to produce agents who are particularly adept, in their knowledge and methodology, at tracking down and destroying certain types of adversary. The three major Ordos are Hereticus, Malleus and Xenos.

Hereticus

'Suffer not the witch to live.'

The branch of the Inquisition that specialises in the investigation, pursuit and destruction of the witch, the heretic and the mutant. Ordo Hereticus inquisitors are also referred to as witch hunters. It is a title that reflects the high propensity of rogue psychic adversaries they will invariably encounter in enacting their duties to the Imperium.

In terms broader still, they are concerned with tackling the enemy within; that insidious influence that seeks to undermine and subvert the foundations of the Imperium from the inside. Heretics of all persuasions are hunted by the Ordo Hereticus; their principal method of expunging such perfidious individuals is cleansing promethium. It was one of the most terrible acts of treason against the Imperial Creed that brought about the rise of Ordo Hereticus, during the **Age of Apostasy** and the bloody reign of **Goge Vandire**.

Witch hunters are dark and secretive individuals, whose very presence instils dread in all those who encounter them. It is a reaction amongst the Imperial citizenry that the Ordo Hereticus is keen to promote and reinforce, as there is nothing like fear to weed out the weak, the mutated and the heretical.

Malleus

'Innocence proves nothing.'

The branch of the Inquisition that deals with the discovery, defence against and destruction of **daemons**. Ordo Malleus means 'Order of the Hammer' in High Gothic and their inquisitors are more commonly known as **daemonhunters**. Of all the Ordos of the Inquisition, it is perhaps the Ordo Malleus whose mission is the most perilous. They are ever vigilant in their defence against the daemon, for even a moment's lapse could result in a massive infestation capable of destroying worlds.

The daemonhunters deal with Chaos in its rawest form, for there can be no more direct a link to the Ruinous Powers than that of a daemonic manifestation. It is dangerous work, and it has been known for some inquisitors to fall foul of the promises of daemons and their otherworldly masters, and turn their backs on the Emperor. It is the risk that all daemonhunters take, and as such it is imperative their faith be ever reaffirmed and strengthened to battle the insidious, nameless horrors of the warp.

Xenos

'Speak not unto the alien, listen not to the alien, look not upon the alien.'

The Inquisitorial Ordo concerned entirely with the hunting down and destruction of alien threats to the Imperium. Members of the Ordo Xenos are also referred to as **alien hunters,** and in the avid pursuit of their duties, face a wide variety of threats unconnected with the warp in any form, be it daemonic or psychic. As such, inquisitors of the Ordo Xenos must be prepared to take on any and all of these aliens. To do so, they are equipped with some of the best wargear that the Imperium can offer, which, tempered with their expert knowledge of such life forms, is particularly effective against specific xenos threats, ensuring the inquisitor always retains the upper hand in any given confrontation.

More so than the other Ordos, whose adversaries are a direct result of a galactic manifestation and therefore ever-present, alien hunters are exterminators. They will not rest until an alien taint has been wiped out completely, and pogroms against alien worlds are common.

Auto-seance

An astropathic technique used to enhance the powers of other psykers for various purposes, including psychometric analysis of objects and locations, and psychic interaction. The exact limit of what an auto-seance can achieve is mostly dependent upon the power of the psykers involved.

Ballack, Gall

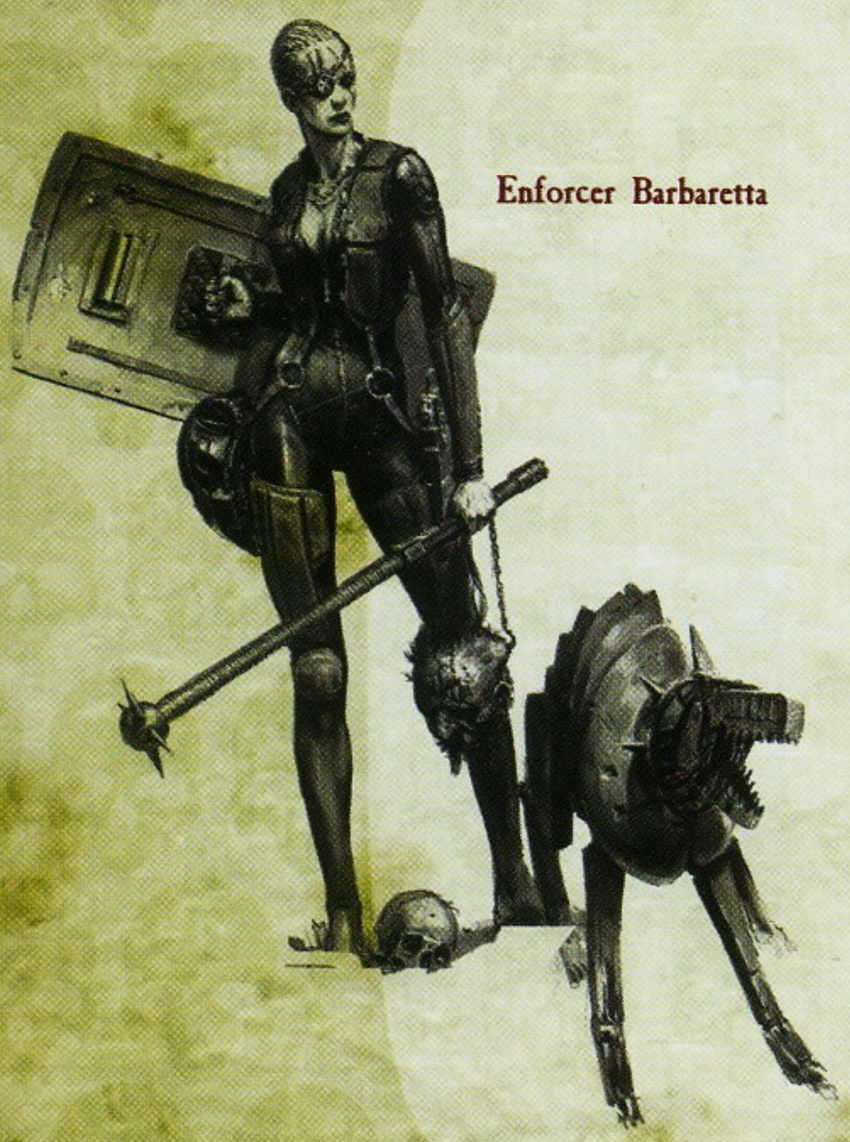
Human male. An **interrogator** in the service of Inquisitor **Myzard**. Tall, slightly built, with long white hair, he was handsome with blue eyes, and a soft, clear voice.

Ballack was a diluted fifth or sixth generation **Cognitae**, and betrayed his Imperial masters on several occasions.

In 404.M41, he was working for Inquisitor **Fenx**. After a bungled attempt to capture the heretic **Zygmunt Molotch** on **Tancred**, which cost Ballack his left hand, the interrogator joined up with Inquisitor **Ravenor** and his team. His reasons for doing so seemed reasonable at the time, but turned out to have a more sinister motivation.

Barazan, Osca Ludolf

Human male. Lord Governor of the **Angelus subsector**, appointed in 400. His mysterious disappearance in 403 is believed to be connected with the cataclysm that took place on **Eustis Majoris** as a direct result of an Inquisition raid.



Enforcer Barbaretta

Barbaretta

Human female. Special security enforcer. Formerly a sergeant with the Karis Cephalon Special Security Agents. Recruited by **Witch Hunter Tyrus** to investigate mutant slave labour trade on the planet. Has a bionic eye and utilises a **cyber-mastiff**, a cybernetic creature employed to hunt down, detain and even kill perpetrators of Imperial Law.

Barbarisater

A masterpiece sabre carried by members of the Esw Sweydyr tribe for nineteen generations. The blade was a metre and a half in length. A force weapon, it enhanced the user's reactions to the extent that enemy attacks and even bullets were deflected – as though the sword was acting of its own volition.

After the death of **Arianhrod Esw Sweydyr, Eisenhorn** intended to return the weapon to her tribe, but circumstance prevented this from taking place. Magos **Bure** added pentagrammatic wards along its blade to make the weapon more potent against occult enemies. Eisenhorn used the weapon to defeat the heretic Inquisitor **Quixos**, but the blade was broken in combat. It was later remade, its length considerably shortened.

Bashesvili, Ludmilla

Human female. An Imperial Guard medicae serving on Listening Post **Arethusa** at the beginning of M40. She saved Inquisitor **Ravenor's** life by operating on him after he was wounded by alien creatures on the moon **Utochre**, and enabled him and his companions to escape back to the current time. Imperial records suggest that the price of this act of mercy would be her life.

Basteen

Principal city on the planet **Tancred**, a world in the **Angelus subsector.**

Battlefleet Scarus

Battlefleet, first encountered by Inquisitor **Eisenhorn** in 240.M41, at which time parts of it were stationed at the planet **Gudrun**. At that time, the fleet was preparing for the **Ophidian Campaign**. It was headed by Lord Militant Honorious.

A section of the battlefleet rebelled, under Captain Estrum, joining the forces of the **Glaw** family. This rebel faction was mostly defeated at **56-Izar**.

Belknap, Patrik

Human male. Medicae. Medium build, slim and wiry, with light brown hair and intelligent blue eyes. D.o.b. placed at approximately 370.M41.

Belknap spent six years in the Imperial Guard, then nine years as a community medicae. He was disbarred from formal practice when he was caught using fraudulent practices to obtain money from his clinic and patients.

When members of Inquisitor **Ravenor's** team were injured pursuing rogue elements on **Eustis Majoris** in 403, **Zael** put them in contact with Belknap, a man he knew they could trust. In time, and because of an increasing romantic attachment to **Kara Swole**, Belknap joined Ravenor's team.

Belknap was a deeply religious man, and through his own faith inspired Kara to believe more deeply in the God-Emperor.

He stayed with Ravenor until 404, when **Slyte** was defeated and **Molotch** finally tracked down.

Begundi, Bex

Human, male, a member of Inquisitor **Eisenhorn's** team of agents circa 386.M41, around the time of the location of **Fayde Thuring**.

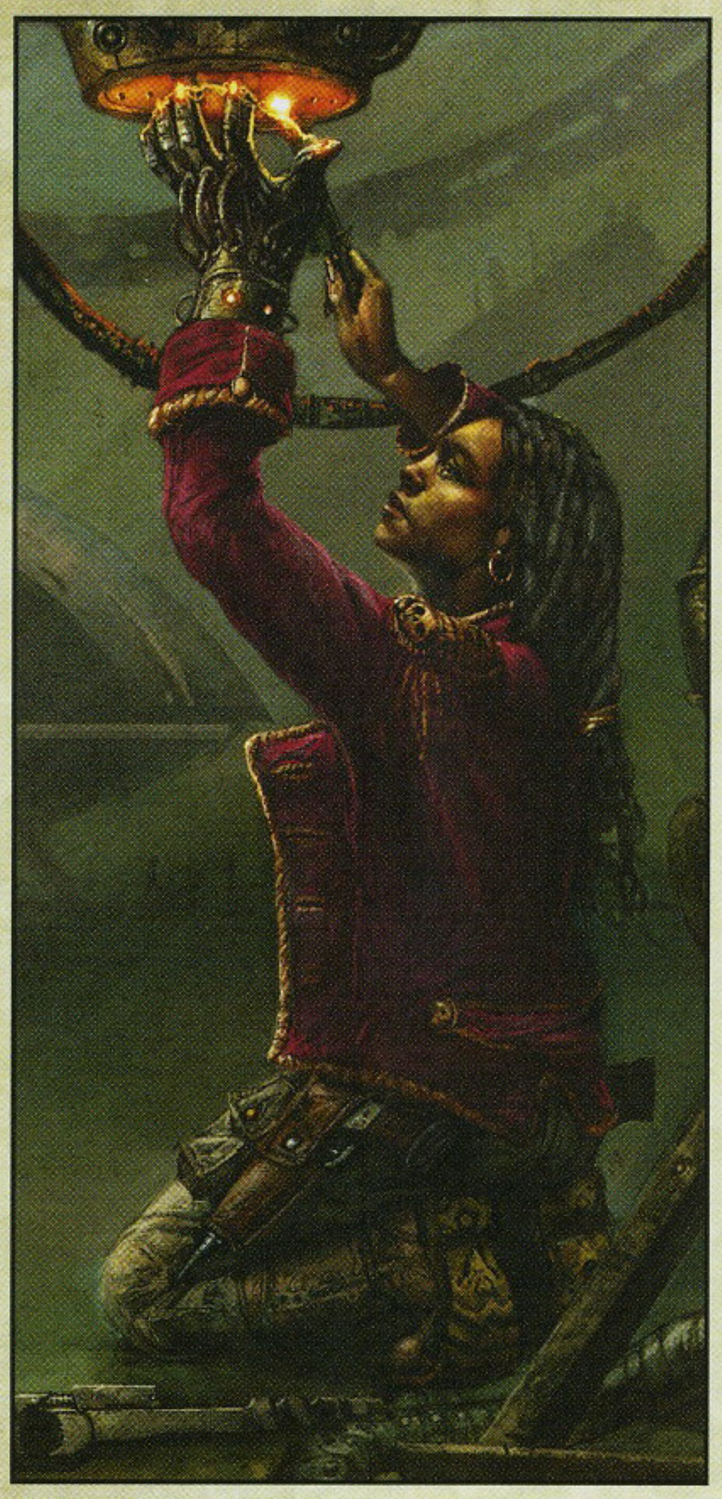
Begundi was tall, with dark hair and a goatee beard, and retained his homeworld's ganger affectations such as white skin dye and eye-makeup. Begundi was not physically handsome, but more than made up for this with charisma and an unspeakably cocky attitude. Begundi was a native of **Sameter** and was recruited to Eisenhorn's staff by **Harlon Nayl**; Eisenhorn speculated that he was one of Nayl's bounties who had so impressed Nayl as to be offered a deal.

Begundi was a prodigiously skilled gunfighter, wearing his signature twin Hecuter autopistols in a custom rig.

Bequin, Alizebeth

Human female. A member of **Eisenhorn's** team.

Hailing from the planet **Bonaventure**, Bequin's early life was a series of misfortunes, constantly forcing her to move on. When first encountered by Eisenhorn on **Hubris** in 240.M41, she was working as a



Medea Betancore

pleasure girl. She entered Eisenhorn's employment after helping him while he was investigating 12011 Thaw-view.

Bequin was an **untouchable**, a psychic blank. Psykers were unable to touch her mind – in fact her very presence caused discomfort and mild revulsion to psyker and non-psyker alike.

Bequin was extremely attractive, well formed, with full lips and long dark hair.

After the **Necroteuch** affair, Bequin and Eisenhorn founded the **Distaff**, which she ran. Retiring from active service in 270.M41 to concentrate on the Distaff, she eventually rejoined Eisenhorn in the field during the hunt for **Beldame Sadia**.

Eisenhorn's love for Bequin remained unrequited, not for lack of mutual feeling but because of her danger to him as a psyker. Eisenhorn believed that such a relationship could lead to his insanity.

Bequin was gravely wounded in 376, while trying to defeat the Titan *Cruor Vult*. While she was not physically injured, the damage done to her mind was apparently irreparable, and she never regained consciousness. Her body is still stored in cryo-stasis by Inquisitor **Ravenor**.

Berschilde, Crezia

Human female. Doctor and anatomist, an acquaintance and former lover of **Gregor Eisenhorn**.

Berschilde first met Eisenhorn as a patient – she was the chief surgeon responsible for grafting on the replacement to his hand lost on **Sameter**. They became lovers, though at the time of the assault on **Spaeton House** in 386.M41, they had not spoken for twenty-five years. Crezia attributed this to Eisenhorn's feelings for **Alizebeth Bequin**.

Described as both haughty and beautiful, Crezia had straw-blonde hair. Eisenhorn turned to Crezia for assistance partly because his relationship with her had been secret, and so there was little chance of his assailants being able to associate the two. She assisted Eisenhorn with the interrogation of **Vammeko Tarl**, but was also responsible for his escape as her concern for his wellbeing led to her loosening his bonds.

Berynth

A hive on the planet **Utochre**. Although devoted to heavy industry, it has a thriving jewellery trade.

Betancore, Medea

Human female. A member of **Eisenhorn's** team of agents. The daughter of **Midas** and Jarana Betancore, Medea had joined Eisenhorn's staff as the pilot of his gun-cutter by the time of the final confrontation with **Beldame Sadia**. Medea was her father's match both in her piloting skills and her hot-headedness; although she never met him she remained fiercely loyal to his memory, wore his cerise jacket over her own flight suit and carried his Glavian needle pistols.

Medea was born a month after her father's death in 312.M41.

Betancore, Midas

Human male. A member of **Eisenhorn's** team of agents during the inquisitor's early career. Native to Glavia, with a Glavian's trademark dark skin, curly black hair, and an intricate inlay of interface circuitry in his hands.

Midas was Eisenhorn's gun-cutter pilot at the time of the **Necroteuch** affair. He was hot-headed and impetuous, traits that Eisenhorn had to restrain on occasion, but valued highly, along with Midas's first-rate piloting skills and wry humour. At the time of their meeting Midas was an **obscura** user, but cured himself of the addiction in Eisenhorn's service. Midas became a close companion of Eisenhorn and the lover of **Lores Vibben**.

Eisenhorn referred to Midas as one of the few, if not the only, of his agents whom he also counted a true friend. They would play long games of **Regicide** together, which Midas almost never won, and Eisenhorn was one of the few for whom Midas ever played his Glavian lyre. Midas habitually wore a short jacket made of cerise silk over his flight suit, and carried a pair of Glavian needle pistols.

Midas was murdered by **Fayde Thuring** around 312.M41.

Bezier

Human male. Lord inquisitor of the **Ordo Malleus**, serving under Grand Master **Orsini**. Inquisitor **Osma** reported to him.

Bilocke

Human male. Inquisitor involved in the Necron Wars in the Tarquin Stars.

Biomancy/Biomancers

See Psychic Disciplines (page 69).

Biometric Reader

A device used to monitor subtle changes in a person's physiognomy; a lie-detector, in essence.

Black Dam

A sophisticated piece of psychic architecture used by the **Cognitae** that hides a part of a person's mind from examination by another.

Black, Dorian

Human male. Sergeant in the Cadian Imperial Guard. **Untouchable**. Recruited by Inquisitor **Eisenhorn** after he destroyed a pyromancer at the head of a Chaos cult on the mining colony of Misril VIII.

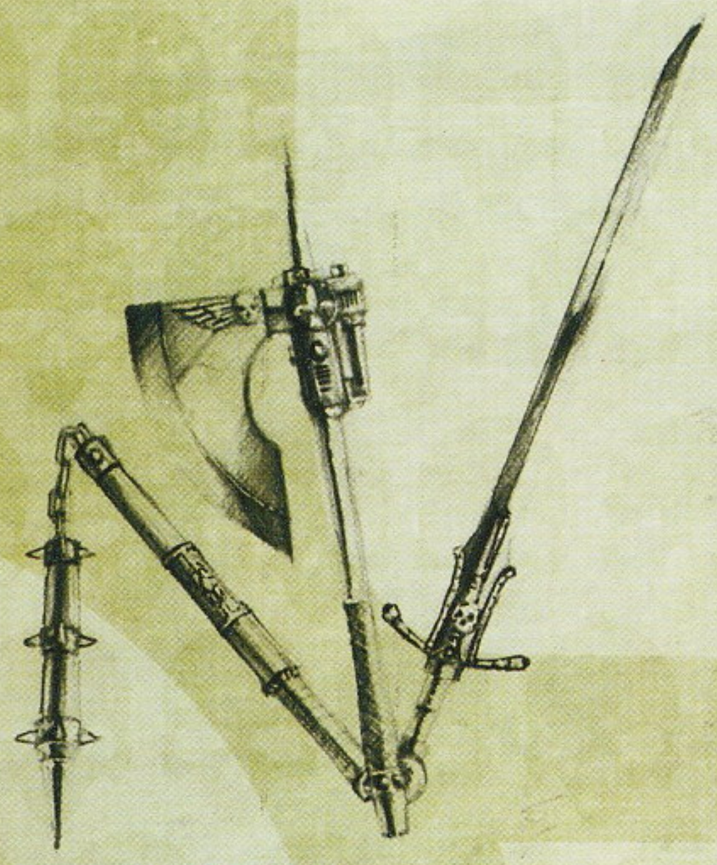
Black Ships

Space vessels operated by the League of Black Ships, which perpetually travel the Imperium collecting a tithe of psykers from every planet's population. These ships often give passage to members of the Inquisition, and the term 'Black Ship' has by extension come to include the specialised starships di-

rectly controlled and operated by the Inquisition.

Blessed Weapons

Holy artefacts revered by the Orders Militant and carried into war. Examples include the Blade of Admonition, the Axe of Retribution and the Flail of Chastisement.



Blessed Weapons

Bloodhound, Damien

Human male. Renegade Enforcer and Outlaw. Damien was the son of a colonel in the 96th Connacht Rangers and following his induction into the Schola Progenium became an officer in the **Adeptus Arbites**. Damien had an uncanny ability, almost preternatural, in predicting the behavioural patterns of criminals, an asset that made him into an excellent hunter. His brutal methods in the acquisition and punishment of perpetrators earned him a fearsome reputation.

In order to maintain the tough physical and mental regime he had devised for himself in the capture of perpetrators, Damien became a **crash** addict. His dependency on the drug led him into a pact with an underhive gang lord called Jerzek Fallon. It was through his illicit association with Fallon, selling bounties to the leader in exchange for a regular fix of crash, that Damien's activities were discovered by his superiors.

Despite efforts to apprehend the rogue enforcer, Damien eluded capture and escaped the hives of Necromunda, where he was based, on a smuggling ship, but not before he had executed Fallon with an overdose of crash.

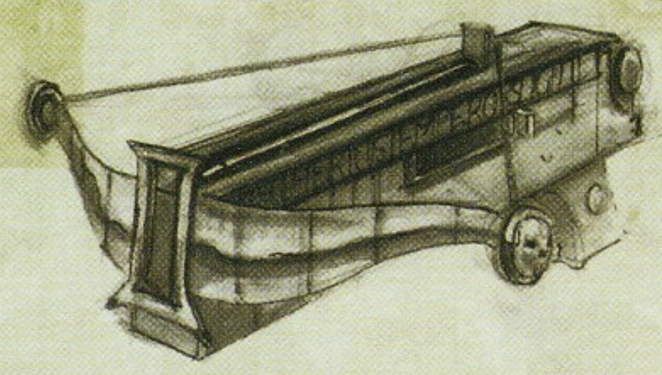
Upon his escape, Damien forged a new life for himself, working as a bodyguard and bounty hunter to the highest bidder. He retained his enforcer shotgun, manufacturing his own, highly illegal, loads. His expertise has seen him often in the employ of inquisitors, but he would rarely stay with an employer for long, for fear of them discovering his renegade past.

Blunter

Popular slang for an **untouchable**.

Bolter-stake Crossbow

Unique witch hunting weapon. Capable of firing a blessed silver stake that immolates its target in a burst of holy flame. Particularly effective against heretic psykers.



Bolter-stake Crossbow

Bonaventure

Planet, homeworld of **Alizebeth Bequin** and **Kara Swole**.

Bonner's Reach

A free trade station in '**Lucky Space**', on the edge of the **Scarus sector**. Built into an airless satellite orbiting a nameless star, no one knows how old it is, or who originally built the outpost. Mysteries and rumours adhere to the station – that areas of the rock are still unexplored, or yet contain treasure or xenos artefacts, or that visitors have gone missing in its tortuous depths, never to be seen again.

The Reach is policed by an Order of Vigilants, who collect tariffs, ensure fair trade is done, and generally make sure the station runs smoothly, according to the Code of the Reach.

Although no charge is made to visitors for their stay, upon arrival a tribute must be offered, and the Vigilants exact a fee of 1% gross of any deal or transaction conducted there.

Bonaventure

Book of St Lucius

Holy tome containing the inspirational writings of S. Lucius of Agatha.

Book of St Lucius

Boros Dias

Human male. A one-time magister tutorae xenos at the Universitariat of Thracia, this admired academic was last seen in the employ of **Zygmunt Molotch**, on Zenta Malhyde.

Brass Thief

See Incunabula (page 46).

Bravus, Lucretia

Human female. Enforcer hunt team leader. Recruited for the pacification of rebels, an anti-Imperial group calling themselves The Brotherhood of Deliverance, on the planet of Gabrydon. Her mission was to find the location of enemy encampments and capture prisoners to be interrogated for the purpose of gleaning vital intelligence about the rebels.

In the course of her mission on Gabrydon, Bravus came to the attention of Inquisitor Hammenstein after acting and above and beyond the call of duty when she was the sole survivor of a deadly rebel ambush. Then, rather than returning to base, she tracked down the enemy survivors and, despite being vastly outnumbered, captured three for interrogation and killed the rest. She was subsequently seconded into Hammenstein's retinue.

Brawden, Aberic

Human male. Born on the feral world of Heoren, where he was press-ganged into service in the Imperial Navy. Bosun on the *Scalermo's Hammer* and bodyguard of **Teodor Minodya**.

Brazier of Holy Fire

Holy artefact used in battle as a cleansing weapon.

Brazier of Holy Fire

Brides of the Emperor

See Daughters of the Emperor (page 26).

Brother-Captain

Rank of the **Grey Knights** Chapter, above that of **justicar** and Grey Knight Terminator.

Brother-Captain Stern of the Grey Knights

See Stern, Brother-Captain (page 80).

Brytnoth

Human male. Space Marine Librarian of the **Deathwatch** Chapter and companion-at-arms of Captain Cynewolf. He was part of the force that assaulted **56-Izar**. He gave a bolt pistol to Inquisitor **Eisenhorn**.

Bure, Geard

Human male. Magos of the Adeptus Mechanicus, an associate of **Gregor Eisenhorn**.

Bure was known to Eisenhorn through his former master, **Hapshant**, who had first encountered Bure on a mission to secure the STC Lectionary from the ashrams of Ullidor the Techsmith.

Bure's exact age was unknown; Hapshant speculated that he was at least seven hundred years old, but was possibly older still.

Like many in the Cult Mechanicus, almost all Bure's body was replaced by bionics.

Bure was a metallurgy specialist. Prior to this, he was a fabricator-architect in the Titan forges of Triplex Phall.

After the affair of the **Necroteuch**, Eisenhorn left **Pontius Glaw** in Bure's safekeeping. Later, when Eisenhorn had been declared *Hereticus Diabolus*, he sought Bure at **Cinchare** so that he could utilise **Glaw's** occult knowledge. While there, Eisenhorn assisted Bure in destroying the **Lith**. Bure created Eisenhorn's rune staff and added pentagrammatic runes to **Barbarisater** in order to increase its potency against daemonhosts. Eisenhorn asked Bure to give movement to Glaw as part of the bargain to secure his assistance. Bure went several steps further, creating a full body for Glaw – allowing Glaw to kill Bure.

Cadia

Planet in the Segmentum Obscurus. The system sits squarely inside a navigable region of space in the borders of the Eye of Terror known as the Cadian Gate, placing it directly in the path of nearly every major Chaos incursion to emerge from the Eye, and making it

Sister of Battle Canoness

one of the most important fortress worlds in the Imperium. A full history and study of Cadia is outside the scope of this study, but a visit to the planet formed a crucial part of **Eisenhorn's** hunt for **Quixos**. It was here that Eisenhorn also began his collaboration with Inquisitor **Neve**, and confronted the **daemonhost Prophaniti**.

Cadizky, Theodor

Human male. An Imperial senior prominent in the pioneer expansion that settled the **Angelus subsector**. He believed that the hive cities of mankind should adhere to a pattern that 'must follow the gracious schemes of heaven'. He was a genius and, as it later turned out, a madman, whose grand designs were corrupted by the warp. He was the architect who designed the plans for Petropolis, capital city of **Eustis Majoris**.

Caetris

Human male. Inquisitor lord. Notable for employing a retinue of henchmen numbering in the hundreds in a mission to destroy his rivals; an event that brought about the Caetris Schism.

Canoness

Rank of the **Adepta Sororitas**. Each Order of the Adepta is led by a canoness (often distinguished by the honorific of canoness superior), while the leaders of the Order's **Preceptories** and **Commanderies** hold the title of canoness preceptor and canoness commander respectively.

Canticle of Absolution, The

Purification and daemon banishment rite of the **Grey Knights**, also known as The Six Hundred and Sixty-Six Secret Words *(see page 19)*.

Carnodon

Large carnivorous beast, native to, and the heraldic animal of, **Gudrun**. Roughly six metres in length and weighing around nine hundred kilos, carnodons have striped pelts and large tusks. Carnodons are almost extinct in the wilds of Gudrun because of hunting.

The **Glaw** family used carnodons in their gladiatorial battles. **Heldane** suffered serious injuries from a carnodon when **Eisenhorn** and company were captured and used for sport by the Glaw family.

Carnificina

Infamous prison on **Cadia**. **Eisenhorn** was held here for three months when accused of heresy in 340.M41.

Carta Extremis

A list of charges placed against an inquisitor when one is accused of crimes against the Imperium. Protocol requires that the carta be presented to the accused inquisitor when first confronted.

Carthae

Homeworld of **Arianhrod Esw Sweydyr** and **Angharad Esw Sweydyr**. The planet is populated by tribespeople, notable for their height and martial prowess.

Carthaen Sword

Masterpiece weapon manufactured by the Carthaen people. These weapons are psychically bonded to their users, and will actively resist being wielded by an enemy of their bearer. When their user is dead, tradition dictates that the sword is returned to its dead owner's clan.

Carthaen swords are so phenomenally sharp that few who are wounded by them survive the experience, and those who do (such as **Harlon Nayl**) are labelled *Wyla Esw Fauhn*, which means 'spared by the genius'.

Casophilians

Named for Saint Casophili who died at the hands of the corrupted priests of Alena Three. Five days after his death Casophili miraculously awoke, on the very pyre on which his body was to be burned. This apparent resurrection turned the populace of Alena Three against the council of priests that ruled them and they were overthrown.

During his period of 'death', Casophili described a place in the warp in which he, or rather his soul, resided and it is this which inquisitors of the Casophilian sub-sect concern themselves with. Experts in daemonology, Casophilians seek to summon a soul from the warp and imbue it into a new body, specifically the soul of the Emperor.

Cervan-Holmann Affair

One of Inquisitor **Gideon Ravenor's** cases. Little is known about this, other than its location, Sarum.

Celestians

Elite warriors of the **Adepta Sororitas'** militant Orders, selected for their skill, ferocity and burning faith. Celestians often form Bodyguards for the leaders of the Adepta Sororitas.

Celestian

Chaplet Ecclesiasticus

Icon of the **Ecclesiarchy** worn by members of the **Adepta Sororitas** on a string of adamantium beads. Each bead represents an act of penitence and is an indication of the length of service of a particular member of the Sisterhood.

Chase, Lilean

Human female. In approximately 320.M41, the heretic Lilean Chase turned her back on the Inquisition and founded the **Cognitae** school on Hesperus. For three generations she recruited and trained the brightest and the best, turning them into sociopathic monsters; their ultimate goal to undermine the fabric of the Imperium. In addition, she instigated her own eugenics program, that mixed her own genes with those of her most promising students.

The activities of the Cognitae were finally brought to an end by Lord Inquisitor **Rorken**, but rogue individuals such as **Zygmunt Molotch** are still at liberty, pursuing schemes of depravity and destruction.

Celestine

'She was an angel, as pure as righteous destruction. She laid low the twisted and lifted the hearts of the righteous. At her passing, a million voices cried out her name. Shall we ever see her like again? No, not now, nor ever again…'

– Sister Patricia of the Orders Famulous.

Human female. **Living Saint**. Before her ascension to sainthood, Celestine was a **Sister Repentia** of the **Order of Our Martyred Lady**. Her ascension came about after a pivotal battle against the Palatine Schism on the apostate world of Eurytion. Celestine was in the first wave to attack the capital's walls, where the schismatics were harboured. The attack failed but not before Celestine accounted for over one hundred schismatics single-handedly. After this act, she was believed dead but incredibly lived on still, the light of the Emperor in her eyes. She became a figurehead for the crusade and led them to the backwater world of Sanctus Lys where she uncovered a Shrine of the **Fiery Heart**, once visited by **Saint Katherine**. It was after visiting a crypt buried beneath the chapel, alone, that Celestine emerged borne aloft on a pillar of divine light and attended by cherubs and doves. She was declared a Living Saint by Lord **Ansgar** and a conclave of **Thorians**, and hailed as Hieromartyr of the Palatine Crusade.

After leading several Wars of Faith, Celestine was believed slain by the renegade Warmaster of Forrax, destroyed in an atomic meltdown, yet this cannot be confirmed, as there were no survivors. Her death is still mourned in the **Convent Sanctorum** and **Convent Prioris** to this day.

The Canticle of Absolution

Et Templars Mysteria aux Ordo Malleus

Praise the Emperor for His sacrifice,
as He endures so shall we.
We who are Hunters of Daemons,
shall strive in His name eternally.

We the Order of the Hammer,
shall delve into the Dark Shadows.
We shall seek out the Tainted,
we shall pursue the Vilest Evil.

It is we who stand guard,
our Eternal Watch shall not fail.
For we are the Ordo Malleus!

We Grey Knights are the Hammers,
we slay the Darkness without fear.
Founded in great mystery we were,
Chapter six hundred and sixty-six.

Though on Titan we be hidden,
yet our eyes encompass the Galaxy.
No Devil shall elude our gaze,
no Daemon shall avoid its Fate.

We shall be the Keepers Immortal,
all Secrets shall be our Knowledge.
We are the Guardians of Mankind!

Caution and secrecy are our code,
watchfulness and patience are our way.
Hidden from the Eyes of Chaos,
we strike without warning or dread.

Though we find ourselves in Shadows,
no Blackness will enter our Hearts.
No treachery will touch our souls,
no pride will sully our thoughts.

We shall be Pure amongst Impurity,
we shall be Innocence amongst Guilt.
We are the Imperium's Hidden Saviours!

We are spread across the Heavens,
our watch is untiring and ceaseless.
The Emperor shall guard our Souls,
as we Guard those of others.

Our will shall be our weapons,
our faith shall be our armour.

Our minds will be secure fortresses,
no Temptation will weaken our resolve.
Though unnumbered lurking perils await us,
our blades will ever be ready.
For we are the Emperor's Vengeance!

Masters of all weapons are we,
no defence exists against our wrath.
With the Nemesis shall we fight,
with an Aegis to shield us.

In bloodshed shall we save Mankind,
Death shall be our Everlasting Creed.
War Unending shall be our Fate,
in battle shall we be steeped.

We shall be unstinting in Hatred,
we shall hunger for Holy War.
For we are Swords of Justice!

When all flee in hideous disarray,
strong and sound shall we stand.
Cowardice is wholly unknown to us,
our courage comes from the Emperor.

Unbowed and unshaken against all foes,
we shall claim victory with blood.
Steady and surely we hunt them,
those that dare oppose our wrath.

Death stalks us in many forms,
the grotesque and the utterly inhuman.
We are the Bringers of Hope!

Bloody battles unending constantly await us,
redemption the reward for our vigilance.
When Possession rears its unspeakable head,
ours is the blade that descends.

When Empyrean Horrors invade our realm,
our Exorcisms shall hurl them back.
There is no Chaos-spawned horror,
which can resist our indomitable anger.

With undaunted courage we shall prevail,
no arcane magicks shall overcome us.
We are the Bearers of Victory!

No corruption shall blemish our Galaxy,
no Immaterial Fiend shall be spared.

No Malevolent Spirit will oppose us,
no Creation of Sin shall survive.

No Unholy Deed shall go Unpunished,
all Blasphemous Acts shall be Atoned.
No Spawn of Misrule avoids us,
all are banished to the Void.
Nothing shall evade our Cleansing Fire,
not Daemon or Spawn or Renegade.
For we are Mankind's Divine Blade!

Heavenly Blessings are laid upon us,
the Warp is ours to Tame.
Though Sorceries shall be against us,
no Witchcraft will bring our Doom.

Though Spell or Incantation blocks us,
the Emperor shall see us Victorious.
No Hex can overcome our determination,
our resolve is strong as steel.

Sigils and wards watch over us,
prayers shall serve as our Guide.
For we are the Emperor's Chosen!

There is much darkness awaiting us,
yet the Emperor lights our path.
Falsehood surrounds us at every turn,
yet no Traitor shall confound us.

No despicable trickery will thwart us,
no Damnation shall bring us low.
There is no peace for us,
for an eternity we will strive.

Though mere mortals in His service,
everlasting shall be our True Duty.
Et Imperator Invocato Diabolus Daemonica Exorcism!

The Canticle of Absolution of the Grey Knights, known as The Six Hundred and Sixty-Six Secret Words.

Source: corrupted datafile 0/223/Inq6a

Coteaz, Torquemada

'I am a servant of the Emperor and only those who consort with warp-spawn need fear my ambition.'

– Inquisitor Lord Torquemada Coteaz

Human male. Inquisitor lord of the **Ordo Malleus**. Psyker. Current High Protector of the Formosa sector, a position bestowed upon Coteaz when he accused the former Protector, Inquisitor Lord **Laredian,** of being a blasphemer and trafficker with daemons, in front of the entire Conclave of Vargoth. Despite initial misgivings from the assembled throng of Ordo Malleus, Coteaz forced **Laredian** to admit the sanctioning of the use of **daemonhosts**, reading proscribed texts and employing the tools of the enemy. Coteaz extracted the confession in the time it took for his hourglass to run out – a dread symbol of his authority and puritanical methods. He then executed the traitor and assumed Laredian's mantle.

As High Protector, Coteaz has thousands of followers in the Formosa sector, of many different dispositions. His base of operations is the Inquisitorial fortress of **Nemesis Tessera**. Coteaz is one of the few inquisitors to wield an anointed **daemonhammer**, blessed by the Holy Order of the Sacred Thorn. Its power is inimical to daemons, beyond that of a normal daemonhammer. He is accompanied by the Glovodan Eagle, a gift from the Adeptus Mechanicus for ridding a forge world from a daemon taint. Through it, Coteaz can channel his potent psychic energies. Such is the link between it and master that Coteaz can tap into its senses and achieve greater awareness of his surroundings.

The Deeds of Coteaz

Inquisitor Lord Torquemada Coteaz's career is long and filled with incident. Most notable amongst his many persecutions of the daemon and the heretic are the following: the extermination of the Xethorites during the Lorgamar Rebellions (for which Coteaz was later known as the Scourge of the Xethorites); the purging of the Medarean Nebula (for which he was elevated to the rank of inquisitor lord); the cleansing of the hives of Opridia of the taint of the Plague Lord (known as the Great Scourging of 956.M41), and the destruction of the daemon-engineers of Glovada Forge World.

Cherubael

A daemonic entity, first encountered in 240.M41 as a **daemonhost** by Inquisitor **Eisenhorn** on **56-Izar**, though it had been haunting his dreams since his final encounter with **Murdin Eyclone** on **Hubris**.

Cherubael's appearance varied with the body in which it was bound, but usually sported vestigial horns, an almost golden glow to its skin and blank eyes. On the rare occasions on which it escaped its bounds, it appeared as a bright point of light surrounded by a hazy halo.

Cherubael was endlessly cunning, sardonic, resourceful and diabolically powerful. Even when constrained by a host body, it was almost invulnerable to all but the heaviest punishment. Its warp-based power allowed it to levitate, and it was capable of vaporising man and machine alike. Even when this power was blocked (such as when Eisenhorn utilised an **untouchable**), its physical strength was enough to tear bodies apart.

Cherubael was once a daemon prince, worshipped by the inhabitants of Clanar II until its defeat by Inquisitor **Quixos**. He enslaved Cherubael by binding it to a mortal body. Cherubael served Quixos for centuries until it was finally banished by Eisenhorn on **Farness Beta** – something that Cherubael had foreseen and the reason why it had protected Eisenhorn in order for this to happen. What Cherubael did not foresee was that Eisenhorn would enslave Cherubael.

Cherubael was instrumental in the destruction of the Titan ***Cruor Vult*** on **Durer**, but managed to escape Eisenhorn's control. Eisenhorn only managed to contain Cherubael by binding it into **Verveuk's** body, killing Verveuk.

Cherubael was again summoned, this time by the savant, **Aemos**, when Eisenhorn had been captured by Inquisitors **Osma** and **Heldane**. Aemos managed to temporarily bind Cherubael within his own body until a proper host could be prepared – that of the recently deceased **Godwyn Fischig**.

Cherubael

Chimes of the World Clock

Another name for the Khornate cult principally known as the **Hearthood**.

Chlorintone

Drug. Sedative. Used to slow down an enemy's metabolism, subduing them completely.

Chridios

Human male. Acolyte. Serves Inquisitor **Lichenstein**. Also known as 'The Tall Man'. Head of Cell Alphic, one of Lichenstein's underground enforcer groups.

Chrisima

Human female. Canoness Preceptor. Led the **Order of the Argent Shroud** in the cleansing of Charak.

Chrono-gladiator

Form of punishment, similar to **arco-flagellation**. The guilty are fitted with bionic weaponry as well as various brutal attachments, and pumped full of stimms. Most notably their lifespans are preset by a destruct timer that can only be extended through the act of shedding blood. For every second they are not in battle, a chrono-gladiator will watch his life tick inevitably away. This makes them very violent and prone to combat. A potent ally, but a deadly liability if used incorrectly.

Chronometer

Also known as 'chron'. Small, portable device for telling the time, usually worn on a wrist-strap.

Cisor

A black beetle-like alien life form, roughly fist-sized, that can be used as a weapon, or even a device of torture. It attacks with razor-sharp mandibles.

Cinchare

Rogue star system, wandering lazily through the Halo Stars at the edge of

Inquisition Conclaves

A conclave is a formal gathering of two or more inquisitors. By its very nature the path of the Inquisition is a lonely one, and it is known for some inquisitors to operate alone for many centuries. Such a solitary existence is viewed by the Inquisition as potentially dangerous, resulting in the embryosis of heretical philosophies, disconnection with the Inquisition at large and thus the perversion of an inquisitor's original mission to protect the Emperor and mankind from the myriad threats of the galaxy. Conclaves are therefore useful to inquisitors in that they can share information, discuss their duties with other like-minded Imperial servants and warn of possible dangers. They can last for several weeks at a time and generally conform to two broad categories: Inquisitional remit, in which inquisitors from different factions are convened to discuss a particularly wide-ranging and urgent threat; or factional agenda, to discuss those matters only relevant and pertinent to a single Inquisitorial faction. There is a variant on the Inquisitional remit, effectively a third type of Inquisition Conclave – and it is the most important – a High Conclave. Held exclusively at Inquisition fortress worlds, High Conclaves are only convened to discuss matters of the direst and most immediate import and will always extend to the members of multiple factions.

Cults

Some of the organised cults currently under Inquisitorial scrutiny

Coven of the Red Moon
Creeping Shadow (Imperial Cult)
Cult Epicurean
Cult Mechanicus (Imperial Cult)
Cult of Khaine
Cult of the Exquisite Corpse
Cult of the Red Talon
Devoured
Disciples of Mandragora
Divine Fratery
Emperor's Blades (Death-Cult)
Faceless (Imperial Cult)
Gourdians (Imperial Cult)
Haemovores (Imperial Cult)
Hearthood
Hidden Hand
Kabal of the Fell Witch
Martyrs of Thor (Imperial Cult)
Mystic Path
Resurrectionists (Imperial Cult)
Sect of the Dark Light
Sons of Bael
Witch-cult of Mnesstteus
Xenarites (Imperial Cult)

Imperial space. Its principal planet (also known as Cinchare) is rich in ultra-rare minerals and as such has a concentration of mining operations.

Eisenhorn and company travelled here to seek the assistance of Magos **Bure**. They found the principal settlement, Cinchare Minehead, mostly deserted, with the few remaining inhabitants enslaved by an entity known as the **Lith**.

Cloak of St Aspira

A holy relic from the crusades of the legendary **Canoness** of the **Order of the Bloody Rose**, this velvet and fur cloak was blessed in the Ecclesiarchal Palace of Terra and is said to turn aside the blows of the enemy.

Codex Atrox

A banned book, penned by the heretic Sarnique.

Cogitator

Calculating device. Largely mechanical, they can include organic components. Most cogitators are large, incorporated into buildings or spaceships, but smaller, portable ones do exist, and are sometimes used by inquisitors and their teams to hold and process information on the move.

Cognitae

'This is a matter of the most pleasant fraternal confidence.'
– Cognitae recognition phrase.

A heretical 'academy' created by the heretic **Lilean Chase**. In the decades while it was active, it was responsible for recruiting, training and sponsoring human agents of Chaos in the **Scarus sector**. The arch recidivist **Zygmunt Molotch** is arguably its most infamous 'pupil'. Though Lilean and her school of evil were destroyed by Inquisitor **Rorken**, many Cognitae-trained individuals are still at large in the Imperium.

Using a variety of techniques, this great and abominated academy refined the minds and bodies of its pupils, turning them into the ultimate tools of evil. Chase targeted the finest minds of each successive generation for her training – Inquisitor **Ravenor** had observed that the Cognitae required genius as a basic admission requirement – and utilised an active eugenics program to ensure the Cognitae legacy would be passed on.

The Cognitae train their pupils to recognise defeat or failure the moment it happens, and to be empowered by that knowledge. Men are often crippled or undone by the prospect of defeat, and that makes them vulnerable. A Cognitae believes he is never vulnerable unless he chooses to make himself so. Defeat is a springboard to launch a man onwards.

Known Cognitae techniques include noetic mind polishing and the 'tone of command' – a way of speaking that involves a powerful, subliminal command. Skilled students can hypnotise another person without their even realising it, and can use their human voice to slow, stop or confuse others.

Commandery

Organisational division of the **Adepta Sororitas,** junior to a **Preceptory** but larger than a **Mission**, generally numbering up to two-hundred Sisters. Led by a canoness commander.

Confederation of Light

Religious sect of the very early Imperium, defeated and stamped out by the Temple of the Saviour Emperor shortly before that sect's formalisation as the **Adeptus Ministorum**. The name was then re-used by Sebastian Thor for the uprising he led against **Goge Vandire's** Reign of Blood.

Consadine

Human male. **Ordo Malleus** inquisitor. Wields a **daemonhammer**.

Consecrated scrolls

Sacred scrolls carried by a **daemonhunter** treated with oils and covered in illuminated scripture. Reading the scrolls will improve a daemonhunter's psychic abilities as well as acting as a repellent to the denizens of the warp.

Contract Thirteen

A cartel of rogue traders who provided the senior ministries of **Eustis Majoris** with tech-salvage (mainly calculating machines) procured from the **Mergent Worlds**, an area of space that was polluted by the warp, and was thus prohibited. The **flect** trade was merely a by-product of this arrangement.

Over the years, over five million tainted devices were smuggled onto the planet. The dark and terrible purpose behind this scheme was not exposed until 402.M41, when Inquisitor **Ravenor** foiled a heretical plot to recreate the proto-language, **Enuncia**.

Convent Prioris

One of the two Convents of the **Adepta Sororitas**, headquartered on Terra and led by a **prioress**. The three great Orders Militant of the Convent Prioris are the **Order of the**

Cloak of St Aspira

Sacred Rose, the **Order of the Ebon Chalice** and the **Order of the Argent Shroud**. Its major non-militant orders are the Order of the Cleansing Water and the Order of the Torch (**Hospitaller**), the Order of the Holy Seal and the Order of the Sacred Coin (**Famulous**), and the Order of the Sacred Oath and the Order of the Lexicon (**Dialogus**).

Convent Sanctorum

One of the two convents of the **Adepta Sororitas**, headquartered on **Ophelia VII** and led by a prioress. The three great Orders Militant of the Convent Sanctorum are the **Order of the Bloody Rose**, the **Order of Our Martyred Lady** and the **Order of the Valorous Heart**. Its major non-militant orders are the Order of the Eternal Candle and the Order of Serenity (**Hospitaller**), the Order of the Key and the Order of the Gate (**Famulous**) and the Order of the Holy Word and the Order of the Quill (**Dialogus**).

Convocation of Nephilim

Conclave in which the relationship between the **Adepta Sororitas** and the

Chaos cult

Inquisitor Covenant

Ordo Hereticus was formalised, allowing Hereticus inquisitors to call upon the Sororitas to act as a Chamber Militant.

Covenant

Human male. **Ordo Malleus** inquisitor. **Telekinetic** psyker. Covenant was part of a new order of inquisitor, a devout puritan who was dedicated to rooting out heresy and daemonology within the ranks of the Inquisition. He was known to operate in the southern rim of the galaxy.

Covonis

Human male. Ordo **Hereticus** inquisitor. Former master of **Witch Hunter Tyrus**, slain by the daemon prince Kholoth.

Crash

Illegal drug. Highly addictive, lethal cocktail of 'slaught and spur, filled with various impurities, that enhances physical and mental endurance for short periods.

Creeping Shadow, The

Imperial cult that thrives on spreading fear and discord throughout the populace of the Imperium. It is the

belief of the Creeping Shadow that mankind should be made aware and be afraid of that which waits for it in the dark of the galaxy. Sowing hysteria, acts of terrorism, sabotage and mass killings are all tools used by this dangerous cult.

Cruor Vult

Corrupted warlord-class battle titan encountered by Inquisitor **Eisenhorn** and company on **Durer** in 386.M41. It was one of three titans that had been hidden by heretic forces during their retreat from the planet before the Ophidian Crusade. Its name translates into Low Gothic as 'Blood Wills It'. The visions experienced by Eisenhorn while his mind touched the titan's corrupted spirit imply that *Cruor Vult's* service to Chaos extended back to the Horus Heresy itself.

Fayde Thuring managed to make the titan operational, killing several of Eisenhorn's companions before it was destroyed by **Cherubael**.

Cult Epicurean

Witch cult of Hive Tumulus on the planet Farglum. Purged by **Prioress Helena** and the Sisters of the **Order of the Valorous Heart**.

Culzean, Orfeo

Human male. A complex man of many guises, Culzean was described as a professional malcontent, mercenary and shaper of destiny, and, less pejoratively, as a facilitator. In 403 he was employed by an organisation known as the **Divine Fratery**. Here he came into contact with **Zygmunt Molotch**, and the two joined forces.

Of the pair, Culzean was very much the thinker, the analyst. It was he who worked out that Inquisitor **Ravenor** and Molotch were linked together by a shared destiny, one that was somehow connected to the birth of the daemonic entity **Slyte**. He proposed an alliance between himself, Ravenor and Molotch so they could work together to defeat Slyte and preserve the future. However, Ravenor rejected his offer.

In the end, Culzean came to believe that he could control the daemon Slyte, a fact that would ultimately cause his undoing.

Culzean was an obsessive collector, and would squirrel away his treasures all over the sector. Most precious to him was his extensive collection of deodands – objects that directly caused the death of a person or persons, and derived occult significance from this. His most potent deodands, 'shining weapons of destiny', he would take with him wherever he went.

Cyber-Drone

A small, automated machine (often the size of a skull) that can be instructed to perform simple tasks such as monitoring, tracking, basic repairs, even primitive weapon functions. They are usually fitted with minute anti-grav motors, enabling them to hover and fly in pursuance of their duties. Such drones are often encased in the skulls of especially pious or esteemed servants of the **Adeptus**, allowing them the honour of continuing to serve the Emperor after death.

Cyber-Mastiff

General Imperial term for a mechanical attack-construct similar to a large dog, sometimes partly organic or using a behavioural cortex modelled on organic animals. Cyber-mastiffs are generally fitted with bladed 'teeth' and sometimes with advanced sensors and trackers, and are controlled by a human handler. Colloquial terms include 'kill-dog', 'razorfang' and 'rending rover'. Commonly used by the **Adeptus Arbites** and similar, lesser enforcement agencies. The more sophisticated variants used by the Inquisition are usually referred to as **gunhounds**.

Cyrus, Berto

Human male. Prefect of the **Kindred Youth Scholam** on **Sameter**.
See Kyro Ludovic, (page 53)

Czevak

Human male. **Ordo Xenos** inquisitor lord. Spoke at the Conclave of Har, regarding the threat of the tyranid race. Expert on the eldar and author of *Teachings on the Unholy*. One of the few to enter the Black Library and partake of the dark knowledge within. Sought by the sorcerer of the Thousand Sons Traitor Legion, Ahriman, who desires this knowledge for himself. Disappeared around 999.M41, his last contact recorded in the Sentinel Worlds.

Daemon-hammer

Legendary **anointed weapon**, bearing the burning sigil of the Inquisition on its head. Only ever given to members of the Ordo **Malleus** who have destroyed a greater daemon.

Daemonhammer

Daemonhunter

General term used to refer to **Ordo Malleus** inquisitors and the **Grey Knights** Chapter of Space Marines.

Daemonhost

Human vessel into which a daemon is bound and manifests. Radical inquisitors of the **Ordo Malleus** have been known to employ such creatures against the forces of Chaos, as they are capable of incredible feats. Even without the formidable psychic and occult powers that daemonhosts can manifest, their host bodies frequently possess terrifying physical strength and resilience, and there are reports of prolonged contact with daemonhosts magnifying the abilities of human psykers who consort with them. Many Radicals consider such power as worth the physical and spiritual risks of their servant escaping its bonds and turning on them.

Daemonhosts can only last for a limited time, as the body in which they are trapped is ravaged constantly by the power of the warp and will eventually be consumed. Their use is frowned upon by Puritans and forbidden entirely by the **Grey Knights** Chapter.

Dahault

Human male. Astropath, serving Inquisitor **Eisenhorn** around the time of the discovery of **Fayde Thuring**. At this time Dahault had served Eisenhorn for around twenty years. He was a big, burly man with a spectacular waxed moustache.

Dahault died in the crash of Eisenhorn's gun-cutter during the conflict with *Cruor Vult*.

Damask

Edgeworld in the **Helican** subsector. A harsh frontier world, Damask's dominant vegetation is the ball-tree, a floating grazer buoyed by gasbags. Much of the surface is volcanically active, making it both dangerous and attractive for mining. The small human population consists of primitive nomads, some of whom were enslaved by the **Necroteuch** conspirators.

The **Glaw** family unearthed ancient **saruthi** tablets here. It was on Damask that **Eisenhorn** found and stole the machinery containing **Pontius Glaw**'s essence.

Damien 1427

Damien 1427

Human male. **Arco-flagellant**. True name expunged from Imperial records. Formerly a citizen of Siluria IV. Became an iconoclast and gathered a deviant mob in the wilderness. After defying the Cardinal of Siluria IV and speaking out against the planetary governor, Tyron Rex, he was arrested and the judgement of **arco-flagellation** was passed on him. He is now referred to by his codename of Damien 1427. His trigger word is 'purgatus'.

Damper

A device that protects its wearer, or the vicinity, from psychic probing.

Dannica, Ivixia

Human female. **Ordo Malleus** inquisitor. Recruited from the Schola Progenium on Alena-Mora. Ivixia was the daughter of an Imperial colonel who served under Inquisitor Grainne of the **Ordo Hereticus**. Her father's tales about the exploits of Grainne in deposing the apostate cardinal of Alena-Mora fuelled her desire to become a member of the militant orders of the **Adepta Sororitas**. This, however, was not to be her fate.

When none other than Inquisitor **Covenant** paid a visit to the colonel, guided by the mystical vagaries of the **Emperor's Tarot**, he insisted that Ivixia become an acolyte in his retinue. Ivixia proved equal to all of Covenant's tests, but her path along the road to the Inquisition was sealed when, during a regimental ball, sympathisers of the overthrown cardinal summoned a daemon from the warp. In the battle that followed, Ivixia's father was slain but her pious words staggered the beast and Covenant was able to banish it back into the etherium.

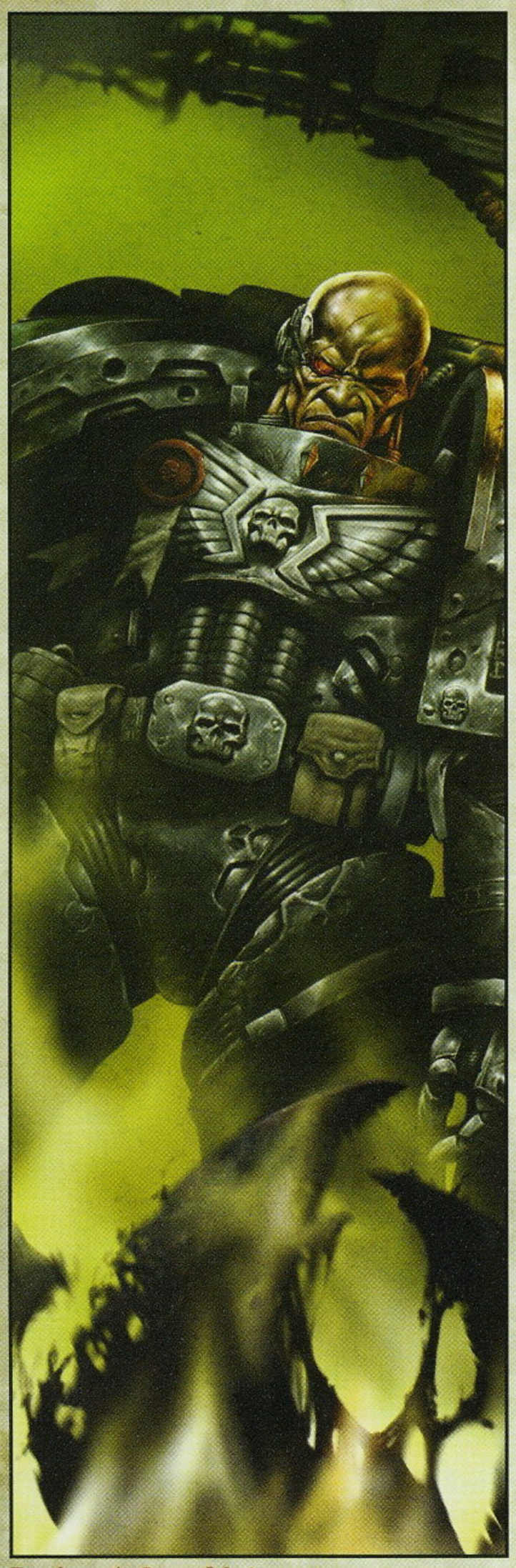
Following her father's death, Ivixia became Covenant's acolyte and joined him on numerous missions, along with her father whom she had lexmechanics fashion into a servo-skull, so that he might always fight by her side.

Ivixia was made into a full inquisitor by the Conclaves of the **Ordos** Tempestus. One of her most notable endeavours was the defence of the Basilica Dominastrus on Prenau, during which she rescued a holy relic; the fragments of Saint Josamane's armour. In recognition of her deeds, the sisterhood of the basilica ordered the fragments be incorporated into a weapon of holy power to be wielded by Ivixia.

On the world of Karis Cephalon Ivixia discovered Jeremiah, an **untouchable**, who she pressed into reluctant service in her retinue. Her time on Karis Cephalon led Ivixia to the activities of traitor, Inquisitor **Kessel**, but she was thwarted in her attempts to apprehend him by **Witch Hunter Tyrus**, who had claimed him for his own to punish. After an aborted attempt at forcing Tyrus to hand Kessel over, she discovered, through cooperation, of the existence of another Radical inquisitor, **Lichenstein**, and she left Karis Cephalon in pursuit of him.

Daemons

Asteroth
Bael
Cherubael
Grimsphyre
Hooktors
Incunabula
Kharnagar
Kholoth the Excoriator
M'kachen
Pharaa'gueotla
Prophaniti
Slyte
Yssarile



Deathwatch Space Marine

Daughters of the Emperor

All-female warrior order from the world of San Leor. Discovered by **Goge Vandire** and renamed the **Brides of the Emperor,** who became Vandire's personal bodyguard. After the Reign of Blood, the Daughters of the Emperor were incorporated into the military hierarchy and became the Orders Militant of the **Adepta Sororitas** – the **Sisters of Battle**.

Dazzo

Human male. Archpriest of the **Ecclesiarchy**. He was involved in a mission to **Damask**, recruiting (and ultimately enslaving) the local populace for mining work.

Dazzo was allied to the **Glaw** family. He was an incredibly potent psyker, managing to use his powers against both **Eisenhorn** and **Mandragore**. Dazzo used his abilities to create the **saruthi** primer in order to translate the **Necroteuch**, a task that almost destroyed him. He was eventually defeated by **Heldane** and **Endor** on **56-Izar**.

Deacis VI

Human male. Ecclesiarch who oversaw the founding of the **Order of the Bloody Rose** and the **Order of the Sacred Rose**, expanding the greater Orders Militant from the four founded by **Alexis XXII** to six.

Death-cult Assassin

'The Blood of Martyrs is the Seed of the Imperium…'

– From the Holy Scriptures of the Ecclesiarchy.

Adherents of sanctioned death-cults subservient to the Imperial Creed, frequently also cannibals and haemovores. Many death-cults require their followers to become adept at killing, and these cultists are often employed by inquisitors for their highly developed (if heavily ritualised) skills as warriors and assassins.

Deathwatch

Space Marine Chapter and Chamber Militant of the **Ordo Xenos**, specialising in the hunting and extermination of alien races. Deathwatch Marines are drawn from across the **Adeptus Astartes**, serving in it for varying terms until they return to their Chapters to share the expertise they have acquired. The Deathwatch are organised into **kill-teams** and armed with specialist xenos-neutralising equipment. Their Chapter livery is black armour but for the shoulder pad showing the colours of their native Chapter.

Deathwatch Battle-Brother Artemis

See Artemis (page 9).

Defay

Human male. Inquisitor lord of the **Ordo Hereticus**. Attended the **Triumph of Thracian**. Most notable amongst Defay's many deeds was the purging of the taint of Chaos on the planet Nicodemus. Through stringent investigation, Defay discovered that the taint lay within the noble bloodline of the planet, House Matheldas. He was initially aided in his battle against the Dark Powers by Cardinal Sarthos, the highest ranking member of the **Ecclesiarchy** on the planet, who Defay later discovered was covering up the taint and that he too was part of the Matheldas bloodline. This led to Defay, together with his pupil **Gravier**, destroying the heretic cardinal. This act resulted in the release of the daemon possessing Sarthos. Defay destroyed it too, unleashing potent psychic powers, but feared during the battle that he had been marked by Chaos and so fled Nicodemus, leaving Gravier to go in search of him. He later betrayed Gravier when the two were reunited on the mausoleum world of Sepulchris, killing his former pupil in order to open a warp gate. After this point, Defay's fate is not recorded.

Delta

A rating of psychic ability. **Alpha** level is the most powerful gradation on the standardised scale.

See Psychic Mastery (page 67).

Inquisitor Lord Defay

'Slick' Devlan

Devlan, 'Slick'

Human male. Freelance gunfighter. Real name Lucius Devlan. Recruited by Inquisitor **Eisenhorn** on Proxima Finalis.

Devotee Malicant

See Malicant (page 60).

Devoured, The

Cult. Worshippers of the Great Devourer, who believe its coming will purge the sins of the impure, only for them to be reborn in the future.

Devout, Severina

Human female. **Death-cult Assassin**. Twin sister of **Sevora**. Both sisters were raised by the Emperor's Blades death-cult. Unable to read or write, but possess an intricate sign language with which they communicate. Recruited by Inquisitor **Eisenhorn** when investigating the cult.

The twins can be distinguished by their weapon preferences. Severina wields a sword, whereas Sevora prefers the use of long knives. Each has a bionic eye with in-built weapons.

Devout, Sevora

See Devout, Severina (above).

Diadochoi

Human male (assumed). The being in control of the **Enuncia** project. His visage was inhumanly terrible to behold, and outside his private chambers he wore a prosthetic 'public' face. His plans to use the psychic architecture of Petropolis to fuel the re-creation of Enuncia were thwarted at the last minute by the Inquisition.

Digi-weapon

Rare and discreet weapons worked into finger rings and much in demand by servants of the Inquisition, the technology for which was created by an alien race called the jokaero.

Disciples of Mandragora

Cult who follow Mandragora, the Ever-Shifting God. They hold the belief that the coming of Mandragora from the Realm of Many Faces will end in a Great Upheaval bringing about massive and wholesale change throughout the Imperium, whereby everything is fashioned in Mandragora's image.

Displacer Field

A tiny, short-range teleportation device, which forces the user a short distance through space and away from incoming threats. Very rare and exacting to make, and so usually restriced to the rich and powerful, often built into a belt, necklace or bracelet. Extremely useful for getting out of trouble quickly.

Dissembler

A mutant human with an extreme form of albinism. These creatures act as living mirrors, able to assume the form of others for short periods of time.

Distaff

An organisation set up by Inquisitor **Eisenhorn** and **Alizebeth Bequin** to employ and train **untouchables** for use by the Inquisition. Located on **Messina**. Bequin ran the operation for several decades after its foundation, until she returned to field duties alongside Eisenhorn in the hunt for **Beldame Sadia**.

The Distaff operation was essentially destroyed by **Vessorine** janissaries circa 396.M41, although off-shoot elements are rumoured to have survived beyond this date.

Divine Avatar

Bodily form of the resurrected God-Emperor of Mankind, according to the **Thorian** belief system.

Divine Fratery

A cult of seers based on Nova Durma, who delight in foreseeing the future and then manipulating it to their own ends through a combination of ritual mutilation and drug ingestion. In the early 400s, the cult was active on **Eustis Majoris**, where members were attempting to free the entity known as **Slyte**.

Part of their indoctrination ritual is for novices to blind themselves in one eye. They must then fashion a silver mirror to a high degree of optical purity before they can seek treatment for their wounds.

Members cover the sacred, real eyes with purple eyepatches that sport augmetic implants.

Severina and Sevora Devout

Divine Fratery

The cult was encountered by Inquisitor **Ravenor** and Inquisitor **Eisenhorn** on **Malinter**.

Their scrying abilities attract them to others that attempt to divine the future, such as **Ravenor**.

Dolsene

Planet in the **Ophidian subsector** and the site of the last action in the **Ophidian Campaign**. Thirty-three heretic psykers were captured here, including **Esarhaddon**.

Dominica, Alicia

Human female. Leader of the **Daughters of the Emperor**, later known as the **Brides of the Emperor** and eventually the **Sisters of Battle**. Dominica ended the demented High Lord **Goge Vandire's** so-called Reign of Blood when she cut his head from his shoulders. She would later become the leader of the **Order of the Ebon Chalice**. Became a **Living Saint**.

Dominions

Elite **Adepta Sororitas** who are trained and specialise in the use of flamers, meltaguns and storm bolters.

Draco, Jaq

Human male. **Ordo Malleus** inquisitor. Radical. Deemed a renegade. Often posed as a rogue trader and travelled with three companions: Meh'Lindi, an assassin; Vitali Googol, a Navigator; and Grimm, an abhuman.

Drugs, illegal

The trade in illegal drugs is a constant thorn in the side of the Imperial authorities, being as it is a goad to lawlessness and an abetment to laxity, disobedient thought and spiritual pollution. Such drugs may be local (restricted to one planet or part of) or more widespread (system- or even sector-wide).

See flects, gladstones, grinweed, obscura, yellodes.

Duboe

Human male. A drug-dealer captured on Petropolis by Inquisitor **Ravenor** during his investigation of the **flect** trade in 401.M41.

Duke von Castellan

Human male. Rogue trader. Home world Xarxis Plenthis. Descendent of the wealthy von Castellan family. Sold his family estates to buy a starship in order to exploit his hereditary trading licence. During his travels in the Southern rim of the galaxy he encountered Inquisitor **Covenant** and has subsequently pledged his services and his ship to him to avoid Inquisitorial punishment for failing to disclose the existence of alien worlds. Is believed to possess some latent, untrained psychic ability.

DRUGS

Admylladox
Chlorintone
Crash
Flects
Gladstones
Grinweed
Obscura
Phetamote
Rage
Yellodes

STIMMS

Barrage
Frenzon
Psychon
Reflex
'Slaught
Spook
Spur

Durer

Planet in the **Ophidian** subsector, an agri-world with sparsely populated islands dotting its oceans. It was here on the island of **Miquol** that Inquisitor **Eisenhorn** and company finally located **Fayde Thuring**.

Duke von Castellan

Inquisitor Jaq Draco

Eisenhorn, Gregor

'I am an inquisitor of the God-Emperor of Mankind, Ordo Xenos. I will co-operate in any investigation you bring to bear here, fully and completely, but you will not and cannot detain me. Do you understand?'

– Inquisitor Eisenhorn

Human male. Inquisitor Gregor Eisenhorn was a member of the **Ordo Xenos**.

Born on DeKere's World in 198.M41, Eisenhorn's psychic abilities were recognised at an early age and he was taken into training by the Inquisition. His tutor was Inquisitor **Hapshant**, who also taught **Titus Endor**. Eisenhorn became a full inquisitor in 222.M41.

Eisenhorn's particular psychic talent was the use of his will to manipulate the weak minded. He used this skill primarily during interrogations, and to force assailants to reveal themselves from cover.

Eisenhorn was perceived by his contemporaries as being both cold-blooded and single-minded, but in truth he displayed generosity and friendship to those he trusted.

The Career of Eisenhorn

At the beginning of his career, Eisenhorn was a Puritan, a member of the **Amalathian** faction of inquisitors. Encounters with the **daemonhost Cherubael** and the heretic **Pontius Glaw** resulted in him moving increasingly towards the path of the Radical.

In 240.M41, Eisenhorn's team included **Midas Betancore**, **Uber Aemos** and **Lores Vibben**. Whilst investigating on the planet of **Hubris** he encountered **Alizebeth Bequin** and **Godwyn Fischig**. At this time he carried a Scipio-pattern naval pistol and a power sword blessed by the Provost of Inx.

At the time of his final confrontation with **Murdin Eyclone**, Eisenhorn had been in pursuit for six years, following Eyclone's trail to the **Helican subsector**, which subsequently became his main area of operation.

During the ensuing affair of the **Necroteuch** he was given a bolt pistol as a gift by Librarian **Brytnoth** of the **Deathwatch** Space Marine Chapter. Eisenhorn suffered serious neurological damage while being tortured by **Gorgone Locke**. After this event his face became paralysed and unable to convey emotion.

In 241.M41 Eisenhorn lost his hand whilst investigating a series of murders on **Sameter**. His encounter with the survivors of the **Sameter Ninth** seemed to disturb him to a surprising degree considering his vocation and prior experiences. It may have shaken his Amalathian optimism.

The period 338–345.M41 is known as the **Eisenhorn Conspiracy**. His team included **Medea Betancore**, **Gideon Ravenor**, Alizebeth Bequin, Uber Aemos, **Mescher Qus**, **Harlon Nayl**, **Zu Zeng** and **Arianhrod Esw Sweydyr**. At the end of this period Eisenhorn had acquired **Barbarisater**, a rune staff made by Magos **Bure**, and the ***Malus Codicium***.

By 386.M41, Eisenhorn's team included Medea Betancore, Alizebeth Bequin, Uber Aemos, **Kara Swole**, **Duclane Haar** and **Bex Begundi**.

Before his first encounters with Pontius Glaw and Cherubael, Eisenhorn considered himself a Puritan, though in the eyes of **Commodus Voke**, Eisenhorn's undercover activity made him anything but. It was Eisenhorn's desire to reveal the machinations of **Quixos** that ultimately led to his shift to Radicalism, though without the machinations of Cherubael his fate may have been very different. It is Cherubael who caused Inquisitor **Osma** to investigate Eisenhorn's methodology and eventually accuse Eisenhorn of heresy, and it was his desire to defeat Cherubael (and **Prophaniti**) that caused Eisenhorn to turn to Pontius Glaw for forbidden knowledge.

Cherubael's sole motivation behind its manipulation of Eisenhorn was to force Eisenhorn – unwittingly – to release it back to the warp. But, driven by a combination of curiosity and revenge, Eisenhorn used the *Malus Codicium* to enslave Cherubael to himself.

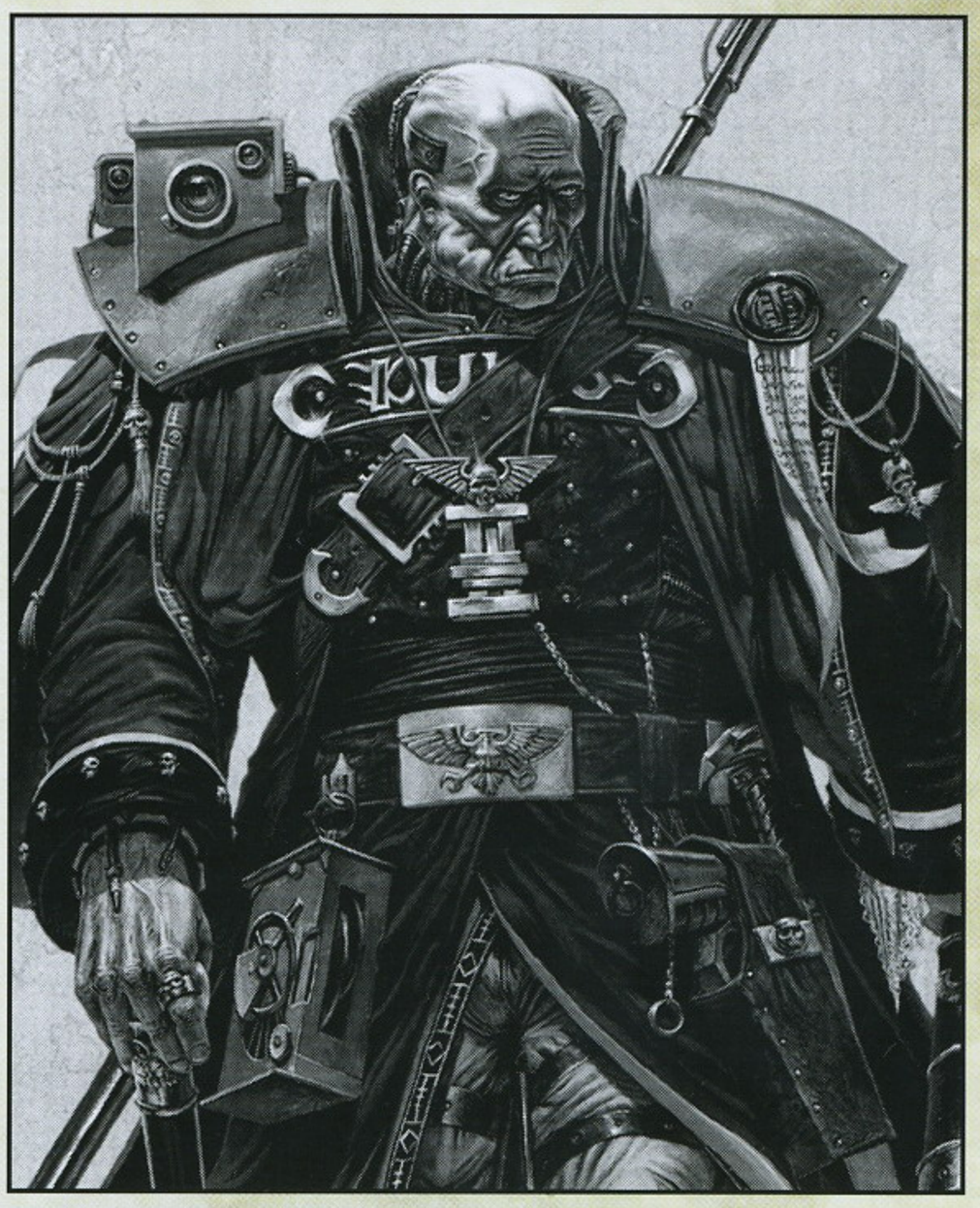
Even with the best of intentions, Eisenhorn's deep understanding of daemonhosts and similarly forbidden lore was always going to taint his future decisions. After defeating Quixos he wondered what kind of mind could possibly consider the scale of the sacrifices that Quixos had made in order to progress towards a goal (such as the atrocity on **Thracian Primaris** committed simply to obtain the psyker **Esarhaddon)**. And yet when confronted by ***Cruor Vult*** he showed few qualms about taking another step towards such a fate, by utilising Cherubael's power and then sacrificing Inquisitor **Verveuk** in order to rein in the unleashed daemon.

Again, on Gudrun, Eisenhorn used his forbidden knowledge to animate a corpse in order to trick **Marla Tarray**. This, and the subsequent unleashing of a warp vortex that destroyed a large area of the

surrounding hive, was done apparently with little concern as to who else would be killed. This was a far cry from the inquisitor who had once tried to parlay with the veterans on Sameter.

It was this inexorable slide that ultimately destroyed the world Eisenhorn had built up around him. Glaw was perhaps completely aware of what he would unleash when he taught Eisenhorn about daemonhosts. He took full advantage of Eisenhorn's nature, not through simple trickery but by allowing Eisenhorn to have an inkling of respect for him, a respect that led Eisenhorn to fulfil his part of the bargain and ask Magos Bure to give Glaw some mobility.

By the time of the final, fateful confrontation on **Ghül**, Eisenhorn had lost many of his closest friends and allies, most of them through his involvement with Glaw or the *Malus Codicium*. Physically he was a wreck, but mentally his determination seemed not to have faltered at all. Perhaps his mistakes galvanized him against any further descent into Radicalism, though it is difficult to gauge what kind of man he had become by then, as he vanished entirely from Imperial records at that point. It is certain, however, that he had already descended further into damnation than he realised.



Ecclesiarchy

See Adeptus Ministorum (page 5).

Eechan

Agri-world, characterised by vast canefields whose giant harvesters leave tracts of stubble and pervasive mists of sap. A sizeable **twist** subculture exists on Eechan in large slum tracts, forming a violent underworld and an easy source of labour for the farms. Inquisitor **Eisenhorn** passed through Eechan on the trail of the renegade psyker **Esarhaddon**.

Eisenhorn Conspiracy

Term referring to the affair surrounding the accusations of heresy levelled at Inquisitor **Eisenhorn** and their ensuing fallout.

Elmingard

An ancient monastery complex high in the Kell Mountains of the planet **Gudrun**. **Orfeo Culzean** maintained a base there.

Emmings

Human male. Mercenary for hire, ex-Imperial Guard veteran and crack shot. Known associate of **Zygmunt Molotch**.

Emmissary Fabian

Human male. Mutant leader. First recorded sighting on Siluria IV. Referred to himself as Emmissary of the True Emperor and was the head of a group called the Church of the Abhorred. Investigated by **Witch Hunter Tyrus**, who led an attack against the Church of the Abhorred and following the action believed Fabian destroyed. However, the mutant leader led a surprise attack against Siluria's Protia space port and, hijacking a vessel, escaped. Reports suggest he is now following a career of piracy and brigandage, preying on ships traversing Imperial space lanes. Tyrus has, on two further occasions, tried to apprehend Fabian but thus far has failed to catch his quarry and bring him to justice.

Empath Field Generator

Device originally used to control penal legion troopers; it allows the wearer to project their emotions onto another individual by means of a specially generated psychic field.

Emperor's Blades

Ancient death-cult only found on the world of Acanon. Claimed to have been founded when the Emperor still walked as a man. A hereditary cult, in that only those born to the cult can join it.

See Devout, Severina (page 27).

Emperor's Tarot

Mystical device used by servants of the Imperium to divine the future and gain insight into the outcome of events or battles before they have happened.

Encompass Room

A five hundred-metre wide chamber built into the top four storeys of the lord governor's palace on **Eustis Majoris**. The white floor was covered with geometrical symbols and arcane formulas, the base calculations of **Enuncia**.

Endor, Titus

Human male. Inquisitor of the **Ordo Hereticus**, contemporary of **Eisenhorn** and fellow pupil under **Hapshant**.

Sharing the same **Amalathian** beliefs, Endor and Eisenhorn were friends during their training. They were promoted to full Inquisitorial status almost simultaneously in 222.M41. At the time of the affair of the **Necroteuch**, Endor was grey haired and scarred around the face. He wore a saurapt tooth, a reminder of a violent encounter on Brontotaph alongside Eisenhorn and Hapshant.

Endor defended Eisenhorn from the accusations of **Molitor** and **Schongard** during the affair of the Necroteuch. He broke into **Ocean House**, ostensibly to forewarn Eisenhorn of the accusations being made against him. He claimed to have been interrogated by **Osma**, but neglected to mention that Osma had threatened him over some previous cases that Endor had been involved in. In order to save himself, Endor joined the **Ordo Malleus**, a fact discovered by Eisenhorn during the assault on the lair of **Quixos** on **Farness Beta**.

Enoch

Human male. Inquisitor of the **Ordo Hereticus**. Tutor of the famed inquisitor, **Silas Hand**.

Inquisitor Erasmus (see overleaf)

Enuncia

Enuncia is a lost, pre-human language. Its origins and use may have associations to the warp, or to the antique super-races that may have once existed in the cosmos. Using Enuncia, by words of power alone, the fabric of reality can be changed, transformed, controlled, manipulated and reshaped. It is a device of fundamental creation… or destruction.

A single word of Enuncia is raw power, yet it is extremely painful to voice to the point of inflicting physical trauma on the speaker.

In the early 400s, Inquisitor **Gideon Ravenor** stumbled across a plot on **Eustis Majoris** to reassemble Enuncia by filtering the raw elements, languages, scripts, symbols and number bases of all known languages through tainted machinery obtained through the secret endeavours of **Contract Thirteen**. The resources behind this heretical project were staggering – an entire city's worth of scribes, five million cogitators and sixty data looms.

Erasmus

Human male. **Ordo Hereticus** inquisitor whose exploits include the purging of the Sect of the Dark Light cult.

Esarhaddon

Human male. **Alpha-plus** psyker and heretic, one of thirty-three psykers captured in the final major offensive of the **Ophidian Campaign**.

Through the actions of Inquisitor **Lyko**, Esarhaddon was removed from **Thracian Primaris** after the Atrocity. **Eisenhorn** tracked him down to **Eechan**, only to be thwarted by **Cherubael**. Esarhaddon was intended to be one of the sacrifices necessary to activate **Quixos**'s ersatz pylon. Like most of Quixos's captives, Esarhaddon was deemed too dangerous to keep, and was executed.

Essene

Sprint trader, captained by **Tobius Maxilla**. A bulk clipper, Isolde-pattern, three kilometres long.

Prior to Maxilla's first encounter with **Eisenhorn**, the *Essene* had been running the trade lanes between **Thracian Primaris** and the Grand Banks, dealing mainly in low-quantity, high-value luxury goods and possibly other, more valuable but less legal commodities.

The *Essene* was ostentatiously furnished and lovingly cared for, reflecting the tastes of its master. Aside from Maxilla the crew consisted entirely of servitors, also displaying levels of refinement and expense rarely seen elsewhere. The *Essene*'s interior recalled the luxury and beauty of an undefined 'golden age' of spacefaring that Maxilla harkened towards.

The *Essene* was eventually destroyed by the actions of **Cherubael** at **Jeganda**.

Essidari

Human male. Inquisitor, working with **Eisenhorn** in the aftermath of the atrocity on **Thracian Primaris**.

Etrik

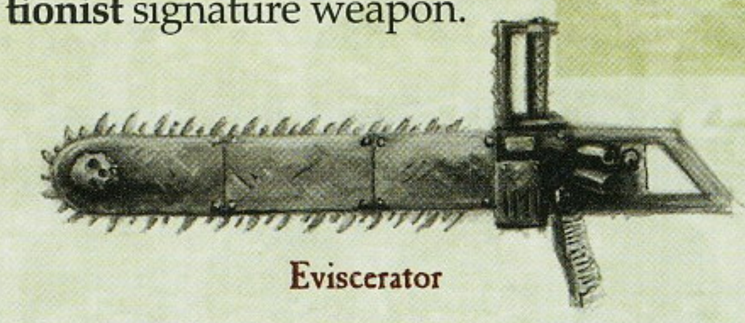
Human male. Clansire of the **Vessorine** janissaries, of the clan Szober. He was one of the leaders of the clan hired to kill **Eisenhorn** and his network of agents on **Gudrun**. Eisenhorn killed Etrik when the Vessorine janissaries assaulted his party on the **Trans-Atenate Express**. Eisenhorn later used Etrik's body as a puppet for his meeting with **Marla Tarray**.

Eustis Majoris

Capital planet of the **Angelus subsector**. Heavily industrialised, and consequently badly polluted. The location predicted by the **Divine Fratery** for the manifestation of the daemonic entity known as **Slyte**.

Eviscerator

Two-handed chainsword popular with the zealots of the **Red Redemption** and considered something of a **Redemptionist** signature weapon.



Eviscerator

Ewl Wyra Scryri

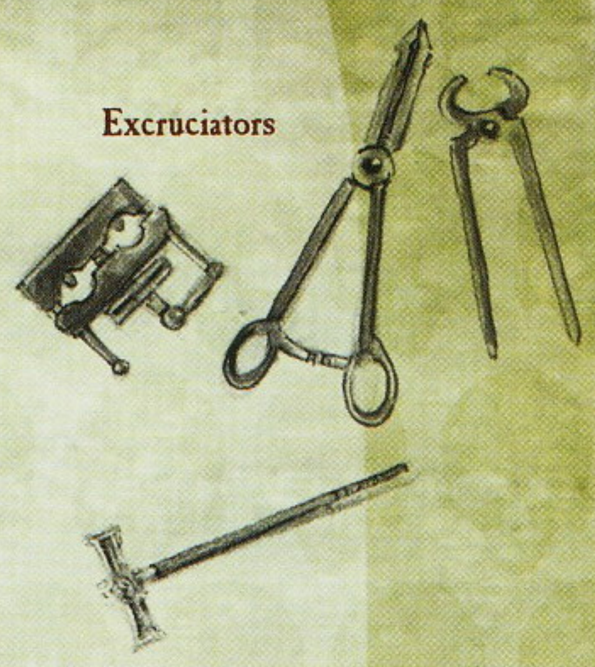
Blade-combat technique originating from **Carthae**, specialising in sword work. The phrase translates as 'the genius of sharpness'.

Excruciators

Torture devices employed by **Hereticus** inquisitors to extract information from prisoners.

Exorcist

Arcane battle tank in existence since before the **Age of Apostasy** and employed by the **Adepta Sororitas**.



Excruciators

Exterminatus

'I hereby sign the death warrant of an entire world and consign a billion souls to Oblivion.'

– Inquisitor Thraviam Flast

Final solution available to inquisitors in which a planet, whose physical or spiritual taint is beyond control or reparation, is destroyed utterly. There are three principal methods: orbital bombardment, virus bombing or cyclonic torpedoes, but inquisitors may resort to other ways depending on what is to hand.

Extremis Diabolus

The most serious accusation levelled by inquisitors, usually of the **Ordo Malleus**, of consorting with, and being under the thrall of, daemons. The principal elements of the charge, if found guilty, are: warpcraft, practising the forbidden arts and heresy against the God-Emperor. Punishment is death.

Eyclone, Murdin

Human male. Recidivist. Pursued by **Eisenhorn** for six years prior to the affair of the **Necroteuch**.

Eyclone was a facilitator, lending his skills to various cults in a bid to achieve their aims. Described as brilliant and devious. His body featured the marks of the various cults that he had worked for. He used his considerably mesmeric powers to 'recruit' people into his service.

At the time of Eisenhorn's final confrontation with Eyclone on **Hubris**, Eyclone was working for the **Glaw** family. He intended to provide a host for **Pontius Glaw** through some method involving **Processional Two-Twelve**. His plan was never brought to fruition as his employers made a sudden change of priorities and did not arrive with the crystal containing Glaw's essence. Eyclone was eventually killed by Eisenhorn on top of Processional Two-Twelve.

Faceless, The

Imperial cult that originated from the **Age of the Apostasy**, a product of the fear and paranoia that accompanied that bloody era. It is the desire of the Faceless to become unremarkable and undistinguished. They employ gratuitous surgical and brainwashing techniques to remove individuality and personality. Cultists will often have their own facial features: flesh, eyes, etc., removed so that they may replace them with the features of their victims, literally stitching them on and giving them a horrific, makeshift or stretched appearance.

Faragut

Human male. Imperial Guard commissar, serving in the Sabbat Worlds Crusade. In 776.M41 he was seconded to the Inquisition with the permission of Commissar-General Balshin. His mission was to gain the trust of Colonel-Commissar Gaunt, and through him and his team, establish a line of contact to the Gereon resistance.

Farness Beta

Planet located in the Cadian Gate. A notable feature is a profusion of Second Dynasty tholos tombs. It was here that **Eisenhorn** confronted **Quixos**.

Fedra

Planet in the **Angelus subsector**. It was here, at the Mechanicus temple on Mars Hill, that the **Divine Fratery** believed they slew **Gregor Eisenhorn** in 402.M41.

Fenx

Human male. Inquisitor in the service of Inquisitor **Myzard**. Died hunting **Zygmunt Molotch** in 404.M41.

Fischig, Godwyn

Adeptus Arbites chastener, and eventual member of **Eisenhorn's** team. They first met on **Hubris** during Eisenhorn's actions against **Murdin Eyclone**. Assigned to assist in the ensuing investigation, he eventually gave up his position to join Eisenhorn's team on a permanent basis. Tall, blond haired and powerfully built. Fischig acquired numerous prominent scars from action he saw during his career with Eisenhorn.

Fischig was a ferocious fighter and highly observant, but his dislike of study limited his abilities and possibly stopped him from attempting to enter the Inquisition proper. His single-minded, almost puritanical attitude and bluntness served both as strengths and weaknesses.

Eisenhorn admired Fischig's strength of mind and directness, considering him a moral compass on which he could rely.

During the assault on **56-Izar**, Fischig suffered major injuries, losing his hand and part of his face.

Fischig became disillusioned with Eisenhorn's methods as he became increasingly Radical. When Eisenhorn was accused of heresy by **Osma**, Fischig was nominated as his second, and it was his efforts that led to Eisenhorn's escape. After **Pontius Glaw's** attempt to wipe out Eisenhorn and his entire network, Eisenhorn and Fischig parted ways, apparently acrimoniously. However, Fischig believed that Eisenhorn could be saved from himself, and informed Inquisitors Osma and **Heldane** about his former master's movements. The ensuing encounter resulted in Fischig attempting to kill Eisenhorn, only to be killed himself by **Medea Betancore**. His body was used as a host for the **daemonhost Cherubael**.

Fischig, Godwyn

Flast, Thraviam

Human male. Ordo **Malleus** inquisitor.

See Lichenstein (page 58).

Factions of the Inquisition

The Holy Orders of the Emperor's Inquisition, to give it its formal title, is a massive organisation that is, by its very nature, forced to interpret the Divine Will of the Emperor regardless of the particular Ordo an agent of the Inquisition might be a member of. Such interpretations vary within and without the major Ordos and this leads to certain divisions. Such divisions are referred to as factions, highly political in nature and comprised of those individuals that share a common belief system regardless of the purpose and supposed desired methodology of the Inquisition, be it to combat the heretic, witch, daemon or alien. While such factions are multitudinous and subject to variation both broad and infinitesimal, there are certain popular strands of belief that outweigh and enjoy dominance over others. It is from these credos that the political lattice of the Inquisition is formed and defined.

Thorians

Puritan faction of the Inquisition whose origins can be traced back to the **Age of Apostasy**. Thorians are firm in the belief that the body maintained on the Golden Throne of Terra is not that of the Emperor. Rather, they believe His power is instilled in the bodies of mortals, through which His Divine Will is enacted. Named after **Sebastian Thor**, the Thorians believe he was a vessel through which the Emperor took a direct hand in the course of history. They also believe other such 'avatars' exist amongst the teeming billions of mankind. As such, Thorians are ever searching for the vessel that could be the new form of the resurrected Emperor.

Amalathians

Puritan faction of the Inquisition. Its name comes from Mount Amalath upon which, at a great conclave, the first tenets of the Amalathian belief system were set down. The Amalathians believe that the Emperor has a grand plan and that it is unfolding as it should. They are therefore concerned with maintaining the status quo and react vehemently against change. They are less concerned about the threats of mutation, witchery and the like, and more active in ensuring there is harmony within the vast Imperial organisations, that any rivalries and discord are dealt with and kept to a minimum. It is the code of the Amalathian that strength is achieved through unity, and politicking and change will serve only to destabilise the Imperium. Noted amongst the many allies of the Amalathians are the **Adeptus Arbites** and local security forces. The mandate of such organisations being the upholding of Imperial law and order, thus maintaining the status quo and, in the eyes of the Amalathian, the strength inherent in the Imperium and the Emperor's design for it.

Xanthites

Radical faction of the Inquisition. Named after Inquisitor-Master Zaranchek Xanthus. Much like their namesake, it is the belief of Xanthites that the power of Chaos and the warp can be used to achieve the goals of the Inquisition, and ultimately mankind, without spiritual corruption. They believe that Chaos is a reflection of humanity and can never be defeated, but maintain that it can be turned against itself and used for mankind's benefit. It is common for Xanthites to use daemon-weapons and other heretical artefacts to achieve their ends. An extreme strand exists within

Xanthitism that goes even further. Known as Horusians, named after the Warmaster Horus, they believe that another Horus could be created and used to unify mankind for the better, rather than enslave it to Chaos. Such pseudo-heretical beliefs have led to them being loathed by all Puritan factions of the Inquisition.

Recongregators

Radical faction of the Inquisition. Recongregators seek to destabilise the Imperium and its concomitant organisations in the desire to rebuild anew. They believe that if allowed to continue, the Imperium will stagnate, corrode and ultimately be destroyed. They desire change, albeit of a subtle nature, and it is this central tenet that rankles most in their chief dissenters the **Amalathians**, whose viewpoint is diametrically opposed to that of the Recongregators.

Isstvanians

Radical faction of the Inquisition. They believe that mankind can only be strengthened through adversity, that humanity becomes strong only in times of turmoil. Isstvanians see the Horus Heresy, ignited by the virus bombing of Isstvan III and after which they are named, as the evidence of this, their main, tenet. It is the belief of the Isstvanians that the Heresy brought about the future of mankind and shaped the Imperium into its current state and prosperity. As such, Isstvanians are keen to propagate war and encourage it, in the belief that mankind will find its true strength from the ensuing crisis.

Monodominants

Puritan faction of the Inquisition. They believe that the salvation of the Emperor's loyal servants can only be achieved through the destruction of all non-loyal, non-human races. Monodominants are known for their intolerance of any kind of aberrant behaviour and believe there is no excuse for heresy of any persuasion be it mutation, religious deviation, aliens, psykers or any other beings not conforming to their view of Imperial loyalty.

Its origins can be traced back to the 33rd millennium in which the inquisitor, Goldo, penned the treatise *Monodominance – The Right of Man to Rule the Galaxy in the Emperor's Holy Name*. The use of **exterminatus** is most common amongst Monodominants, more so than any other Inquisitorial faction. They can be found in many of the **Ordos**, though often belong to none, believing all forms of heresy deserving of their equal vigilance and persecution.

Fede Imperialis

The Battle-prayer of the Adepta Sororitas

A spiritu dominatus,
Domine, libra nos,
From the lightning and the tempest,
Our Emperor, deliver us.

From plague, deceit, temptation and war,
Our Emperor, deliver us,
From the scourge of the Kraken,
Our Emperor, deliver us.

From the blasphemy of the Fallen,
Our Emperor, deliver us,
From the begetting of daemons,
Our Emperor, deliver us,
From the curse of the mutant,
Our Emperor, deliver us,
A morte perpetua,
Domine, libra nos.

That thou wouldst bring them only death,
That thou shouldst spare none,
That thou shouldst pardon none,
We beseech thee, destroy them.

Invocation of the Fede Imperialis.

Flect

A powerful, illegal and highly addictive **drug**, that comes in the form of tiny shards of dirty glass wrapped in scraps of red tissue. Staring into the flect allows a fleeting glimpse of a reflection in the glass, a reflection of something wondrous that brings on a transcendent high.

Flects are in fact the product of Chaos, recovered from the dead and tainted planet of **Spica Maximal** in the warp polluted **Mergent Worlds**. They are shards of shattered glass that lay in the wreckage of Spica while the miasma of Chaos engulfed it, and the unnatural reflection that the glass bore remained imprinted in it, waiting for a human gaze to draw its influence out.

The properties of flects were discovered by accident when the traders of **Contract Thirteen** travelled to the Mergent Worlds looking for warp influenced machines for the **Enuncia** conspiracy. As a source of side profit these traders took to bringing flects back into Imperial space for sale as a narcotic, ignorant of, or indifferent to, their origins and true nature. It was investigation into the flect trade that led Inquisitor **Ravenor** to uncover the Enuncia conspiracy.

Flint

A planet in the **Angelus subsector**, visited by Inquisitor **Ravenor** and his team in 401, during their investigation of the **flect** trade. The planet's main export is the meat of the enormous pachyderms that roam its plains. Flint's indigenous technology level is low, and its culture tribal.

Frauka, Wystan

Human male. **Untouchable** employed by Inquisitor **Ravenor.**

A hefty man, big-boned and broad, with a louche, diffident manner, Frauka was clean shaven and had a mocking, lazy expression. He smoked **Iho**-sticks incessantly.

Frauka was not an active member of the team in the way of **Harlon Nayl** or **Patience Kys**; he generally stayed with or near Ravenor, in the background, in case his special talents were needed.

Other than his Iho addication, Frauka was fascinated by his porn data-slates – preferably bad ones – and could usually be found engrossed in one when assigned to long, tedious tours of guard duty.

As an untouchable or **blunter**, the unfettered power of Wystan's mind blanked out nearby psychic activity, which could be a blessing and a curse. Most of the time, he wore a **limiter** device, which effectively counteracted his talent, allowing psychically sensitive people to interact with him. However, the psychically sensitive often found being near a limiter uncomfortable, and tended to avoid staying in his company for any longer than they had to.

From 401 – 404.M41 Frauka was part of Inquisitor Ravenor's team, investigating the source of the **flect** trade and tracking down **Molotch**. Frauka's long exposure to **Zael Efferneti**, the mirror psyker, finally burnt out his untouchable talent. In 404, following the defeat of Molotch, he was reassigned to Inquisitor **Lilith Abfequarn**.

Fyflank

Sholto Unwerth's manhound, a creature of the elquon species, which are neither quite human nor quite canine, yet combine characteristics of both.

Gamma

A rating of psychic ability. **Alpha** level is the most powerful gradation on the standardised scale. *See Psychic Mastery (page 67).*

Ghül

Planet, known in Imperial records as 5213X. It is located at the centre of seven worlds once inhabited by an unknown (possibly daemonic) army or race from before the ascent of man. It purportedly housed the tomb of the daemon-king, Yssarile. The tomb contained Yssarile's barque, a vessel so powerful that it shocked and appalled even the writers of the legend surrounding the planet.

Ghül's surface was an intricate network of geometric designs. From space it appeared as though the planet was the subject of an engraving on a mind-boggling scale. **Pontius Glaw**'s aim was to obtain the barque, and his actions (including the attack on **Eisenhorn** and his network of agents) were all part of the attempt. Ghül was eventually annihilated by **Battlefleet Scarus** in 392.M41.

Gladstones

A prohibited **drug**, local to the **Angelus subsector**. The small, smooth psychically reactive stones are placed under the tongue in order to produce a feeling of euphoria and well-being that can last for days.

Gladus

Human male. Inquisitor. Admired by **Eisenhorn**, they worked together during the P'glao Conspiracy. Gladus was one of a number of inquisitors whom Eisenhorn approached for help in clearing his name during his exile for the so-called **Eisenhorn Conspiracy**.

Glavia

Imperial planet, homeworld of the **Betancore** family. Glavia is famed for its pilots, whose trademark is the intricate augmetic interface built into the palms of their hands.

Glaw (House)

Noble house of **Gudrun**, one of the **Twenty-six Venerables**. House Glaw

had been at the forefront of subsector politics for a thousand years. It was a major shareholder in the Regal Bonded Merchant Guild of Sinesias.

Pontius Glaw, seventh son of **Oberon Glaw**, was a dabbler in Chaos. House Glaw managed to save itself from Inquisitorial persecution by condemning Pontius and assisting **Absalom Angevin** in his destruction.

Acolyte Gravier

Several inquisitors, including Angevin and **Commodus Voke**, believed that the taint ran deeper than the bad seed Pontius. Several offworld cults had been linked to Gudrun, and by inference, the Glaw family. The head of the family at the time of **Eisenhorn's** investigations was Oberon Glaw. As Eisenhorn suspected, the Glaw family was at the centre of the attempts to revive Pontius Glaw. It was at the Glaws' residence that Eisenhorn first came across the crystal containing Pontius's essence, and also where he was mercilessly tortured by **Gorgone Locke**. **Midas Betancore** managed to escape prior to the capture of the rest of Eisenhorn's team, and alerted Voke to events. Elements of **Battlefleet Scarus** under Voke's command assaulted the Glaw residence in an action known as Pacification 505. The action lasted ninety minutes despite the spirited resistance of the Glaw family's security forces.

Glaw, Oberon

Oberon was a name favoured by several generations of the Glaw family. Both the father and eldest brother of **Pontius Glaw** were called Oberon. Pontius Glaw's brother was the ruling Lord Glaw at the time of **Eisenhorn's** investigations on **Gudrun**.

The latter Oberon was tall and lean, his features bearing the distinctions of his family line. Oberon was fully involved in the conspiracy to revive Pontius Glaw. He demonstrated his arrogance by daring to shout down **Mandragore** on **Damask**, and was only saved by the interference of **Dazzo**. He eventually died on **KCX-1288**, impaled by part of an exploding truck just before he was about to shoot Eisenhorn.

Glaw, Urisel

Human, male, younger brother of **Oberon Glaw** and commander of the house militia. Described as bloated and thickset, he bore a striking resemblance to his ancestor, **Pontius Glaw**. He was captured by **Eisenhorn** and interrogated by Inquisitors **Voke**, **Schongard** and **Endor**, but kept his secrets. Eisenhorn surmised that Urisel was capable of this because he believed that whatever torture he received, his reward for keeping his secrets would be far greater.

Gnosis Engine

A heretical device for collecting and storing 'voices from the warp'. The deluded believe that, if analysed, this data could be turned into a source of arcane power. It is believed that the **Cognitae** had some hand in the development of these devices – the Cognitae graduate **Ordion** led a team including **Zygmunt Molotch** to install them in plasma-vents on the tainted world of **Sleef**.

Gonvax

Human male. Mutant assistant of Inquisitor **Ravenor**. In battle, he carried a flamer. Gonvax died in the fight with **Beldame Sadia**.

Goran, Eino

Identity emplated onto the mind of **Vammeko Tarl** in case of capture.

Goreden

Human male. Inquisitor lord of the Ordo **Xenos**, based at the Inquisitorial fortress of **Nemesis Tessera**.

Gorfal

Human male. Inquisitor, based on **Cadia**. The predecessor of Inquisitor **Neve**, he led investigations into the **Sons of Bael**.

Gourdians

Imperial cult based on Terra, who believed they possess the vessel from which the Emperor drank – His gourd – before He faced the arch-traitor Horus. The Gourdians are obsessed with relics associated with the Emperor, the primarchs and Imperial saints, striving to obtain and venerate them. Gourdian traders ply the many worlds of the Imperium for such holy artefacts and it is believed that the Gourdian chapel houses some half a million relics.

Grand Master

Title of the commander of the **Grey Knights** Chapter.

Gravier

Human male. Acolyte of the **Hereticus** inquisitor lord, **Defay**, succeeding the

previous incumbent, Hulkwin. Gravier devotedly went in search of his former master after Defay's disappearance following the incidents on Nicodemus. Gravier, by then an interrogator, began the search on the hive world of Shaytan. Together with his new master, Inquisitor **Reiker**, he found Defay's trail. It eventually led him to the mausoleum world of Sepulchris, where he found Defay investigating a warp gate. Gravier's loyalty to his former master resulted in a battle against – and ultimately, the death of – Inquisitor Reiker. Gravier then died at the hands of Defay, whose own loyalties had turned and who was resolved to open the warp gate himself.

Great Library of Thor, The

A repositary of over seven hundred volumes dealing exclusively with the saintly Ecclesiarch **Sebastian Thor**.

Grey Knights

Space Marine Chapter and Chamber Militant of the **Ordo Malleus**, specialising in the hunting and extermination of daemonic forces, based in a secret fortress on the moon Titan in the Terran solar system. Formed during the Second Founding to protect the Imperium from the insidious threat of Chaos and believed to be created from the gene-seed of the Emperor's own flesh. Militarily, the Chapter follows a unique structure different to that laid out in the Codex Astartes, comprising of a series of preordained ranks and organised into separate squads. The Chapter is also unusual in recruiting its members from psykers brought to Terra by the **Black Ships**, rather than recruiting directly from planetary populations.

Grimoire of True Names

A rare and potent artefact used by **daemonhunters** and inscribed with the names of all the daemons encountered by a particular order. Reciting the name of a specific daemon will grant the bearer of the book power over that abomination, thus weakening it and making it easier to destroy.

Grimoire of True Names

Grinweed

Cheap illegal narcotic, common in Imperial space. May be smoked, ingested, or rendered into a bitter liquid.

Grudd, Hephaestos

Human male. Inquisitor lord of the **Ordo Malleus**. Served on **Gudrun**. Carried a **daemonhammer** and most notable of the acts during his career, was the banishment of a greater daemon.

Grumman, Raum

Human male. Inquisitor of the **Ordo Hereticus**, serving under Inquisitor **Neve** on **Cadia**. Grumman was sent to join **Eisenhorn** as Neve's representative during the investigation into the rogue inquisitor, **Quixos**. Grumman was beheaded by Quixos on **Farness Beta**.

Grünvald

Human male. **Ordo Xenos** inquisitor. Also known as the Xenoscourge of Helschen.

Gruss, Delphan

Human male. Mechanicus Magos. Heavily augmented with two bionic arms, a bionic head and two bionic eyes. Hails from the forge world of Arenxis Minoris in the galactic south. His life's quest is to find the Omnicopaeia, an artefact that he believes contains every STC blueprint created since the Dark Age of Technology.

Gudrun

Planet in the **Helican subsector**, **Scarus** sector, Segmentum Obscurus; formerly the subsector capital until that role passed to **Thracian Primaris.** It had been settled by humans for three and a half thousand years. It is ruled feudally by a group of noble houses, the **Twenty-six Venerables**, including **House Glaw**. Unlike Thracian Primaris, Gudrun is mostly unspoilt and sports magnificent natural features including the Atenate Mountains. **Spaeton House** is located there.

Guide Beacon

Small, portable homing device used by agents of the Inquisition to guide incoming flyers to a precise location.

Gullivat Riddle Box

These rare and priceless devices were made by the gullivat, over three thousand years ago, before their race regressed into a primitive state. It is formed of ten to seventeen crystal cubes, which sit one inside the other. To open the box, each cube must be rotated to the correct alignment. Correct rotation releases the codex pebble at the box's centre, which contains reams of data inscribed upon the pebble in microscopic form. Any attempt to force open the box will irrevocably wipe the information stored within.

Only an immensely intelligent person can successfully manipulate such a device.

Delphan Gruss

Inquisitor Grünvald

Glaw, Pontius

'The line, Gregor. The line! The line between order and chaos, between right and wrong, between mankind and man-unkind. I know it, because I've crossed it. Willingly, of course. Gladly. Skipping and dancing and delighting. For the likes of you, it is a more painful process.'

– Pontius Glaw

Human, male. At the time of the affair of the **Necroteuch**, Pontius Glaw had been dead for two hundred years. The seventh son of **Oberon Glaw**, Pontius suffered the fate of many junior siblings, lacking a firm direction in life. He filled his time as a dilettante, engaging in various worthless pursuits.

In the year 019.M41 he travelled to **Quenthus VIII** to obtain pit-fighters. One of these, a feral warrior named **Aaa**, offered his torc to Glaw as a favour should he be purchased. This torc was a piece of foul technology, capable of spreading the darkness of the warp into the wearer's mind. Thus Glaw began his path to damnation.

Glaw became a disciple of Chaos, creating a coven around himself. Over the next fifteen years he perpetrated increasingly despicable acts, until he was finally caught and slain on Lamsarrote by **Absalom Angevin**. Pontius Glaw's personality was somehow encoded onto a crystalline engram sphere. **Murdin Eyclone**'s visit to **Hubris** was part of the Glaw family's attempt to provide a new body for Glaw, but this plan was aborted when the Glaws learned of the **Necroteuch** through **Gorgone Locke**. **Eisenhorn** managed to snatch Pontius's engram sphere on **Damask**, and questioned Glaw while en route to **KCX-1288**.

Glaw was astoundingly intelligent, erudite and witty. Eisenhorn gained a deep appreciation for Glaw's learning through his interrogations of him. It also reminded him how even the greatest minds were susceptible to Chaos. Using **Bequin**, Eisenhorn managed to trick Glaw into revealing the reason for his family's journey to KCX-1288.

After the affair of the Necroteuch, Eisenhorn placed Glaw in the safekeeping of Magos **Bure**. During the **Eisenhorn Conspiracy**, Eisenhorn sought Glaw out in the hope of gaining forbidden knowledge in order to defeat the **daemonhosts Prophaniti** and **Cherubael**. Glaw eventually gave this information, but not without relishing in the fact, in his opinion, that Eisenhorn had finally 'crossed the line' – something he believed happened to all inquisitors eventually. Eisenhorn reflected that, were it not for Aaa's torc, Glaw would have been someone he would consider a friend.

In exchange for Glaw's information, Eisenhorn asked Bure to give Glaw the ability to move. Bure, whose engineering skills dwarfed his foresight, went much further and fashioned a body for Glaw. Glaw paid Bure back by murdering him.

Glaw's new body was humanoid, tall and broad, of unparalleled sophistication. He wore a cape of blades, and a golden mask wrought in the likeness of his organic face in his prime. Going under the name **Khanjar the Sharp**, Glaw re-established a power base, enlisting his daughter **Marla Tarray** and eight hundred **Vessorine** janissaries in an attempt to destroy Eisenhorn and his network, and seize the ***Malus Codicium***. Glaw knew about the treasures hidden under the surface of **Ghül**, and desired the codicium to unlock the tomb at the heart of the planet. Eisenhorn, despite the loss of nearly all his allies and the ruination of his body, managed to confront Glaw on Ghül and destroy him, once and for all.

Glossia

A secret language developed and used by Inquisitor **Eisenhorn** to communicate securely with his colleagues.

Glossia's strengths lay in its idiomatic use of language. It was not encrypted, and used normal words. Meaning was derived from sentence structure, and the use of certain headwords to provide context. Eisenhorn believed Glossia to be undecipherable without inside help. Rather than a rigid formula it requires an ear for poetry, metaphor and imagery, and a knowledge of the other speakers to decode, and allows its users to improvise new terms and meanings, and still be understood. It was only compromised when **Jekud Vance** was captured and tortured by **Marla Tarray**.

Use of Glossia depends on a knowledge of the characters and personalities privy to the code: it used substitution words such as nicknames or code names, and often used simple verb formations to describe certain protocols. Eisenhorn also codified a number of 'set actions' that could be put into practice on a simple two – or three – word command without the need for complex instructions.

Consider the following sample sentences:

1. 'Thorn wishes aegis, rapturous beasts below.'

2. 'Rose thorn, abundant, by flame light crescent.'

3. 'Razor delphus pathway! Pattern ivory!'

In phrase (1), Eisenhorn ('Thorn') requests air cover ('aegis'), due to heavy enemy assault. In phrase (2), Eisenhorn clarifies the jeopardy ('rose' and 'abundant'), and notes the death or incapacity of one of his accompanying team ('by flame light crescent'). In phrase (3) 'razor delphus pathway' is a pre-set action indicating a high-scale order for air-to-ground attack, qualified by a 'pattern' to indicate extent (in this case, 'ivory' indicates intensive or maximum assault).

It should be noted that Glossia was a fluid and evolving code, and certain words and phrases often carried very different meanings or nuances of meaning in contrasting circumstances.

Mal Singh and her gunhounds

Gunhound

Part machine, part organic, servitor gunhounds are often used by servants of the Inquisition to track down the enemies of mankind. Although mounted with weapons, they can also attack with their slashing teeth. Gunhounds are controlled by a handler, who directs them with voice commands. Less sophisticated versions are often known as **cyber-mastiffs**.

Haar, Duclane

Human male. Member of **Eisenhorn's** team of agents at the time of the final confrontation with **Fayde Thuring**. An ex-Imperial Guardsman of the 50th Gudrunite Rifles, a specialist sniper with an impeccable kill record who was retired after losing a leg on Wichard. Haar was clean-shaven and wore his brown hair military neat. He favoured a matt flect bodyglove and an optical target enhancer clamped directly to his head, and carried a sniper variant long-las.

Haar died during an attack by *Cruor Vult*.

Haemovores

Death-cult that is possessed of the belief that by consuming the flesh of their enemies they attain their strength and power. They are the ultimate predators, and many cultists have sharpened teeth or metal jaws to assist their acts of cannibalism.

Hammer of Thor

Ecclesiarchy warship. Lunar class. Recommissioned by the **Convent Prioris** on **Ophelia VII** 0280258.M39. Commanding officer Captain Malachi Voloch.

Hand-vox

A small, portable audio transceiver.

Hapshant

Human male. Famed inquisitor, the tutor of **Gregor Eisenhorn** and **Titus Endor**, and former master of **Uber Aemos**. A **Monodominant** famous for his conviction, Hapshant lacked psychic powers, but placed great emphasis on gut instinct. Noted as being a straight-talker. Died of cerebral worms.

Hearthood

Chaos cult also known as the **Chimes of the World Clock,** based on the agri-world Hasarna and worshipping a form of Khorne based on a corruption of the planet's old agricultural cycles. **Fayde**

Thuring was believed to be involved with them. Their cult leader was Amel Sanx.

Heer, Galbus

Human male. Inquisitor of the Ordo **Malleus**. Known for his extensive lectures on the dangers represented by daemons and the warp.

Heldane, Golesh Constantine Pheppos

Human male. Well built, with a shaven head, he was a potent psyker. At the time of his first meeting with **Eisenhorn**, Heldane was an interrogator under the tutelage of **Commodus Voke**. Right from the early stages of their acquaintance, Heldane and Eisenhorn disliked one another; Heldane considered Eisenhorn a Radical for his covert methods, while Eisenhorn saw Heldane as surly and pessimistic, a hindrance he'd rather not have when investigating the **Glaw** family's estate incognito. In the ensuing conflict in the gladiatorial pit, Heldane was savaged by **carnodons,** leaving him with heavy scarring about his head. When Voke was seriously ill, fearing his own death, he begged Eisenhorn to look after Heldane. Eisenhorn agreed out of respect, but Voke's request was premature; Voke recovered and oversaw Heldane's eventual elevation to full inquisitorial rank around 278.M41.

When Heldane and Eisenhorn next crossed paths, Heldane was a full inquisitor. His physical appearance had changed considerably; his face had been surgically altered to lengthen it, giving it an almost equine appearance. His scalp was threaded with tubes and wires in place of hair. By this time, his psychic abilities were so potent that they were believed to have exceeded the considerable skills of his former master, Voke.

The final confrontation between Eisenhorn and Heldane took place at **Jeganda**. **Fischig**, convinced that Eisenhorn had become a heretic, enlisted **Osma** and Heldane to try and save him. Heldane overpowered Eisenhorn and **Medea Betancore** psychically. Clearly relishing the opportunity to inflict pain on Eisenhorn, Heldane threatened Eisenhorn's team and mortally injured **Tobias Maxilla**. Heldane's ulterior motive in this assault was to gain control of **Cherubael** and the **Malus Codicium**. When Cherubael was finally released, he managed to trap Heldane's leg in the deck of the ***Essene*** and left him burning. He survived.

Heldane finally met his end following a serious injury inflicted by the Tanith Imperial Guard sniper, Larkin, on Menazoid Epsilon in 765.M41.

Helena the Virtuous, Prioress of the Convent Sanctorum

Human female. **Canoness** of the Order of the Key, a non-militant order of the **Adepta Sororitas**. Responsible for an increase in the power of the **Ecclesiarchy**, an act for which she was elevated to the rank of Prioress of the **Convent Sanctorum**. Wielder of the **Adeptus Ministorum** relic, the Rod of Grace.

Helfire, Armandus

Human male. Cardinal. Presided over the Diocese of Avignor, a world close to the Eye of Terror and noted for resisting the worst effects of the Reign of Blood, during the **Age of Apostasy**. Armandus was referred to by the troops under his command as Ol' Stoney on account of his unswerving gaze, demeanour and incredible endurance.

Bearer of the Sceptre of Avignor, the symbol of his office and a potent **Adeptus Ministorum** relic.

Helgrund

Human male. **Ordo Malleus** inquisitor. Spent thirty years in search of the ***Malus Codicium*** with the desire to destroy it once he discovered it. This quest led him to the organisation known as **The Mystic Path** and into direct conflict with the inquisitor, **Quixos**, who was consorting with them. The final battle between them took place in the unholy shrine of The Mystic Path, after several weeks of daemon purging and the burning of heretics associated with the order. Helgrund was killed at the hands of Quixos.

Helican Schism

Name for the wave of rebellion, terrorism and sabotage that swept the **Helican subsector**, sparked by Inquisitor **Eisenhorn's** investigation into the **Glaw** family and intended as a cover for the **Necroteuch** conspiracy.

Helican Subsector

Subsector of **Scarus sector,** Segmentum Obscurus. Its capital world is **Gudrun** (later **Thracian Primaris**).

The chief of the **Ordos** Helican is Lord Grandmaster Inquisitor **Phlebas Rorken**, who inherited the post from **Ubertino Orsini**. It is otherwise notable as being the primary area of investigation for **Gregor Eisenhorn**.

Hereticus

Major order of the Inquisition.

See Ordos of the Inquisition (page 10).

Hexagrammic Wards

Charms and canticles of faith and devotion that interfere with the abilities of a heretic psyker.

Hidden Hand, The

Cult that was founded by the so-called 'Plague Lord'. They hold the belief that mankind is a disease that must be cleansed from the galaxy.

Hexagrammic Wards

They utilise biological tactics to achieve their aims: poisoning wells, cultivating and unleashing plague, and spreading contagion.

Hinterlight

Rogue trader vessel owned and run by **Cynia Preest**. The ship was badly damaged several times while being used by Inquisitor **Ravenor**, which caused its shipmistress such distress that Ravenor instead retained **Sholto Unwerth**'s *Arethusa*. Its disguise field was a combination of xeno-technology and Ravenor's own mental strength.

Hive Primaris

Main hive on **Thracian Primaris**, and location for the **Triumph of Thracian**.

Hand, Silas

'What manner of creature are you? Be you daemon, heretic or saint? I would have the truth!'

– Silas Hand

Human male. **Ordo Malleus** inquisitor. Born on **Isis IX**. Taken under the wing of Inquisitor Lord **Enoch**, during a purge of the Progenium facility in which Hand was raised. Soon after, Hand was inducted into Enoch's retinue as an **interrogator**. Attained the rank of inquisitor ordinary and following the breaking of the heretic Confessor Argon, and the destruction of the Cult of the Exquisite Corpse, was inducted into the ranks of the **Ordo Hereticus**.

During his long career, Hand was responsible for the apprehension of over 7,000 heretics, most notably the condemnation of the entire 419th Khorinthian 'Korsairs' Imperial Guard regiment. It was during his tenure on the Crusader Council of the 3rd Cleansing of Canis Majoris that Hand's deviation to the Ordo Malleus first surfaced. Approached by the **daemonhunter**, Inquisitor Lord **Hephaestos Grudd**, Hand was inducted into Ordo Malleus and severed his links with the Ordo Hereticus for good.

It was following the path of the daemonhunter that Hand first came to encounter the warp entity Grimsphyre and fought it on three recorded occasions. One such battle occurred following an investigation into the **Adepta Sororitas** known as **Ephrael Stern**, whom Hand believed to be tainted by Chaos. The pair fought together against the creature, became allies, and discovered their destinies were linked. Hand's long career came to an end when he was slain during the course of his investigations with Stern, trying to find out what befell the Adepta Sororitas's lost convent on the planet of Parnis.

Hooktors
Slaughter daemons of Nurgle. Mindless warp forms of immense physical power. **Culzean's** associate **Leyla Slade** possessed special bullets that had these creatures bound into them – a weapon of last resort.

Horusians
A Radical resurrectionist sub-sect of the **Thorian** belief system that believed the powers of Chaos that manifested in the Warmaster Horus could be harnessed in the creation of a **divine avatar** in which the Emperor Incarnate might return or in which His existing soul could be transferred.

Hoth
Human male. Inquisitor. Wrote the Second Book of Admonitions. Extolled that the greatest threat to the Imperium lay in those known only as the 'Ancients'. An expert on the Necrontyr.

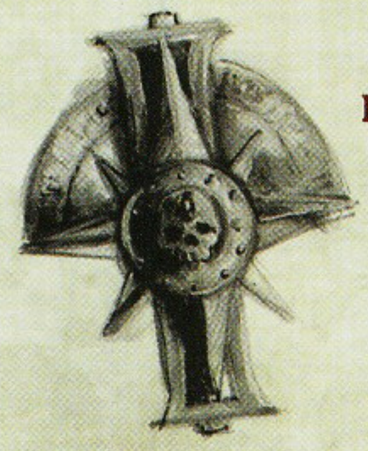
Hubris
Planet in the **Helican subsector,** Segmentum Obscurus. It was here that **Eisenhorn** first encountered **Alizebeth Bequin** and **Godwyn Fischig**, while investigating the recidivist **Murdin Eyclone**.

Hubris is characterised by its eccentric orbit, which carries it far out from its star. This results in a twenty-nine-month calendar, resulting in three seasons: Dormant, Thaw and Vital. During Dormant the surface temperature of the planet plummets, which the richest inhabitants avoid by entering hibernation factories.

Husmaan, Duj
Human male. Former skinhunter from the planet Windhover, then an agent of **Eisenhorn**. He was recruited through the recommendation of **Harlon Nayl**. Husmaan was a resourceful if superstitious warrior, with superb pathfinding skills. He was described as a slender man of medium height with coppery skin and white, sun scorched hair and goatee. He was a crack shot, and often carried a long-las into combat. When Eisenhorn destroyed **Prophaniti**'s host body on **Cadia**, it possessed Husmaan. Prophaniti wore Husmaan's body until it was eventually destroyed by Eisenhorn on **Farness Beta**.

Icarael
Human male. Imperial preacher who led a rebellion of the faithful against the apostate leaders of Salem Proctor, only to be executed as a false prophet by Inquisitor **Fyodor Karamazov**.

Icon of the Just
Potent artefact that incorporates a localised force field to protect the bearer. Gifted to members of the **Ordo Malleus** who have distinguished themselves in their service to the Emperor.



Icon of the Just

Idrish
A dialect of the Halo Stars, used by **Molotch**, **Orfeo Culzean** and **Leyla Slade** for private communication.

Immolator
Heavily armed battle tank designed exclusively for the **Adeptus Ministorum** and employed by the **Adepta Sororitas**.

Incinerator
Blessed weapon used by **daemonhunters**, fuelled with consecrated promethium, and sanctified with blessed oil, that are anathema to daemons and creatures of the warp.

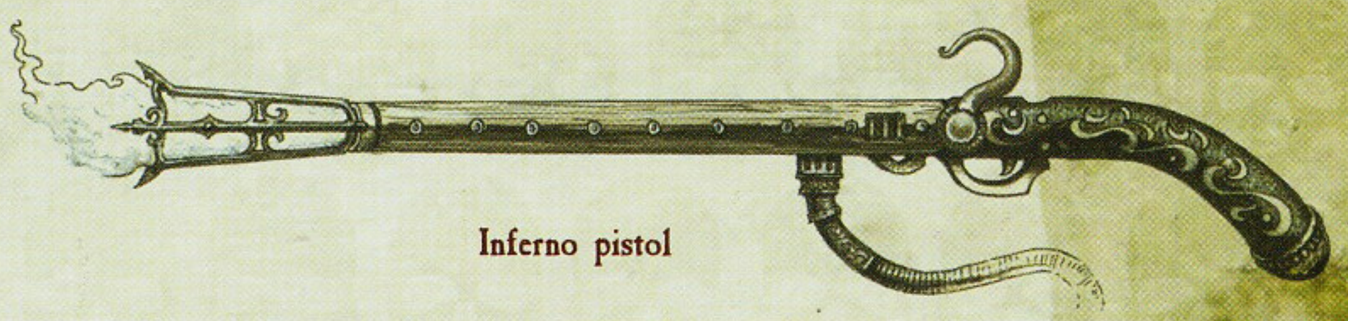
Incunabula
Also known as the **Brass Thief**, because of its metallic appearance – a figure of gold and smoking brass, wearing a high-crested helm.

An assassin creature from the warp utilised by **Orfeo Culzean** to hunt down **Jader Trice**. When awakened, this terrible creature needed to be fed immediately with a human sacrifice. It was summoned by a trigger orb, which looked like a small pyramid chased in gold and silver. The Brass Thief could fly, and was armed with a pair of **rhyming swords**. It stalked its prey relentlessly, and was able to absorb an almost infinite amount of damage.

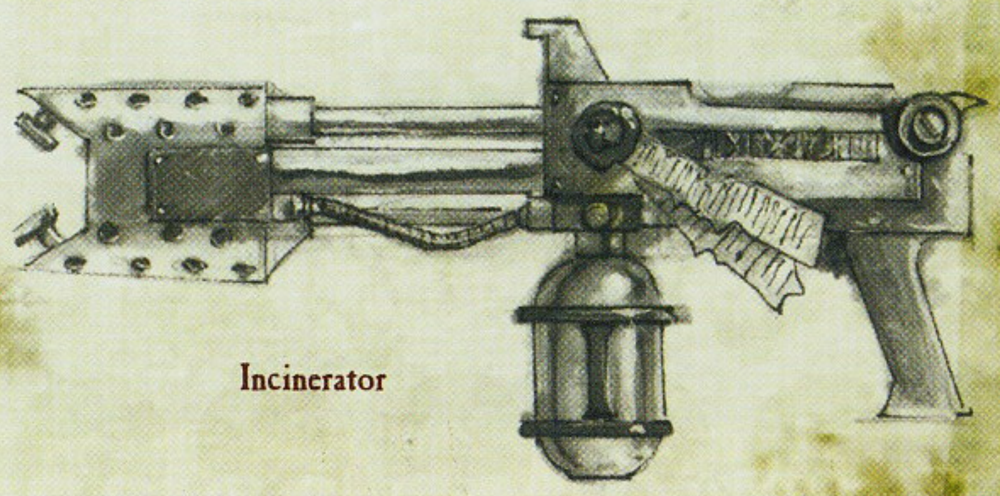
The services of a powerful psyker were required to guide the creature, or it could be directed using **Enuncia**. Given that the Brass Thief was virtually unstoppable, locating and killing the psyker who was guiding it was one of the surest ways to halt it.

With the sheer power of his mind, **Ravenor** was able to drive off the incunabula despatched to kill him by the **Secretists**.

Inferno Pistol
Artificer-made melta weapon granted to privileged members of the **Ordo Hereticus** and the **Adepta Sororitas**.



Inferno pistol



Incinerator

Interrogation, levels of

Though techniques vary widely, the essence of interrogation practice is set out in the Inquisition's **Rubric of Protocol**. Each of the various types and degrees of interrogation used by inquisitors is described as an Action.

First Action:
Verbal interview without duress

Second Action:
Verbal threat of and/or description of Actions that may follow

Third Action:
Light physical torture

Fourth Action:
Light physical torture and psychological manipulation

Fifth Action:
Psychic interrogation

Sixth Action:
Sensory and/or physical deprivation

Seventh Action:
Intensive psychic interrogation

Eighth Action:
Use of psycho-chemical drugs

Ninth Action:
Exact details not described, but two days of Ninth Action interrogation would probably kill an inquisitor.

Inquisitor Invixia Dannica
See Dannica, Invixia (page 25).

Inquisitor Lilith Abfequarn
See Abfequarn, Lilith (page 5).

Inquisitor Lord Karamazov
See Karamazov, Fyodor (page 54).

Inquisitor Lord Torquemada Coteaz
See Coteaz, Torquemada (page 20).

Inquisitorial Mandate
Document that lists the many penalties of failure, and the punishments to be meted out to those who falter in their duty to the Emperor.

Inquisitor Lords

Authority in the Inquisition is governed by two factors – reputation and influence. There is no formal organisational structure, nor system of ranks. Contacts and experience tend to hold sway in arguments with other members, as wisdom and weight of opinion count for much.

However, there is an upper stratum within the Inquisition and it is this higher echelon, inhabited by the inquisitor lords (also referred to as lord inquisitors or high inquisitors) that ensures integrity within the order is maintained. An inquisitor can only become a lord, and thus ascend to the higher tier of influence, by means of invitation. They must first be nominated by an existing lord inquisitor, and this nomination must be supported by two others. Once this formality has been observed they will be subsequently elevated in status.

Inquisitor lords have no domain, nor are they responsible for a specific part of the galaxy, rather this appointment is a reinforcement of that inquisitor's authority and power within the order.

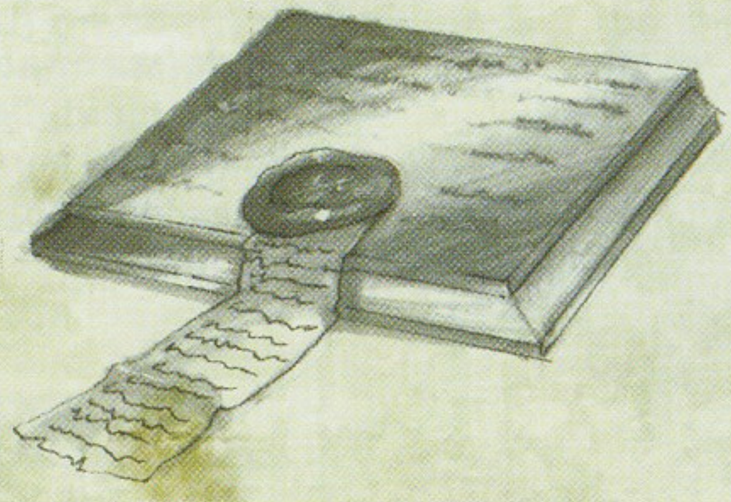
Inquisitorial Seal
The most precious badge of an inquisitor's rank, a mark of supreme authority and an object of awe. Most commonly red and gemlike in appearance; often worn on a ring or a brooch. Certain seals are known to contain code-breakers and command engrams allowing them to override mechanised systems such as locks or data encryptors.

Inshabel, Nathun
Human male. When first encountered by **Eisenhorn**, Inshabel was an **interrogator** under Inquisitor **Roban**. After Roban's death, Inshabel approached Eisenhorn with the information that **Lyko** had not killed **Esarhaddon** as believed. Inshabel became a part of Eisenhorn's team in the investigation against **Quixos**. Inshabel was later killed as part of the attack on Eisenhorn's network by **Vessorine** janissaries.

Insignium Valorus
Shoulder mounted shield on the armour of a **Grey Knight** depicting either the Space Marine's squad device or, for senior members of the Chapter, the Grey Knight's personal heraldry.

Isis IX
Administratum charter world in the Polaris subsector. Birthplace of the famed inquisitor, **Silas Hand**.

Interrogator
Inquisitorial rank below that of full inquisitor: usually a neophyte or trainee, in most instances one appointed to assist an inquisitor until such time as the inquisitor deems his neophyte to be ready for election to full rank and authority.



Inquisitorial Mandate

56-Izar
Planet. The centre of **saruthi** space. The remnants of **House Glaw** travelled there after the original copy of the **Necroteuch** was destroyed, in the hope of seizing the saruthi copy. It is there that **Eisenhorn** first encountered **Cherubael** in 240. M41. After the battle, the planet was subject to **exterminatus**.

Inquisitorial Henchmen or Warrior Bands

Inquisitors are powerful individuals, capable of incredible feats, but they are still only flesh and blood, and do not venture into the dark unaided. Often, an inquisitor will be accompanied by a trusted group of henchmen or a warrior band. As well as providing extra muscle in a fight, this entourage can perform a variety of useful tasks: acting as the inquisitor's eyes and ears, augmenting his psychic abilities and imparting useful information concerning heretics, witches and daemons, amongst a multitude of other duties. It is a brave or foolhardy inquisitor who battles the Ruinous Powers and all its perversions alone.

Astrotelepaths

Can use the warp to communicate over tremendous distances. Physically blind, they possess a sixth sense much keener than eyesight.

Warp Seer

Has the ability to use the time distortion of the warp to see into the future, in conjunction with the **Emperor's Tarot**.

Infil-traitor

An individual that has been mind scrubbed to resist psychic probing and interrogation. Once given a pre-designated trigger; a word or psychic impulse, the Infil-traitor will revert to an implanted personality and will be compelled to fulfil any mission ingrained on their subconscious as part of their mental conditioning.

Servo-skull

Drone devices created from the skulls of the pious servants of the Imperium. Fitted with anti-gravity devices, they can be used to harness small arms, close combat weapons, medical drugs or scanners.

Cherubim

Cybernetically or genetically enhanced familiar. Symbol of purity. Mentally linked to an inquisitor, enabling him or her to see and hear with the familiar's senses thus increasing awareness. They are also psychic-symbiotes and amplify psychic ability. A variation is the psyber-eagle or psyber-raven.

Psyber-eagle

See Cherubim.

Hierophant

A holy man with knowledge of the Emperor's catechisms. Pious and devout, their faith acts as a shield to bolster the inquisitor's own. The very presence of such individuals is often enough to repel daemons and instil resolve and purpose. A common hierophant is an **Ecclesiarchy** priest, but they are also known as castigators and exorcists, amongst other names.

Acolyte

An apprentice inquisitor given over to the tutulage of a more experienced member of the **Ordos**. Prior

to being accepted by a fully-fledged inquisitor, an acolyte must have trained in the field. The lowest rank of acolyte is the explicator, whose first task is to master torture and information extracting techniques. Only then will he be termed fit to earn the rank of **interrogator**, only one rank down from becoming a fully-fledged inquisitor.

Servitor

Cybernetically altered by the Adeptus Mechanicus to resemble machine more than man. They are essentially drones, programmed to perform a specific task or function. Inquisitors frequently employ combat servitors in their warbands. There are several types; those that specialise in hand-to-hand engagements and are armed with power claws, pneu-mattocks and the like, and gun servitors equipped with a variety of long-range heavy firepower.

Imperial Guard Veteran

Long-serving member of the Imperial Guard specifically requisitioned to fight alongside an inquisitor. Such an individual could come from any regiment but will always be a very experienced and proven warrior.

Autosavant

Non-combat henchman who is capable of storing, processing and accessing vast tracts of information, ever ready at the inquisitor's disposal. There are variations that, proficient at performing similar functions, are adept in certain specialities; a lexmechanic for example has greater knowledge of technology and vehicular proficiency, whereas a calculus logi is adept at calculating weapon trajectories and processing a variety of battlefield information and military tactics.

Sanctioned Psyker

Employed for their precognitive abilities, primarily by members of the **Ordo Malleus** and often by those who have no psychic abilities of their own, though not by **Monodominants**. **Daemonhunters** use sanctioned psykers to predict the appearance and location of daemons in order to pre-empt and prepare for them. They can also perform a number of other functions, such as advisors on the warp, seekers of daemonic or psychic activity, shields against psychic attack or in some instances, bait.

Sister Dialogous

Member of the **Order Dialogous**. Utilised by inquisitors to unlock ciphers, decrypt concealed references and communicate with requisitioned local planetary forces.

Crusader

Holy warriors that form an inquisitor's personal bodyguard. Most commonly found in the retinue of

an **Ordo Hereticus** inquisitor, such is their propensity to accompany Wars of Faith and track down apostate cardinals and the like, who are often the focus of such conflicts. They obey a strict martial tradition, armed with close-combat weapons such as power swords and suppression shields.

Penitent

Individuals who have been 'saved' from heresy and have returned to the Emperor's light. The penitent takes many forms, be they witch, bound psyker or pariah. Through purgation, excruciating soul shriving and other 'cleansing' methods such an individual can be deemed worthy to serve the Emperor once more and in doing so, try to atone for their previous sins and wrong-doing. Inquisitors use penitents as little more than psychic channelling devices to protect them from harmful psychic attack. This feat is only made possible by the powerful wards, blessed oils and rituals that the penitent is required to undergo. The experience of diverting harmful psychic attack is a

painful one, the penitent 'earthing' the dangerous magicks through their bodies and as such they are invariably masochistic individuals. As well as serving an inquisitor in this way, penitents can also be interred into such devices as **penitent engines,** or be subject to the process of **Arco-flagellation**.

Torturer

Possess in-depth knowledge of human anatomy, a talent put to use in extracting information from captured heretics by means of torture. Also capable of restoring tortured individuals back to health, only to begin the process anew. Also known as excoriators.

Sister Hospitaller

Member of the **Order Hospitaller**. They are often employed by **witch hunters** to keep subjects of interrogation alive until all useful information can be extracted, but are also used in a more conventional fashion to tend to injuries and heal wounds suffered by the inquisitor or one of his retinue.

Jaxon, Major

Human male. Grew up in the Schola Progenium on the shrine world of Harper's Point. Formerly a lieutenant in the 76th Thracian Gunners. Promoted to major. Uncovered a genestealer cult whilst under the command of Colonel Kayter on the lost world of Bryce. Kayter was in league with the aliens, acting as the magus of the cult. Jaxton, with men still loyal to the Emperor, destroyed Kayter and the patriarch of the brood.

Following a bout of internecine conflict between the remaining cultists and the loyal Thracians, the Inquisition was called to investigate. Inquisitor Vorne, recognising that the world had been irrevocably tainted, ordered **exterminatus** but not before he recruited Jaxon into his retinue following psychic interrogation. Jaxon was the only survivor.

Jeganda

Star system in the **Helican subsector**, dominated by an immense, ringed gas giant. Jeganda has no habitable worlds, but a consortium of trade guilds and Navigator Houses maintain a small space station there. Jeganda was the scene of a savage confrontation between Inquisitors **Eisenhorn**, **Heldane** and **Osma** and their agents, resulting in many deaths and the destruction of the *Essene*.

Jehialia

Human female. **Living Saint** of Khandis V. Her records were sealed by a powerful **Thorian** faction of the Inquisition.

Judgement

Planet. Location classified. One the strongholds of the Inquisition.

Judge Traggat

Human male. Puritan, hard-line **Adeptus Arbites** judge. Famed for the maxim, 'Innocence Means Nothing'.

Justicar

Rank of the **Grey Knights** Chapter, above Grey Knight. Unlike the lower ranks, Justicars are permitted to wear their own personal heraldry.

Juvenat

Juvenat treatments extend a person's age well beyond its normal span. Needless to say, it is an expensive procedure, well beyond the reach of common men. Powerful servants of the Imperium, such as high-ranking inquisitors, often make use of juvenat treatments to prolong their usefulness in the fight against evil. Prolonged juvenat treatments bring a distinctively waxy, unhealthy appearance.

Kabal of the Fell Witch

Dark eldar cult that sent a haemonculus to witness **Beldame Sadia's** practices.

Katherine

Human female. **Sister of Battle** and leader of the **Order of the Fiery Heart**. Became a **Living Saint**. Murdered by the Witch-cult of Mnestteus, an act that prompted the renaming of her Order to the **Order of Our Martyred Lady**, in her honour.

KCX-1288

Star system, deep in **saruthi** space. At the time of **Eisenhorn's** visit, the entire system was self-destructing, its ancient star beginning to lose its cohesion. The system was strewn with debris, asteroids and clouds of deadly radiation. The third largest planet in the system was being used by the traitorous forces under **Oberon Glaw** as a meeting place for the saruthi. The planet was as ruined as the rest of the system. A gaping wound in its crust led to an entry into the **Tetrascape** where the traitors rendezvoused with the saruthi. It was here that Eisenhorn and his group managed to destroy the Terran copy of the **Necroteuch**, alongside **Mandragore** and **Oberon Glaw**.

Keener, Saul

Human male. An unsanctioned psyker, resident on **Eustis Majoris** around 403. Short, podgy; an obsessive compulsive. He was used by **Orfeo Culzean** to guide the **Incunabula** assassin, but had his mind burned out by his opponents' psychic counterattack.

Kessel

Human male. Inquisitor. Radical. Declared Excommunicate Traitoris. Ex-**daemonhost**. Freed from the custody of **Witch Hunter Tyrus** by the intervention of Inquisitor **Lichenstein**. Spoke at the Conclave of Eidolon about the menace of the Star Gods.

Khanjar the Sharp

An alias used by **Pontius Glaw** between his escape from **Geard Bure** and his destruction by Inquisitor **Eisenhorn**.

Kharnagar (the Deathly)

Daemon defeated by **Quixos** and bound into an unholy sword. Described as having a taloned edge, the blade is gnarled, knotted and covered in baleful runes.

Khoriv, Josef

Human male. Schola Progenium drill abbot. Has a bionic left ear. Formerly an officer in the Imperial Navy. Helped rescue Cardinal Symien of Ophelia from ork pirates, for which he was transferred to the Schola Progenium habitat orbiting Golian. It was during his tenure at Golian that Josef uncovered a genestealer cult and led the purge to rid the station of it. Following this, he was recruited by Inquisitor **Covenant**.

Josef Khoriv

Kieras, Ferdan

Human male. **Ordo Xenos interrogator**. Former pupil of Inquisitor **Czevak**.

Kill-team

Primary organisational unit of the **Deathwatch**.

Kindred Youth Scholam

An orphanage on **Sameter**, from which **Patience Kys** was recruited by Inquisitor **Ravenor**. The scholam was investigated by Ravenor in the late 309s.M41 while pursuing the whereabouts of **Zygmunt Molotch**. Ravenor's investigations revealed the scholam was a front, whose children were used in sadistic and lucrative entertainments, or sold into slavery.

Kinebrach Oculous

The kinebrach are rumoured to be an ancient xenos race. This device consists of a head brace, with coloured lenses attached that fit over the wearer's eyes. Looking through the oculous is like looking through a kaleidoscope, but instead of colours, it shows patterns of truth. If a human being were to look through this device, their mind would be horribly affected.

Kinsky, Lomer

Human male. Psyker. Slender, beard, tied-back black hair. Face lean, hard-set, dangerous.

Kinsky was a psyker of terrifying power, encountered by **Gideon Ravenor** on **Eustis Majoris**, while pursuing his investigation into **flects**. Allegedly working for the Ministry of Subsector Trade, Kinsky actually answered to a far more sinister master.

Kinsky met a well-deserved end, killed by **Wystan Frauka**, as Ravenor's team tightened the noose on the criminals responsible for the flect trade.

Koi, Eleena

Human female. Member of the **Distaff**. At the time of **Eisenhorn's** return from the confrontation with **Fayde Thuring**, Koi was twenty-five, only recently employed by the Distaff, and attending **Spaeton House** to receive indoctrination. Tall and thin, she was often nervous around Eisenhorn. She was one of the few survivors of the massacre at Spaeton House.

She accompanied Eisenhorn on his journey to **Crezia Berschilde**, and the subsequent journey on the **Trans-Atenate Express**.

An acquaintance/colleague of Inquisitor **Gideon Ravenor**, she perished on Majeskus in 395.M41.

Krashrak the Stalker

Alien. Bounty hunter. Viskeon: an ectothermic race that absorb heat from their environment. His home world and entire civilisation were destroyed by tyranids, whilst Krashrak was offworld plying his trade as a mercenary, when Hive Fleet Kraken was deviated off course by events set in motion by the eldar farseer Eldrad Ulthran.

Krashrak came from a proud warrior culture that believed in fighting opponents face-to-face and hand-to-hand. Earned the nickname the 'Stalker', due to his predilection for tracking enemies at night as his ectothermic metabolism meant he was more proficient in cooler temperatures. When augmented by the sedative **chlorintone**, Krashrak was able to stay still for many days, making him the perfect stalker.

His abilities soon earned the attention of Inquisitor **Lichenstein** with whom Krashrak was gainfully employed.

Krieger 'Krash' Thrax

Human male. Formerly enlisted as the bodyguard of a tech-smuggler, but when caught by a Skittari patrol on Gryphonne IV was sentenced to become a chrono-gladiator.

Kroot

Alien. Bird-like humanoids most often employed by the tau, but can be found across the Imperium acting as bounty hunters and mercenaries for hire. They are a little taller than humans, with avian heads and beaks. In battle, they are astonishingly fast, and quite savage.

Kryptman

Human male. Inquisitor of the **Ordo Xenos**. Known as the 'Hero of the Macharian Heresy'. First member of the Inquisition to recognise the galactic threat of the tyranids from information contained on a data-slate recovered from the barren, former Imperial world of Tyran. Kryptman was an authority on these life forms and fought in all three of the Tyrannic Wars against Hive Fleets Behemoth, Kraken and Leviathan.

Ku'kud

A psychic thorn bush found on the planet Rahjez.

Kyband

Human male. Favoured associate of **Zygmunt Molotch**.

Kyro, Ludovic

Human male. A **Cognitae** schooled heretic wanted on five worlds. Masquerading as one **Berto Cyrus**, Ludovic ran an orphanage on the planet **Sameter** from which he supplied the unscrupulous with children and young adults.

Kys, Patience

See Patience Kys (page 66).

Kys, Patience

Karamazov, Fyodor

'There is no such thing as a plea of innocence in my court. A plea of innocence is guilty of wasting my time. Guilty.'

– Inquisitor Lord Fyodor Karamazov

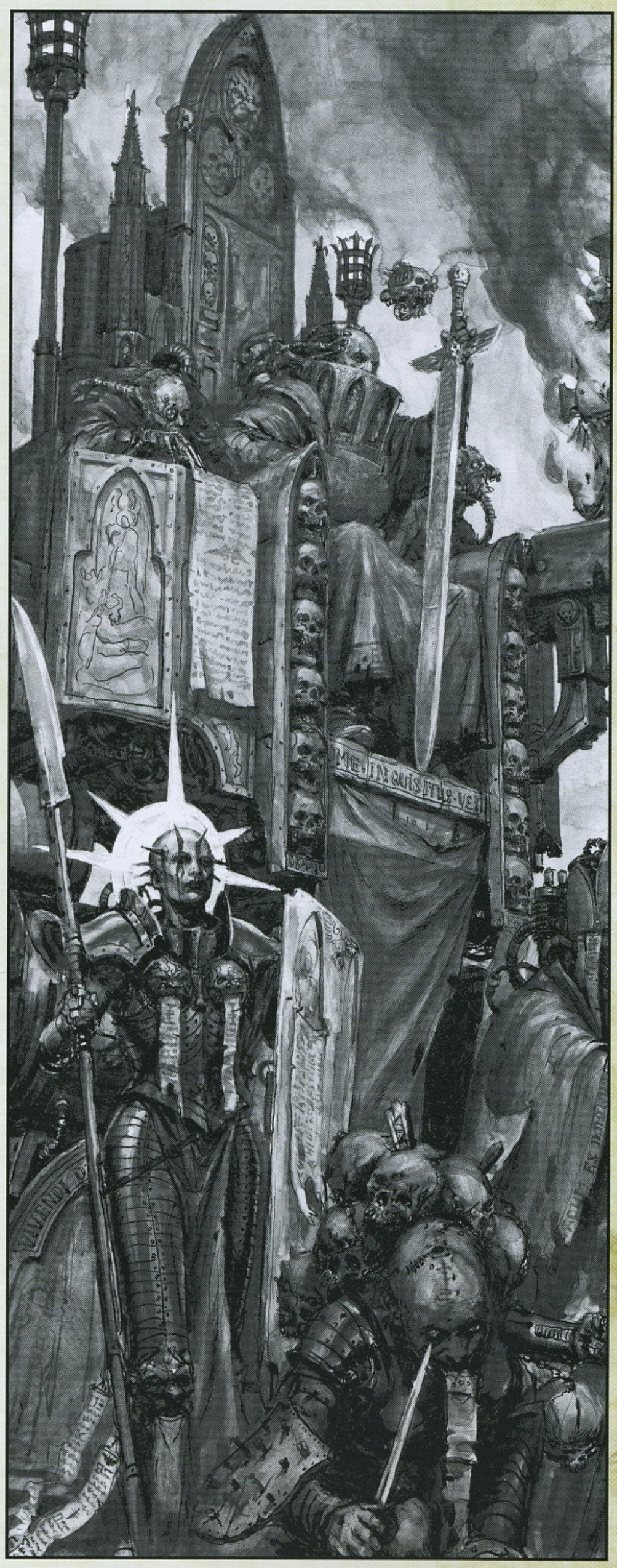
Human male. Inquisitor lord of the **Ordo Hereticus** and staunch **Amalathian**. Karamazov was a hard-line Puritan and dedicated exponent of the teachings of **Judge Traggat**. His merciless, unflinching methodology in pursuing, judging and ultimately, executing purveyors of witchcraft and heresy was well known, and criticised in certain Inquisitorial factions. This bloody-minded, vengeful viewpoint has earned the ire of both the **Ecclesiarchy** and the **Thorian** faction of the Inquisition, in particular with reference to Karamazov's actions on Salem Proctor, the very act through which he earned the honorific Pyrophant Judge of Salem Proctor.

Karamazov went into battle and passed judgement on all the heretics in his custody on the Throne of Judgement. Discovered buried in the Crypts of Abraxras, this ancient artefact was reinvigorated and presented to Karamazov upon his ascension to inquisitor lord. Incorporating a lexmechanic to notarise the inquisitor's verdicts and an implanted execution array to carry them out, the Throne was a potent weapon of war as well as a conveyance for Karamazov's retinue of henchmen.

The Incident at Salem Proctor

One of Karamazov's most famous exploits occurred on the world of Salem Proctor in 945.M41. Karamazov arrived on the planet with the full backing of an Imperial fleet and two orders of **Adepta Sororitas** to depose an apostate cardinal who had broken faith with the Ecclesiarchy, only to find a revolt against the traitor already in progress, instigated by a lowly preacher named **Icarael**.

Much to the chagrin of the Thorians, who believed Icarael to be a potential vessel for the reincarnation of the Emperor (*see Inquisitorial Factions – Thorians page 36*), Karamazov arrested the preacher and took him to the Inquisition fortress of **Severian**, where he was tortured, tried and eventually pronounced a traitor. Karamazov declared the preacher a false prophet and immolated him, afterwards sending the ashes for interment. This incident resulted in the Ecclesiarchy calling for Karamazov's arrest and execution, voiced in particular by Ecclesiarch Decius XXIII. However, following the discovery of a Chaos taint on Salem Proctor found in the followers of Icarael, Karamzaov's vindication was assured. The enmity between the Pyrophant Judge and the Ecclesiarchy and the Thorians was not so easy to expunge, and remains to this day.



REPENTIA

Puritans and Radicals

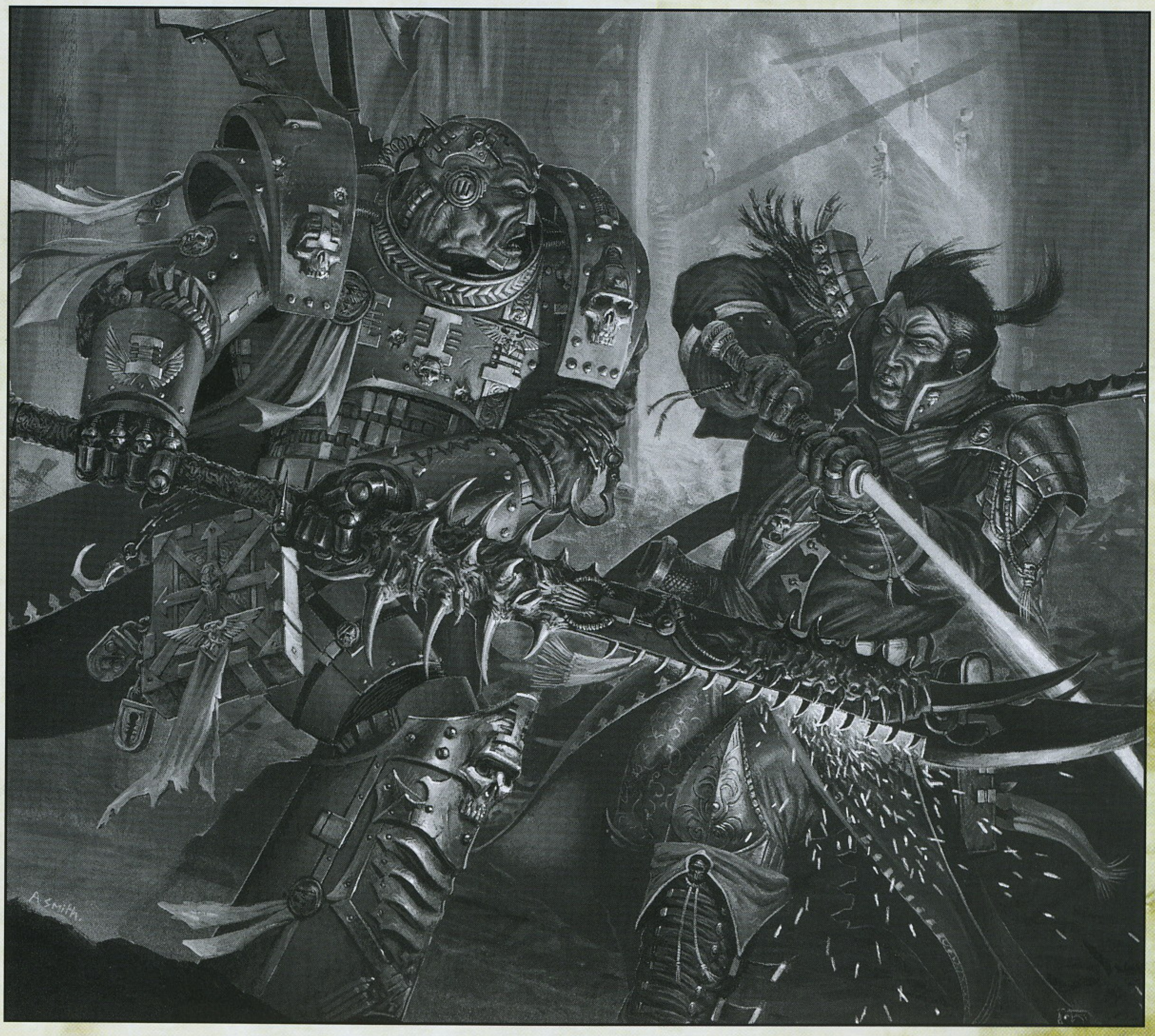
There are two distinct groups, or broad schools of thought, within the Inquisition. They are opposing viewpoints, and under the auspice of these broad belief structures are further factional derivations. They are called the Puritan and the Radical, and the division between the two has long been a source of discontent and even bloodshed within the organisation.

Puritans

Puritans are traditionalists. They uphold all of the values taught by the Ministorum that form the very nexus of the Imperial Creed. They are the holiest of the defenders of humanity and believed to be beyond reproach. Their methods are always to the letter of established Imperial law and Inquisitorial practices as laid down by the Emperor, so many years ago. Puritans are the incorruptible, the devout and vengeful agents of order and righteousness that purge the daemon, the witch, the heretic and the alien without consideration or mercy. Their very presence is enough to make daemons quail and witches cower. They are the light in the darkness, intolerant and possessed of the utmost surety of their faith in the Emperor.

Radicals

For the Radical, 'The End Justifies the Means' is one tenet they closely identify with. They belong to the school of thought that sees the potential, even the



need, for deviation from the Emperor's divine teachings, in order to better protect humanity from the predations of Chaos and the alien.

Radicals are very much in a minority within the **Ordos**, and they are not above utilising the tools of the Enemy against it to effect their goals, firm in the belief that use of heretical artefacts and even trafficking with sorcerers and daemons can lead to a better understanding of the threats that face the Imperium, and thus be better equipped to deal with them. The path of the Radical is fraught with risk, not least from persecution by their Puritan brethren, who see such inquisitors as no better than the daemons and witches they purge as part of their duty to the Emperor. For the Radical, though, corruption is the ever-present and very real danger they face, where a moment of doubt or lack of vigilance could result in their very soul being forfeit.

Landspar
A psi-inert stone found on **Eustis Majoris**.

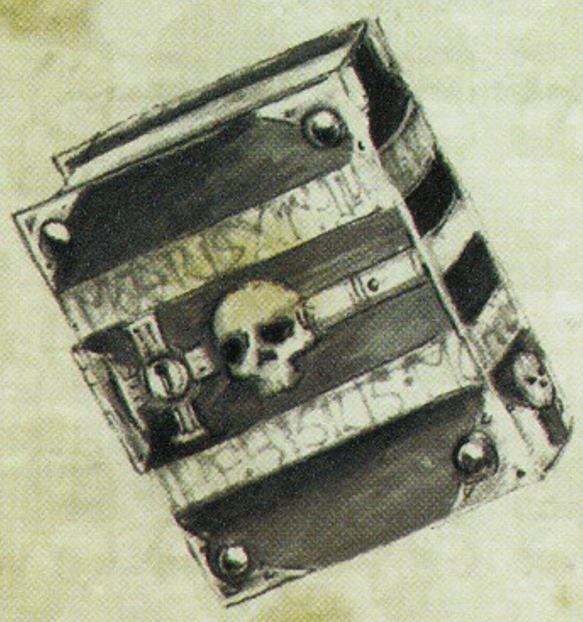
Laredian
Human male. Inquisitor lord of the **Ordo Malleus** and former High Proctor of the Formosa sector. Discovered a daemon bound crystal during a cult purge and presented it to the Conclave of Varoth. For this act he was declared **Extremis Diabolus** by Inquisitor Lord **Torquemada Coteaz**, who proved that Laredian was a traitor, and executed him, firing his ashes into a star.

Lady Jena Orechiel
See Orechiel, Jena (page 65).

Lethe Eleven
Planet in the **Helican subsector,** the scene of Inquisitor **Eisenhorn's** final confrontation with **Beldame Sadia.** Lethe Eleven is notable for its binary suns that leave the planet with no true diurnal cycle. Actual night is rare, taking the form of rare weeks-long periods of darkness known as 'Darknight', which are celebrated with wild street revels.

Lho
Mild narcotic, either smoked or ingested by the user.

Liber Heresius
Hereticus tome carried by inquisitors across the galaxy, containing the wisdom of thousands of **witch hunters** in order that they be better able to understand the machinations of the enemy to track and apprehend them more efficiently.



Liber Heresius

Liber Daemonica
Book carried by each of the **Grey Knights** in a ceramite case on their breastplates. It contains the Chapter's sacred rites of battle and the cardinal tenets of lore taken from the **Librarium Demonica**.

Librarium Daemonica
Repository of all the lore and understanding gleaned by the **Grey Knights** in the fighting of daemons and servants of Chaos. The Librarium is massive and kept secure and protected at the fortress monastery of the **Grey Knights** on **Titan**.

Lichenstein
Human male. **Ordo Xenos** inquisitor. **Xanthite**. Declared Excommunicate Traitoris 998.M41 and pursued across the galaxy by **Witch Hunter Tyrus**. Obsessed with the artefact the **Librarium Heresius**, with which he freed the daemon, **Pharaa'gueotla**, bound on Karis Cephalon. Goes by the false name of **Thravian Flast**. The acolyte, **Chridios**, serves as one of his henchmen.

Limiter
A device worn by **untouchables** to nullify their psychic dulling effect. It is even possible to inject a cocktail of drugs into a psyker's bloodstream that has a similar, albeit temporary, effect.

Lith
Sentient crystalline entity, found under the surface of **Cinchare**. It was described as a perfect dodecahedron, four metres across, coloured dark green. It was tainted by Chaos.

Pieces of the Lith had been implanted by the remaining survivors on Cinchare, immediately indoctrinating them into its cause. It was eventually annihilated by **Eisenhorn** using a sonic weapon to destroy its internal structure. A piece of the Lith was incorporated by Magos **Bure** into Eisenhorn's rune-staff.

Litoge Whip
Eight metres of thin, coiling, sentient iron. A vile weapon, undoubtedly of xeno-manufacture.

Living Saint
Exceptionally rare proclamation given to the greatest heroes of the **Ecclesiarchy**. Living Saints are avenging angels, terrible and wondrous to witness, such is their incredible power and utter purity. Infused with such energy, the Living Saint does not last long, effectively martyred at the time of her ascension.

Locke, Gorgone
Human male. Wealthy rogue trader first encountered by Inquisitor **Eisenhorn** at a banquet at the **Glaw** family home. Locke was tall, with hooded, sunken eyes, long red hair and a jutting silver chin. Locke trained under the **strousii** to use one of their neurological scourges, which he employed to torture Eisenhorn, causing severe neurological damage. Locke was an extremely sadistic individual; he once killed one of the miners on **Damask** with a rock-saw for damaging one of the **saruthi** artefacts he was unearthing.

Locke worked as an agent for the Glaw family, and it was he who first discovered that the saruthi held a copy of the **Necroteuch**. Locke died on **56-Izar,** crushed beneath a block of falling masonry released by Eisenhorn.

Loki
World in the **Scarus sector**, chilly and inhospitable. Loki is famous for the toughness of its people, who are known across the sector as tenacious soldiers and relentless bounty hunters.

Lord Antigonus Balorodin, Expulgator of Thoth Prime
Human male. **Ordo Xenos** inquisitor. **Thorian** of the **Anomolian** creed. Born on the hive world of Polyphemia II. Became a lieutenant in the Polyphemian army. Following the invasion of the agri-world Dacemon by orks, a tithing of four hundred thousand troops requested by the Departmento Munitorum, including Antigonus, was sent to the stricken world in an effort to re-conquer it.

Following the incident at Dacemon, during which an investigation was conducted by Inquisitor Brek, Antigonus distinguished himself, Antigonus joined Brek's retinue and they left Dacemon together. Following several years in Brek's charge, Antigonus requested to join Inquisitor Lord Tawb-Shiba, intrigued by the inquisitor's Thorian beliefs. Brek honoured his request gladly.

Antigonus parted company with Tawb-Shiba in 945.M41. Of his many

achievements, most notable was the creation of the **Soulwatcher Helm** during the Expulgation of Thoth Prime.

Lord Vandire

See Vandire, Goge (page 91).

Lord Varlak

'Curses! Just when you've finally managed to bring the whole world under your evil influence some pathetic little inquisitor goes whining off to the Adeptus Terra about rogue psykers and daemonic possession. I mean, do I look possessed? Well, do I? DO I???'

– Personal log of Lord Varlak, 995.M41

Human male. Rogue psyker and daemonically possessed heretic whose lies brought the entire planet of Korsk II under his sway. So-called 'The Evil Lord Varlak', he began his career as a corporal in the private forces of the Voss Cartel during the 24th Meridian War. Following the disastrous bankruptcy of the cartel, Varlak fled the city of Voss and joined an obscure sect, devotees of the Emperor Mortified. It was at this point that Varlak returned from the wilderness and began spouting extreme and heretical dogma to the populace of Korsk II. Support grew for Varlak at an exponential rate, for – though unknown at the time – he possessed powerful abilities of psychic persuasion to augment his fiery oratory. Soon he had virtually the entire planet beholden to his will.

The danger posed by Varlak was recognised by Inquisitor **Marcus** who was only present on the planet through a piece of good fortune. He mobilised forces of the **Adeptus Astartes** to bring about an end to Varlak's megalomaniacal reign as self-proclaimed 'World-Autarch' and apostate cardinal. Unable to face such forces, even with the military of the entire planet at his command, Varlak fled but was finally destroyed in a Land Speeder attack. However, subsequent reports suggest he may have used his powers to convince his pursuers that he was killed, and then escaped.

Lorr, Gideon

Human male. **Ordo Hereticus** inquisitor. **Monodominant**. Operates in the pilgrim routes of Segmentum Pacificus, specifically the space lanes between Chiros and Macharia. Noted as a vehemently Puritanical inquisitor, even amongst those of the Monodominant faction. In particular is Lorr's intolerance of psykers, and to date he has executed over a hundred astropaths. This dogma has resulted in direct confrontation with a number of sanctioned Imperial organisations, not least other members of the Inquisition.

Lowink

Human male. Astropath serving **Eisenhorn** at the time of the affair of the **Necroteuch**. He had a lazy, half-hooded eye. Lowink died during the disastrous **auto-seance** on **Girolamo Malahite**, his mind annihilated by the warp's assault on Eisenhorn and **Voke**. His body survived as a mindless husk but soon faded away.

Loxatl

Alien. Grey-skinned, non-human quadruped, slightly amphibian in appearance. Extremely fast, their principal weapons are dew-claws that also enable them to cling and run across any surface. Their natural habitat is water, and their sight, smell and hearing are poor in any other environs, relying upon a powerful sense of taste and vibration to home in on prey. Use a ranged weapon, called a flechette blaster, mounted on a mechanical armature. They communicate by scent and altering skin pattern.

Lucia

Human female. **Sister of Battle** and leader of the **Order of the Valorous Heart**. Became a **Living Saint**.

Loxatl

Lugenbrau, Hetris

Human male. Inquisitor. Former pupil of Pavel Uet. He was lost on **Maginor**, he and his large warband defeated by **Quixos**.

Lynta

Human female. A one-time associate of **Zygmunt Molotch**.

Lyko

Human male. Inquisitor. Working alongside Inquisitors **Voke** and **Heldane** he captured the thirty-three rogue psykers on **Dolsene**. He appeared to kill **Esarhaddon** on **Thracian Primaris**, but investigations by **Inshabel** revealed that he had killed a double. Lyko had smuggled Esarhaddon off-world to **Eechan** where he would be handed over to **Cherubael**. Lyko was killed by Cherubael before he could reveal his secrets to **Eisenhorn**.

'Lucky Space'

A wild and dangerous area of space on the rimward edge of the **Angelus subsector**, rumoured to harbour pirates, dark kin, death worlds, and more. Originally known as the Vincies subsector, it was for thousands of years a prosperous region, until a warp storm engulfed many of its component systems, including the capital planet, **Spica Maximal**.

Maginor

Planet. Capital of the Niaides subsector, Viceroy sector, Ultima Segmentum. Inquisitor **Quixos** travelled here to investigate a cartel known as the **Mystic Path**. Inquisitor **Lugenbrau** and his team vanished while investigating on the planet in 239.M41.

Magos Delphan Gruss

See Gruss, Delphan (page 40).

Majeskus

Planet in the **Angelus subsector**. In the year 395.M41 Majeskus was the scene of a catastrophic defeat for **Gideon Ravenor** and his team at the hands of **Zygmunt Molotch**. The clash, which took place aboard Ravenor's chartered ship *Hinterlight*, cost the lives of his agents **Will Tallowhand, Eleena Koi** and **Norah Santjack**.

Malahite, Girolamo

Human male. An archaeoxenologist, and associate of the **Glaw** family. Described as having watery blue eyes, he was a known **Obscura** smoker. He was identified by Tymas Rhizor as being the chief of surveyors and engineers on **Damask**. Malahite was captured by **Eisenhorn** following the battle on **KCX-1288**, with the intention of interrogation. **Molitor** and his team went behind Eisenhorn's back and interrogated Malahite, killing him in the process. Malahite was placed in stasis and an **auto-seance** was arranged to try and access his mind. He revealed some of the secrets of the **saruthi** and the **Necroteuch** to Eisenhorn and **Voke**, though this was an attempt to waste time while his physical remains were used as a conduit for the manifestation of a warp entity.

Malicant

Human male. **Redemptionist** fanatic. Brought up at the Temple of **Redemption** on Ghastri IV. He is part of **Witch Hunter Tyrus**'s retinue, having joined the **Hereticus** inquisitor during the Treachery of Hanuchek, which all but annihilated Malicant's followers.

Malich

Human male. **Hereticus** inquisitor. One of the few inquisitors to be granted an **inferno pistol** wrought by the Master Artificer Ernst Heckler in M38.

Malinter

Planet in the **Angelus subsector**, described as a waste-world. It was here that **Ravenor** and **Eisenhorn** confronted members of the **Divine Fratery**.

Malleus

Major order of the Inquisition.

See Ordos of the Inquisition (page 10).

Malovich

Human male. Ordo **Hereticus** investigator. Malovich does not possess the full powers of an inquisitor. Served as an acolyte of Inquisitor **Scarn** on Karis Cephalon. Killed the governor of Karis Cephalon for instigating a planet-wide mutant pogrom, designed as a mass sacrifice to Chaos.

Malus Codicium

Forbidden book, containing considerable information about the nature of the warp, especially the creation (and banishment) of **daemonhosts**. Inquisitor **Quixos** learned many of his foulest secrets from this work. Until discovered by Quixos, its resting place was in the Library of Othella on Zandrini Prime. When **Eisenhorn** slew Quixos, he kept the *Malus Codicium* for himself, though he officially reported it as missing. Using the book, he learned about binding daemonhosts, which led him to recapture **Cherubael** after the daemonhost was released from Quixos's service.

Unlike the **Necroteuch**, the *Malus Codicium* has no palpable taint – making it all the more seductive. It was the knowledge gained from this book and from **Pontius Glaw** that ultimately set Eisenhorn onto the path of the Radical. As well as the control of daemonhosts, he learned how to create warp vortices and how to puppeteer bodies.

Mandragore

Chaos Space Marine of the Emperor's Children Legion. He acted as representative for his Legion to the **Glaw** family during the affair of the **Necroteuch**. Mandragore was killed by **Eisenhorn** on **KCX-1288**.

Devotee Malicant

Mantle of Ophelia

Mantle of Ophelia

Badge of office for high-ranking members of the **Adepta Sororitas**.

Marchant

Human male. **Ordo Malleus** inquisitor lord. Psyker. Marchant was once possessed by a daemon, but purged the warp entity from his body through fire and pain. This incident left him hideously deformed, scarred down the left side, his movements governed entirely by a brass exoskeleton.

Marcus

Human male. Inquisitor of the Ordo **Hereticus**. It was through the actions of Marcus that the apostate cardinal, **Lord Varlak** was discovered and eventually destroyed.

Martyrs of Thor

Imperial suicide cult located on the world of San Sebastian in the early 38th millennium. They believed they were descended from Saint **Sebastian Thor**.

Mastik, Phant

Human male. Mutant encountered by **Eisenhorn** on **Eechan**. Massively obese, with wrinkled flesh and enlarged features, he had large, fan-like ears and a drooping trunk of a nose. Unable to speak properly because of his mutations, he used an implanted vox unit.

Mastik was the middleman for the sale of the heretic psyker **Esarhaddon**. He died during the firefight that ensued when **Cherubael** revealed itself.

Mathuin, Zeph

Human male. Former licensed bounty hunter and later agent for Inquisitor **Ravenor**. Tall, dark-skinned, with ropes of tightly braided, beaded hair, augmetic eyes and an augmetic left arm. Mathuin could detach the hand and use the augmetic collar on the wrist-stump to connect into other equipment, most commonly a powerful rotator-cannon he carried slung over his shoulder. Ravenor valued him highly for his combat abilities and because his psyche was highly receptive to **waring**.

Mathuin was always elusive about the details of his past. He joined Ravenor's team in 398.M41, and stayed with him for several years, while the inquisitor was investigating the **flect** trade and the plot to recreate **Enuncia**. He lost his life in 403, protecting Ravenor from the **Incunabula**.

Maxilla, Tobias

Human male. Master of the sprint trader *Essene*. Like many ships' masters, Maxilla dressed ostentatiously. As part of his copious wardrobe he wore a number of large rings – actually digital weaponry. Maxilla's body was bionic from the chest down.

A charming individual, full of conversation and exquisite tastes, Maxilla became an ally of **Eisenhorn** through a combination of wanting to assist the Inquisition and a deep-felt yearning for adventure. The mundanity of his regular trade perhaps drove him to take risks and become involved in riskier enterprises. Maxilla yearned for the 'halcyon days of space-faring'.

Eisenhorn first hired Maxilla's services to travel from **Hubris** to **Gudrun** in 240.M41 while investigating a lead from the final confrontation with **Eyclone**. Maxilla acted as Eisenhorn's ally from this time until he was slain by **Heldane** following Eisenhorn's betrayal by **Fischig**.

Menderef, Laslo

Human male. Inquisitor of the **Ordo Hereticus**. Slender, with thin brown hair in a widow's peak. Described as a native of lowland Sancour, he was of the **Isstvanian** faction. Noted for poor bodily hygiene, he was one of the team sent to take part in the trials on **Dorsay** in 386.M41. Recognised as an effective and incisive **interrogator**, he was later known as Menderef the Grievous.

Mentator, Tarkos

Human male. Savant in the employ of Inquisitor **Myzard**. Old, walked with a cane.

Mergent Worlds

A clutch of dead systems at the edge of '**Lucky Space**'. Tainted by the warp, they are prohibited by the Inquisition; an interdiction that is enforced by **Battlefleet Scarus**. However, this just serves to make them even more attractive to heretics and criminals, who scour the world for tech-salvage.

Messina

Planet in the **Helican subsector**. Inquisitor **Eisenhorn** received a graft for his lost hand here, and it is where he first met **Crezia Berschilde**.

Microbead

A miniaturised vox-link and tracking device, etc..

Mina

Human female. **Sister of Battle**. The **Order of the Bloody Rose** was founded in her honour.

Ministry of Subsector Trade

Arm of the **Angelus subsector** government established by Lord Governor **Oska Ludolf Barazan** in the early 400s of M41, with the declared aim of shaking up the stagnant subsector bureaucracy. To all intents and purposes, the Ministry appeared to be a fine, upstanding institution until Inquisitor **Ravenor**'s investigation of the **flect** trade revealed it to be utterly corrupt, part of a cover for **Contract Thirteen**'s operation bringing back tainted tech-salvage – codifiers and calculating engines – from the **Mergent Worlds**. The aim of this activity was to produce a working grammar for **Enuncia**.

Minodoya, Teodor

Human male. Navigator. Third heir apparent of the Noble Navigator house of Minodoya. Served on the naval vessel *Scalermo's Hammer*. Protected by a bodyguard: **Aberic Brawden**. Following his expert guidance of the *Hammer* back to his home world of **Cadia**, after an attack by Chaos raiders, he was given Free Charter to lease his services to whom-so-ever he pleased. As well as a Navigator, Teodor was also a mutant, his skin covered in hardened patches that resembled scales.

Miquol

An island on the world of **Durer** in the **Ophidian subsector**, the site of a disused PDF listening post. Forces

of the Archenemy concealed several corrupted Titans there after the victory of the **Ophidian Campaign**, one of which was reactivated by **Fayde Thuring** and his co-conspirators and subsequently destroyed by **Cherubael**.

Mirror of Smoke, The

One of **Gideon Ravenor's** early works, dealing with humanity's interaction with the warp.

Miserimus House

A house in Petropolis rented by Inquisitor **Ravenor** and his team in 403.M41 while investigating corruption on the planet **Eustis Majoris**.

Mission

The smallest organisational unit of the **Adepta Sororitas**. Assembled to achieve a specific objective.

M'kachen

Greater daemon of Tzeentch and archnemesis of the **Grey Knight, Brother-Captain Stern**.

M'kachen

Molitor, Konrad

Human male. Inquisitor. An ultra-Radical of the **Xanthite** faction and secret conspirator in the affair of the **Necroteuch**. An athletic man with black, tonsured hair and a reedy voice, Molitor affected the dress of an early Imperial warrior-monk, as did his agents.

Molitor ostensibly became involved with the Necroteuch affair to further the Inquisition's knowledge of its enemies, and attempted to accuse Inquisitor **Eisenhorn** of heresy for burning the translated Necroteuch, citing just that reason. In fact he was an agent of the renegade **Quixos** whose goal was to secure the Necroteuch for his master. Molitor revealed his agenda on **56-Izar**, attempting to steal the **saruthi** version of the book before he was injured by **Alizebeth Bequin** and then executed by Eisenhorn.

Molotch, Zygmunt

'Know, doctor, my basic tenet is that nothing is forbidden. Zygmunt Molotch has lived his life by that philosophy.'

– Zygmunt Molotch, 397.M41

Human male. For decades, this **Cognitae** trained recidivist had been responsible for spreading a plague of evil through the **Scarus sector**. He was the arch nemesis of Inquisitor **Ravenor**.

Molotch's Cognitae trained abilities made him a profoundly formidable opponent. He was a planner, a thinker, and possessed great deductive logic. He had a stable of verbal, mental and physical 'tricks' that he used to outwit and defeat his opponents. Many were obviously Cognitae, but some appeared to be of his own unique devising.

Over the years, Molotch had studied daemonology, and understood the basics of gate and portal rituals. It was this knowledge that enables him to work with Gideon Ravenor to confront the daemon **Slyte** in 404.M41.

In 336.M41 Molotch was nearly captured by **Eisenhorn**'s agents on the outworld, **Sleef**. Along with other members of the Cognitae, he had been trying to capture voices from the warp with heretical devices called **gnosis engines**. He leapt into a plasma vent to evade capture, and was believed dead until his subsequent reappearance in the late 390s.

In 397, he was intercepted by Ravenor's agents on the planet Zenta Malhyde, where he was conducting archaeological investigations into the forbidden tongue of **Enuncia**. He was believed eliminated when his flier was destroyed in mid-flight.

Molotch later resurfaced, in disguise, on **Eustis Majoris** in 403, where he led a cabal attempting to use the resources of the **Ministry of Subsector Trade** to recreate Enuncia. At the end, he joined forces with Ravenor, as a mutual necessity, to defeat the daemon Slyte. No further evidence of his activities has been recorded since this point.

Monicker

A **dissembler** employed by **Toros Revoke**.

Mynarc the Unforgiven

Human male. Radical inquisitor. Formerly of the **Ordo Malleus**. Excommunicate Traitoris. Once the student of Glorian Sarck who was tutored by Inquisitor-Master Zaranchek Xanthus, founder of the **Xanthite** faction of the Inquisition.

He fled from the Ordo Malleus following the death and condemnation of Xanthus, along with his master. In doing so, they discovered a nocturnal race of troglodytes on Cneiras – a planet near the Freisan Cusp – that openly worshipped Chaos. Association with the creatures gradually changed Sarck who eventually embraced heresy.

Mynarc confronted his master and when he discovered how far Sarck had fallen, he attacked him. He destroyed Sarck, killing the inquisitor with his own blade, and interrupting a depraved ritual. With this final act though, Sarck's soul was drawn into the blade. The utterings of Mynarc's former master through the blade and his flight from the troglodytes changed Mynarc. He heeded the dark whisperings of the sword and indulged in acts of cannibalism. This practice devolved Mynarc's facial appearance into a sneering horned mask, and eventually he too succumbed utterly to Chaos, guided by the trapped soul of his former master.

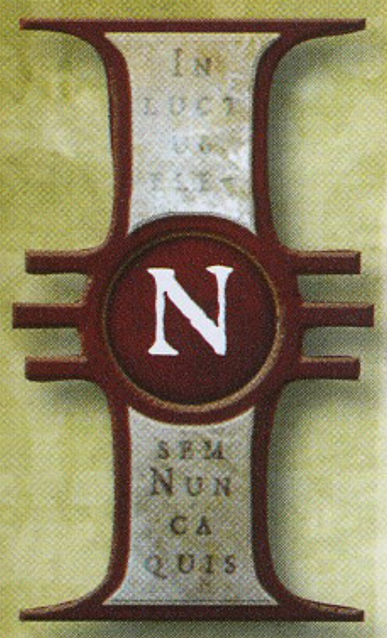
Mystic Path

Trade cartel, whose extensive network centred on **Maginor**. The cartel was believed to be dabbling in forbidden technology and lore at the time of **Quixos**'s investigation. Quixos became their patron, nurturing the organisation and using it to bolster his own network, and ultimately create a cult centred on him. At the time of the fall of Quixos, the cult extended throughout Ultima Segmentum and beyond.

Myzard, Ermina

Human female. Inquisitor. Straw-gold hair. Extremely old, walking with a limp. Senior secretary to the **Ordos** Helican, and Lord **Rorken**'s immediate subordinate.

In 404, a large proportion of Myzard's team was wiped out hunting heretics on the planet **Tancred**.



Nassar Case

An incident on the planet **Messina**. One of Inquisitor **Eisenhorn**'s cases.

Necroteuch

Book, an abominable tome thought lost to myths. A copy, possibly the last in existance, was taken by humans during the Dark Age of Technology, who then fled colonised space. This book somehow fell into the hands of the **saruthi**, whom it corrupted totally, warping their bodies and culture. **Gorgone Locke**, while working as an agent for the **Glaw** family, learned that the saruthi held the book and passed the information back to the Glaws. Their original plan to revive **Pontius Glaw** aborted, the Glaws put all their efforts into retrieving the Necroteuch from the saruthi.

Their efforts were spoiled by the involvement of Eisenhorn, who learned about the existence of the Necroteuch from Pontius Glaw. **Eisenhorn** and his team followed the remnants of the Glaws' forces to **KCX-1288** where they were concluding negotiations with the saruthi. Eisenhorn managed to cause conflict and confusion amongst the Glaws' forces, and lay his hands on the Necroteuch. Its insidious whispering enticed him utterly, but he was saved from the book by an assault by **Mandragore**. Mandragore was also enticed by the book, a distraction that Eisenhorn took advantage of by decapitating him. Managing to steel himself against the book's whispers, he used a piece of debris to drop the Necroteuch into Mandragore's burning corpse.

However, a copy of the book had been made by the saruthi, and the remnants of the Glaws' forces intended to seize it from them. Eisenhorn, reinforced by several other members of the Inquisition and part of **Battlefleet Scarus**, followed them to **56-Izar**. **Molitor** managed to find the saruthi copy of the book, which proved useless without a saruthi cipher created by **Dazzo**. Challenged by **Cherubael**, Eisenhorn destroyed the cipher, rendering the book useless.

Nekulli

Aliens. Slender humanoids, with long spine-scales flowing from their scalps. Have been spotted in the **Angelus subsector**. Their eyes are white slits,

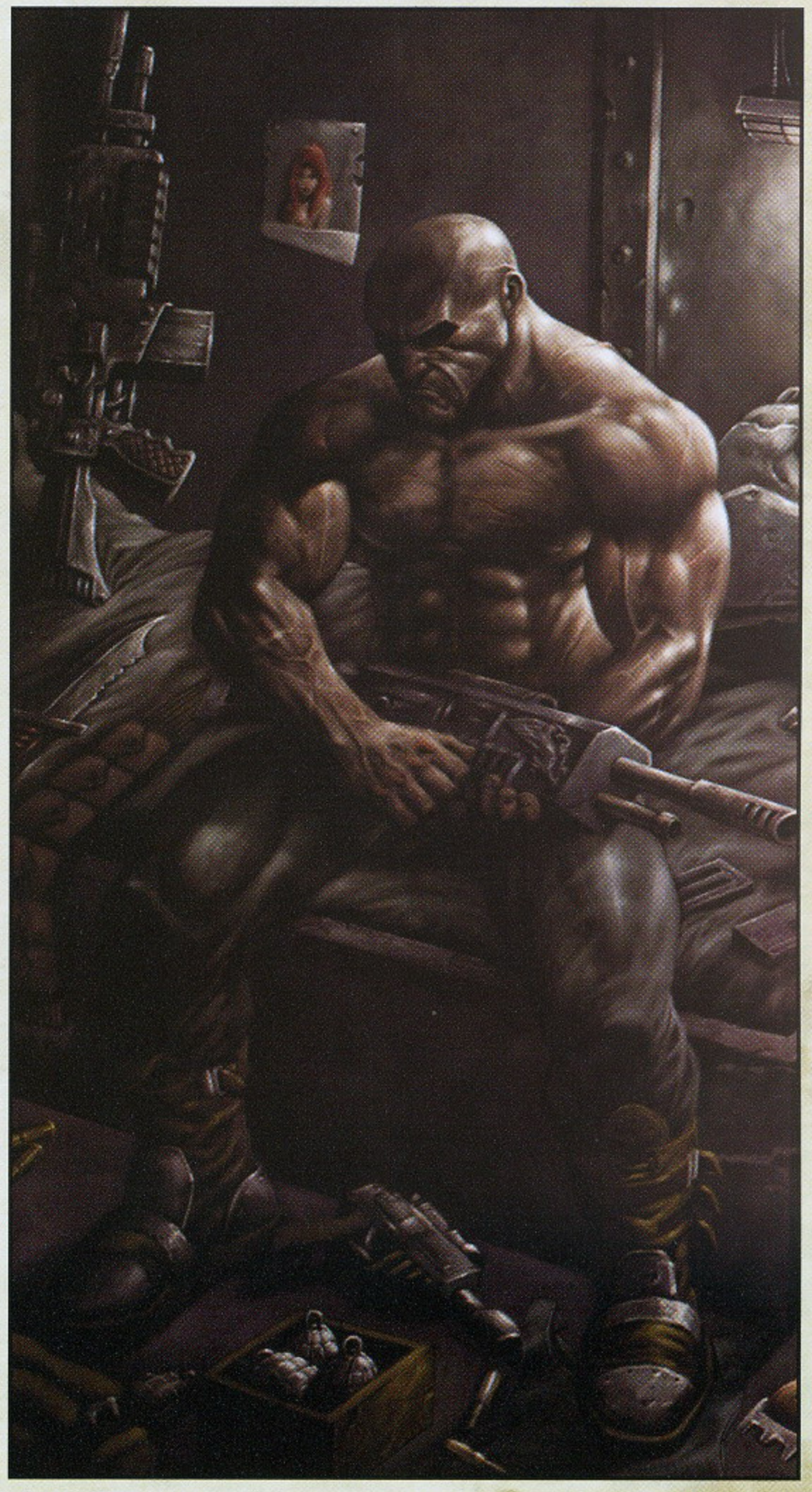
Nayl, Harlon

Human male. A long-time agent of the Inquisition. Born approximately 301.M41 on the planet **Loki**, Nayl is an ex-bounty hunter who began his work for the Inquisition as a field agent for Inquisitor **Eisenhorn**. He is tall and broad, with a shaven head and goatee beard, and appears to be in his late thirties thanks to extensive **juvenat** treatments. He lost the middle finger of his left hand on **Eustis Majoris** around 401.M41. He typically wears a black bodyglove and carries a Hecuter pistol. Nayl has a deep love of weapons, and keeps a vast armoury of weapons and ammunition in his cabin (many lying about primed and loaded in contravention of common sense).

Nayl's particular skill is in infliltration. On **Eechan** his knowledge of **twist** customs was integral to Eisenhorn's investigations. On **Durer** he managed to remain undetected by **Fayde Thuring** until the arrival of Eisenhorn and his team.

Along with **Kara Swole** and **Eleena Koi**, Nayl joined Inquisitor **Ravenor**'s staff in the late 380s after the battle on Ghül which ended the **Glaw** affair, and in 396 was part of the team that tracked down **Molotch** on Zenta Malhyde (Nayl had previously been badly wounded by Molotch during their run-in on **Sleef** in 336.M41). Nayl was a key member of Ravenor's team through to 403.M41, during the affair of the **flect** trade and the plot to recreate **Enuncia**. While Ravenor and his agents were working '**rogue**' on **Utochre**, Nayl started an affair with **Angharad Esw Sweydyr**. It was during this operation that he lost the middle finger of his left hand while 'investigating' Genevieve X's establishment.

In 404, after the defeat of the daemon **Slyte**, he headed to **Carthae**, to return Angharad's sword to her clan.



they have little in the way of a nose, and a protruding lower jaw that sports two, thin fangs. They walk with a hunched waddle.

Nemesis Force Weapons

Hand-to-hand combat arms of the **Grey Knights** Chapter that commonly take the form of an axe, sword or halberd. Each weapon is consecrated, anointed with sacred oils and inscribed with devotional scripts, and can be used as a conduit through which psychic energies can be channelled and focused.

Nemesis Tessera

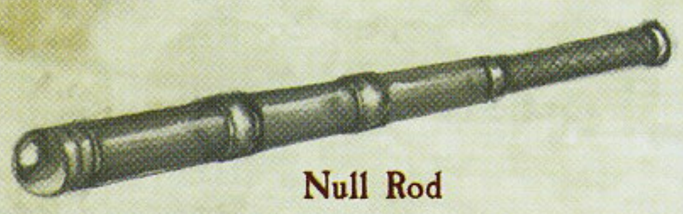
Inquisitorial fortress, base of operations for Inquisitor Lord **Torquemada Coteaz**.

Neve

Human female. Inquisitor general on **Cadia**. Encountered by **Eisenhorn** during his investigations into the **Sons of Bael**. She was short and sturdy with greying hair and the violet eyes typical of Cadians. At the time she met Eisenhorn she was using a crutch. She was very dismissive, stern and distrusting of 'adventuring' inquisitors like Eisenhorn. Thoroughbred Puritan, very impatient, she complained that she was kept so busy that she barely slept three hours a night. Eisenhorn eventually convinced her of the seriousness of his investigation. They managed to identify the involvement of **Quixos** by analysing classified landings on the planet. Neve accompanied Eisenhorn and his team to the encounter with **Prophaniti**, who wounded her. Later, during the **Eisenhorn Conspiracy**, she sent Inquisitor **Grumman** as her proxy.

Null Rod

Power weapon made from obsidian and a powerful nullifier of psychic energies.



Null Rod

Numthun

Human male. Grandmaster in the **Ordos Cadia**, Inquisitor **Neve's** superior.

Nung

Ogryn. Known associate of **Zygmunt Molotch**.

Obscura

A mild, illegal narcotic usually smoked by the user. Though local drug control is the responsibility of planetary authorities, the Inquisition can become involved when the problem becomes more widespread – affecting a subsector or even a sector.

Ocean House

Residence of **Eisenhorn**, located on **Thracian Primaris**. It was built along the submarine walls of Hive Seventy, two kilometres below sea level. By the standards of the common Imperial citizen it was a palace, large enough to house Eisenhorn's entire staff and more besides. Its sea terrace, giving views onto the ocean, was the main reason why Eisenhorn leased the residence.

Oktober Country

A gigantic sprint trader, captained by one **Kizary Thekla**. This ancient ship was involved in the **flect** trade investigated by Inquisitor **Gideon Ravenor** in 401.M41. During the course of the inquisitor's investigations, the ship was destroyed.

One-shot Las

A one-shot, rechargeable weapon, used *in extremis* by agents of the Inquisition. A tiny tube, it is small enough to escape detection during a cursory search.

Ophelia VII

Cardinal world and planetary location of the **Convent Sanctorum**. Second only in sanctity to Holy Terra and site of the Synod Ministra. Hundreds of heretics are taken to repent in its dungeons and endure the soul cleansing rites of **Arco-flagellation**, Death-masking, Soul-scouring and the Trial of Castigation amongst others.

Ophidian Campaign

Campaign to retake control of the **Ophidian subsector** from heretic forces. Led by **Battlefleet Scarus**, the campaign lasted from 240.M41 to 337/338.M41 – a considerable achievement in such a timescale. Also referred to as the Purge Campaign.

Ophidian Subsector

Part of **Scarus sector**, Segmentum Obscurus. Neighbouring the **Helican subsector**, it was subject to the attentions of **Battlefleet Scarus** to wrest control back from the Archenemy. This **Ophidian Campaign** succeeded in 337/338.M41.

Orbul Infanta

World in the **Scarus sector.** Orbul Infanta is a major religious centre, its landscape dotted with the spires and shrine-cities of the **Adeptus Ministorum**, and its roads and space-lanes busy with pilgrims. Its daily rituals are on a grand scale and feature extravagant symbolic gestures, such as the daily release of great flocks of sapfinches from the desert shrines (which quickly die in the hostile conditions and have to be imported daily from the planet's equator).

Inquisitor **Eisenhorn** tried to arrange clandestine meetings on Orbul Infanta with his supposed allies while he was under investigation for the so-called '**Eisenhorn Conspiracy**'. Instead he and **Taesera Ungish** were ambushed by the **Ministorum witch hunter Arnaut Tantalid**, who killed Ungish before being killed in turn by Eisenhorn.

Ordeal of the Blade

Arcane religious trial. The accused must grip a heavy razor-sharp sword by the blade and hold it aloft while a list of their crimes is recited. The accused is found guilty of whichever crime is being read at the moment the sword draws blood or their grip fails, and all subsequent crimes on the list. Innocence will only be determined if the individual can keep hold of the blade and do so without it drawing blood. This method was famously employed by **Witch Hunter Tyrus** when he passed judgement on the heretic, Sarcaphon of Gladrinus VI, who endured a three-and-a-half hour ordeal while Tyrus read out over a thousand charges.

Order Dialogous

Non-militant Order of the **Adepta Sororitas**. Members of the Order Dialogous are scholars and expert translators of all manner of texts, pious, heretical and alien in nature. Much like the militant orders, the

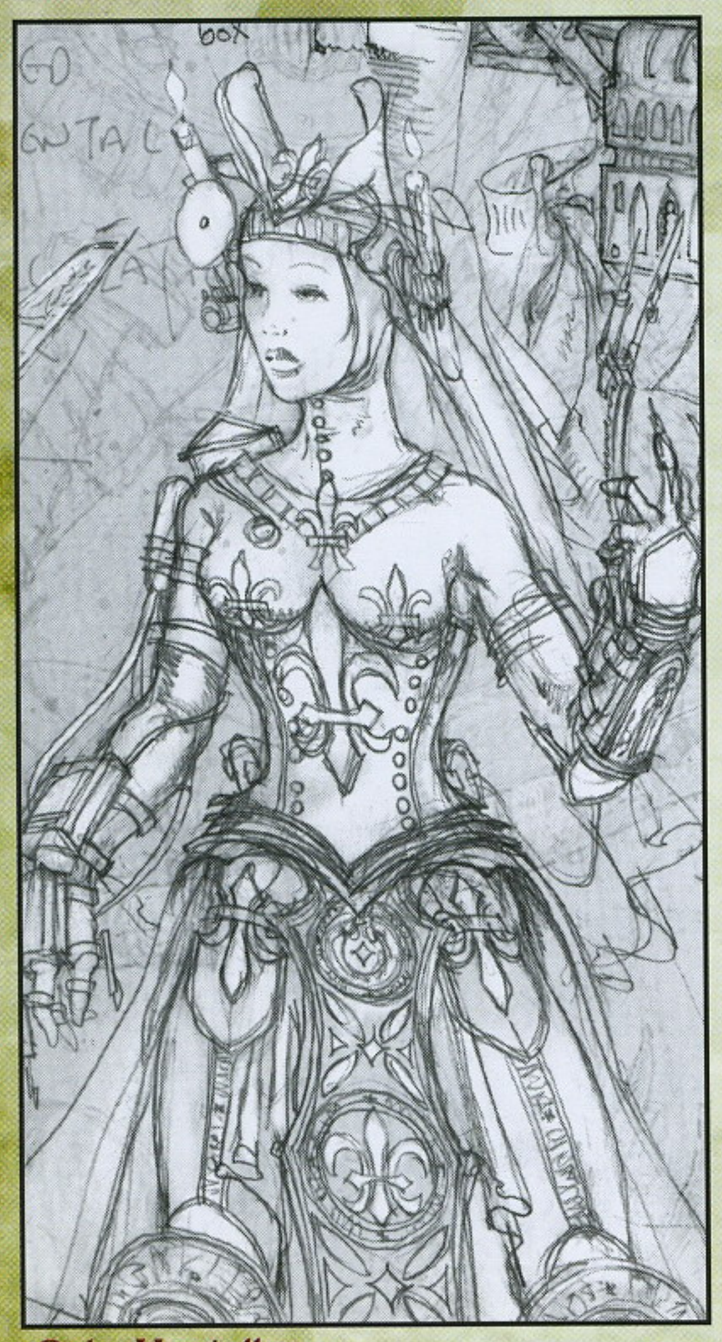
Order Dialogous is divided amongst the **Convent Sanctorum** on **Ophelia VII**, including the Order of the Holy Word and the Order of the Quill, and the **Convent Prioris** on Terra, including the Order of the Sacred Oath and the Order of the Lexicon.

Order Famulous

Non-militant Order of the **Adepta Sororitas**. The Order Famulous forms a network of chamberlains, advisors and diplomats with an intimate knowledge of Imperial family bloodlines. Often employed by **Thorian** inquisitors. Much like the militant orders, the Order Famulous is divided amongst the **Convent Sanctorum** on **Ophelia VII**, including the Order of the Key and the Order of the Gate, and the **Convent Prioris** on Terra, including the Order of the Holy Seal and the Order of the Sacred Coin.

Order Hospitaller

Non-militant Order of the **Adepta Sororitas**. The Order Hospitaller provides surgeons, physicians and nurses. Much like the militant orders, the Order Hospitaller is divided amongst the **Convent Sanctorum** on **Ophelia VII**, including the Order of the Eternal Candle and the Order of Serenity, and the **Convent Prioris** on Terra, including the Order of the Cleansing Water and the Order of the Torch.



Order Hospitaller

Orders Minoris

Name given to the Lesser Orders of the **Adepta Sororitas**.

Order of the Argent Shroud

One of the Orders Militant of the **Convent Prioris** on Terra.

Order of the Bloody Rose

One of the Orders Militant of the **Convent Sanctorum** on **Ophelia VII**.

Order of the Ebon Chalice

One of the Orders Militant of the **Convent Prioris** on Terra.

Order of the Fiery Heart

See Order of Our Martyred Lady.

Order of Our Martyred Lady

One of the Orders Militant of the **Convent Sanctorum** on **Ophelia VII**. Originally the **Order of the Fiery Heart,** the Order was renamed upon the death of its founder, Sister **Katherine**.

Order of the Sacred Rose

One of the Orders Militant of the **Convent Prioris** on Terra.

Order of the Valorous Heart

One of the Orders Militant of the **Convent Sanctorum** on **Ophelia VII**.

Ordion

Human male. A member of the **Cognitae**. Tracked down and killed by **Eisenhorn's** agents on the outworld **Sleef** in 336.M41, where he was the leader of a conspiracy to use **gnosis engines** to extract blasphemous knowledge from the planet's tainted plasma eruptions.

Ordos

1. (Technically) The three branches of the Inquisition.

2. (Generally) The Inquisition, also, collectively, the local institution of an officio planetia or regional division.

Orechiel, Jena

Human female. **Ordo Xenos** inquisitor. Recruited from the Schola Progenium of Ophilla. Served as an acolyte in the retinue of Inquisitor Dargasto. Following her master's death, at the hands of a magos and his entourage of tech-priests, Orechiel became a full inquisitor. She continued Dargasto's work, who, until his untimely demise, had been investigating a potential plot to reawaken the C'tan, the mythic star gods. As well as her mentor's quest, she also inherited his warband, an aging astropath and an alien kroot. Orechiel also added a third member, Drill Abbot Belaphus Meere, her former instructor at the progenium.

Orsini, Ubertino

Human male. Lord Grandmaster Inquisitor of the **Ordos** Helican at the time of the **Triumph of Thracian**. He was succeeded by **Osma**.

Osicol Plague

A virulent and deadly plague that can be contained in suspension. Spread by contact. Used as a weapon of terror by the unprincipled.

Osma, Leonid

Human male. Inquisitor of the **Ordo Malleus**. Described as Grand Master **Orsini's** right-hand man, Osma was of the **Thorian** faction. Well built, with broad shoulders, and grey hair in a bowl cut. He lost his lower jaw fighting a Khornate berserker, the replacement augmetic being a jutting, prominent chrome piece.

He first entered **Eisenhorn's** concerns when Inquisitor **Endor** reported to Eisenhorn that he had been quizzed about the inquisitor's behaviour and activities. Osma tracked him down to **Cadia** and declared him heretic. After three months of low-level interrogation, Osma remained convinced that Eisenhorn was lying, and threatened him with three days of ninth-action interrogation prior to trial – almost guaranteed to result in his death. **Fischig** and the other members of Eisenhorn's team pulled off a daring rescue.

Eisenhorn next encountered Osma, now Grand Master of the **Ordos** Helican, at **Jeganda**, where he and **Heldane** awaited the inquisitor after a tip-off from the desperate and disillusioned Fischig. It became clear that both were more interested in Eisenhorn's illicit knowledge than in 'saving' him. Osma died in the mêlée following the release of **Cherubael**, killed by one of **Tobius Maxilla's** digital weapons.

Pacifier helm

Restraining device worn by **arco-flagellants**, projecting images of saints and soothing hymnals directly into the brain.

Palatine

Rank of the **Adepta Sororitas** below **Canoness** Commander.

Patience Kys

Human female. Telekine. A key member of Inquisitor **Ravenor's** team of agents. Tall, athletically slender, with black hair, Kys has a pale angular face with high cheekbones and fierce green eyes. D.o.b. approximately 374.M41.

Ravenor first met Patience in 396.M41, on the planet Sameter, in the **Helican subsector**. At this time she was, along with her two younger sisters, resident in an orphanage and a ward of the **Kindred Youth Scholam**. Having identified her as an unformed telekine, the scholam authorities sold her on to a narcobaron cartel for use in an inhuman hunting game, using children as the quarry. Having rescued the girl, Ravenor recruited her into his warband. Patience's sisters were also sold by the Scholam and transported offworld, although she believes them dead.

Patience and her sisters, Prudence and Providence, were all renamed when they were fostered. She took the surname 'Kys' as a bitter joke based on the initials of the Kindred Youth Scholam on her orphanage issue clothes. Her real name was known only to herself.

Her preferred weapons were kineblades, twelve-centimetre-long blades that she manipulated with her telekinesis, to devastating effect. They are handleless and edged all the way around, and so impossible for a non-telekine to use without injury. She was also an accomplished infiltrator, and helped Ravenor track **Zygmunt Molotch** to Zenta Malhyde in 396.M41 by joining Molotch's team under a false identity.

From 401-403.M41, as part of Ravenor's team, she was involved in the investigation of the **flect** trade and the heretical attempt to recreate the proto-language **Enuncia**, which culminated in the defeat of the daemon **Slyte**.

Penitent Engine

Armoured holy shriving machine into which heretics whose crimes warrant an even more severe punishment than **Arco-flagellation** are interred.

Pharaa'gueotla

Daemon. Once imprisoned in the bedrock of the planet Karis Cephalon. Part of its consciousness was freed by Inquisitor **Lichenstein**.

Phial of Dolan

Adeptus Ministorum relic. Powerful elixir contained in crystal bottles, believed to give whoever drinks it the strength and determination of Dolan, the Great Confessor.

Pietas, Lady

Human female. **Ordo Hereticus Witch Hunter**. She served for many years, for much of her career under the **Ordos** Occularis, combating the taint and heresy endemic in many of the worlds bordering the Cadian Gate.

Reputed to have nigh-prescient abilities, though she only had a trace psi-rating.

Pietas met her end investigating reports regarding the Space Marine Chapter known as the Sons of Malice. She observed the Chapter's prolonged victory celebrations following the conclusion of the Cilix 225 campaign, and was revolted at what she saw as practises verging on the cannibalistic. Piatas invoked the powers granted her by the **Convocation of Nephilim**, and mobilised a strike force of **Adepta Sororitas Celestians**.

The strike force found the Space Marines a horde of fevered maniacs, having worked themselves into a state of animalistic barbarity.

Pietas and the Celestians fought bravely, but their numbers were too few and their faith, though strong, could not overcome the sheer fury of the Sons of Malice. By the light of burning torches, Pietas was cornered, overcome and dragged to a blood-stained altar. It is believed she was to be ritually sacrificed, but her ultimate fate remains unconfirmed.

Plyton, Maud

Human female. Junior marshal from the city Petropolis, on **Eustis Majoris**. Born approximately 379.M41, Plyton was dark-haired, thick-set and finely featured.

In 401, Plyton unwittingly became involved in **Ravenor's** investigation into **Contract Thirteen** when her department's investigation of a curious death in a cathedral was quickly and inexplicably shut down by higher authorities and an attempt was made on her life. Shortly afterwards she became aware of Ravenor's own investigations and was recruited into his team.

Por'la Vior'la Kais'uam

Tau. Water Caste Envoy. Has known Inquisitorial associations. Roughly translated his name means, 'skilful mediator' and 'Water Caste bureaucrat'.

Power Field

A heavy device that employs a personal energy shield to protect its wearer. A power field can be adjusted to a variable setting, depending upon its usage, and utilises a force wall to deflect incoming energy and projectiles, so is effective versus a variety of weapon types. Such is the versatility of a power field that it can also be used to protect equipment, doorways, vehicles and the like.

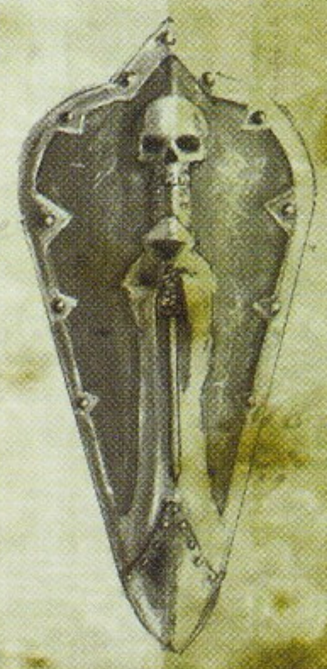
Power Stake

A long stake used to destroy heretics. Against psykers it will immolate upon piercing the body.

Power stake

Praesidium Protectiva

Shield and religious artefact used by the **Adepta Sororitas**, whose miraculous protective properties are believed to come from shards from the Emperor's own armour contained inside.



Praesidium Protectiva

Psychic mastery

The latent strength and ability range of a psychic is usually measured on a standardised scale known as **The Assignment**, although other measurement systems exist. Though very complex, the Assignment may be explained simply as follows:

The 'standard range' of psi activity is measured on a twenty-four character scale that runs *omega, psi, chi, phi, upsilon, tau, sigma, rho, pi, omicron, xi, nu, mu, lambda, kappa, iota, theta, eta, zeta, epsilon, delta, gamma, beta, alpha*, where standard base line human mental activity is *rho* or *pi*. *Pi* is the limit of non-active sentience. Designations of *omicron* and above indicate psi activity of some degree: *omicron* through to *kappa* indicating very residual psi activity that the subject under scrutiny is normally not aware of, and which may pass unnoticed except under the most strenuous examination. *Iota* upwards indicates a manifest psi activity or ability, the strength increasing exponentially with each designation. Ratings of *zeta* and higher indicate a very powerful psi talent. The top four ratings designate master-level powers or talents of the kind found once in every billion humans. The Inquisition's constant survey to locate, identify and sequester any and all psychics is intended to catch anyone with a rating of *omicron* or above, though in practice only those of *kappa* and higher are usually identified. A rating of *iota* or above requires immediate inquisitorial response: confinement or execution.

Below the baseline human rating of *pi*, the grading runs into the region of the psi-inert, which is to say those individuals whose minds are so 'blunt' they are oblivious to psychic activity or probing. There are gradations of this too: an individual with a rating of *upsilon*, for example, might just be affected or influenced by a severe psychic approach, but is otherwise inert. *Omega* rating indicates the far extreme, the so-called **untouchables**, who are so 'blunt' as to have a measurable anti-psi effect.

It is possible to achieve ratings higher than *alpha*. These **alpha plus** ratings are thankfully rare as they are monstrously dangerous. A 'reverse' or 'plus' scale is sometimes added to the Assignment to quantify such powers, starting with *alpha plus* and rising *beta plus, gamma plus,* etc. Though some alien or daemonic beings possess such gradings, it is reckoned that human minds cannot manage any rating higher than *beta* and remain entirely sane. *Alpha plus* humans are therefore always demented and insane. Though the plus scale theoretically extends to *omega plus*, no rating higher than *gamma plus* has ever been measured or witnessed, and it is likely that beyond *zeta plus* levels, a physical being would cease to exist for all practical purposes, and the psionic mind become a free-living, non-corporeal entity.

The basic branches of psychic talent are as follows: telepathy, telekinesis, pyrokinesis, divination, biomancy and empathy. These branches further subdivide into numerous lesser talents or specialisations, including some rarities such as mirror-psychic ability. The Inquisition divides the base branches into its own **psychic disciplines**.

Preacher Josef

See Khoriv, Josef (page 58).

Preceptory

Subsidiary convent within an Order of the **Adepta Sororitas,** generally numbering up to a thousand Sisters and led by a **canoness** preceptor.

Prediction

The telepathic ability to see the future. It was Inquisitor **Ravenor's** inability to master this skill that led, in part, to his fascination with the xenos race, the eldar.

Preest, Cynia

Human female. Ship-mistress and pilot of the ***Hinterlight***, a spaceship occasionally used by Inquisitor **Ravenor** and his team for transportation.

Preest had a matronly figure, cropped, bleached hair, and affected heavy eye make-up and large, dangling earrings, which were actually master-keys for her ship. At the time of her expedition with Ravenor into '**Lucky Space**' in 401.M41, Preest was two hundred and eighty-four years old (although she had received **juvenat** treatment and always claimed to be 'twenty-seven and a bit'), and had been employed off and on by Ravenor for thirty years.

Prioress

Rank of the **Adepta Sororitas**. The two prioresses are the heads of the **Convent Prioris** and the **Convent Sanctorum**, making them the most senior commanders of the Sororitas, whenever the post of Abbess remains vacant, answerable only to the Ecclesiarch.

Processional Two-Twelve

One of the elaborate cryo-tomb arrays constructed for the nobility of **Hubris**, who would spend the planet's long Dormant season in cold sleep. **Murdin Eyclone**, acting for the **Glaw** family, infiltrated and sabotaged the Processional, intending to harvest psychic energy from the thousands of agonising deaths to reincarnate **Pontius Glaw**. Inquisitor **Eisenhorn** intercepted the attempt at the cost of the life of his agent **Lores Vibben**. Eisenhorn was able to kill Eyclone, but could not prevent the deaths of the Processional's thousands of nobles.

Prophaniti

Daemonic entity, first encountered by **Eisenhorn** on **Cadia**.

Like **Cherubael**, Prophaniti was bound to the material universe as a **daemonhost**. Its (host) eyes were blank and white, steel-tipped horns sprouted from his brow, and it emitted a cold blue light. It served **Quixos**, as did Cherubael, though there seems little love lost between the two daemons.

Prophaniti was an extremely potent daemon, capable of unleashing terrific psychic assaults that could overpower even the most capable human psykers. Eisenhorn managed to destroy Prophaniti's host body in the confrontation on **Cadia** through the sacrifice of several Kasrkin and the heavy firepower of his gun-cutter. Prophaniti merely possessed the body of **Husmaan** instead. Rather than continuing the battle, it departed, knowing that Eisenhorn was about to be confronted by **Osma**.

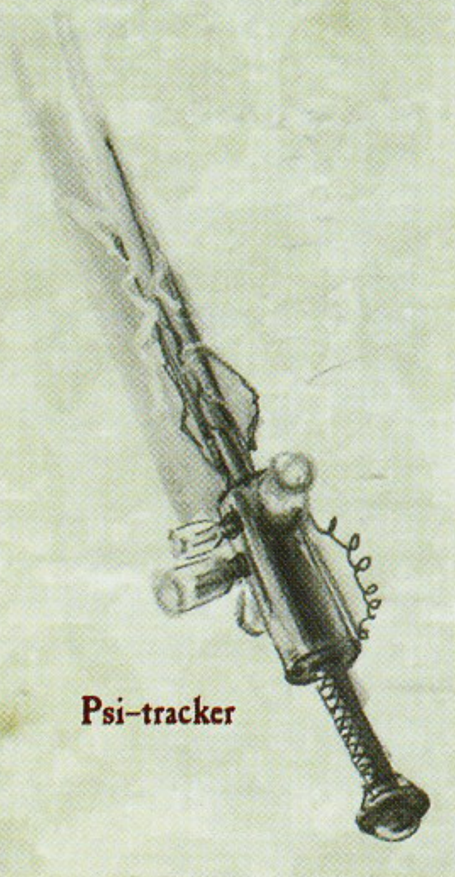
Eisenhorn next encountered Prophaniti on **Farness Beta**. Prophaniti and **Voke** clashed, and eventually Prophaniti succeeded in killing the old inquisitor. Eisenhorn used his rune staff to defeat Prophaniti, completely obliterating its essence.

Propylaeum Tripartite

A three-way door. A mythical device of augury and divination. The door transports its subject to another location in time and space, a site where the answer to a specific question may be learned.

Psi-tracker

Device used by **Hereticus** inquisitors to root out psykers.



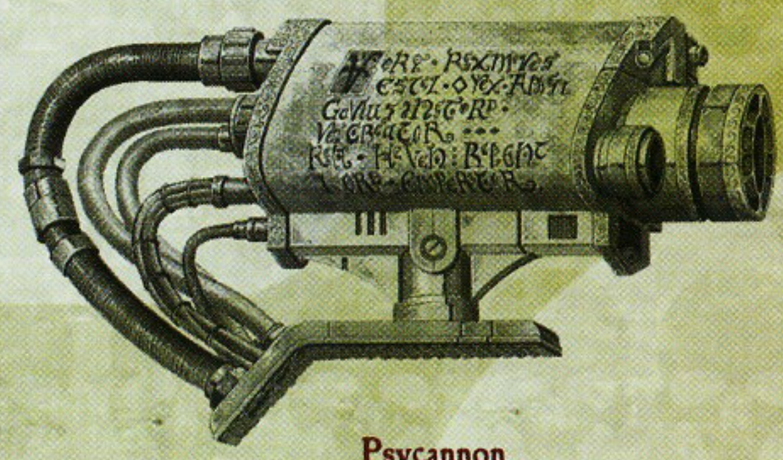
Psi-tracker

Psyber-Lure

A device that can be used to attract specific animals and birds, even semi-organics and mechanicals.

Psycannon

General term for specially crafted weapons used by **daemonhunters**, using designs modified from the bolt weapons used by the **Adeptus Astartes**. The smallest psycannons have a calibre similar to a bolt pistol and can be mounted on a shoulder armature, while the largest require suspensors for a single user to easily move them. Most commonly they use a design similar to a long-barrelled storm bolter. Psycannons have been modified to fire special rounds, ritually inscribed, silver-tipped and psychically-impregnated, and are most potent against creatures of the warp.



Psycannon

Psychic Dampener

Device used almost exclusively by the **Ordo Hereticus** to disrupt the flow of warp energy within a short distance of the bearer, hampering the ability of nearby psykers.

Pye

Human male. Chief poisoner of **Beldame Sadia**. He was responsible for poisoning **Eisenhorn** during the latter's investigations into Sadia. Eisenhorn killed him just after he had been injected with the second part of Pye's binary poison.

Psyocculum

Eyepieces used by **Hereticus** inquisitors to detect the invisible aura surrounding psykers.

Psyocculum

Psychic disciplines

Not all members of the Inquisition are psykers, in fact some, particularly puritanical, servants of the Emperor abhor psykers to such an extent that they would persecute their brethren who manifest such abilities. Those inquisitors that can harness the power of the warp do so at great peril, for such dangerous and unpredictable energies can tear an untrained or unready mind to pieces. There are many broad disciplines of psyker and it is a rare exponent indeed who can master more than one.

Biomancy/Biomancers

The ability to manipulate biological matter and energy, manifesting as an alteration to physical form or an internal effect on a cellular level.

Telepathy/Telepaths

Concerned with the influencing of the mind. Particularly adept telepaths can communicate with a variety of subjects simultaneously and over long distances by means of psychic connection. With accomplished mastery it is possible to manipulate the perceptions and emotions of individuals and even attack their minds directly.

Telekinesis/Telekinetics

The ability to manipulate the material universe and bend it to your will. Telekinetics can subvert and control the laws of physics, in effect breaking them. Gravity, inertia, mass; all can be overcome by a telekinetic who is of the required mastery. Note that telekinetic psykers are also sometimes referred to as Telekines.

Pyromancy/Pyromancer

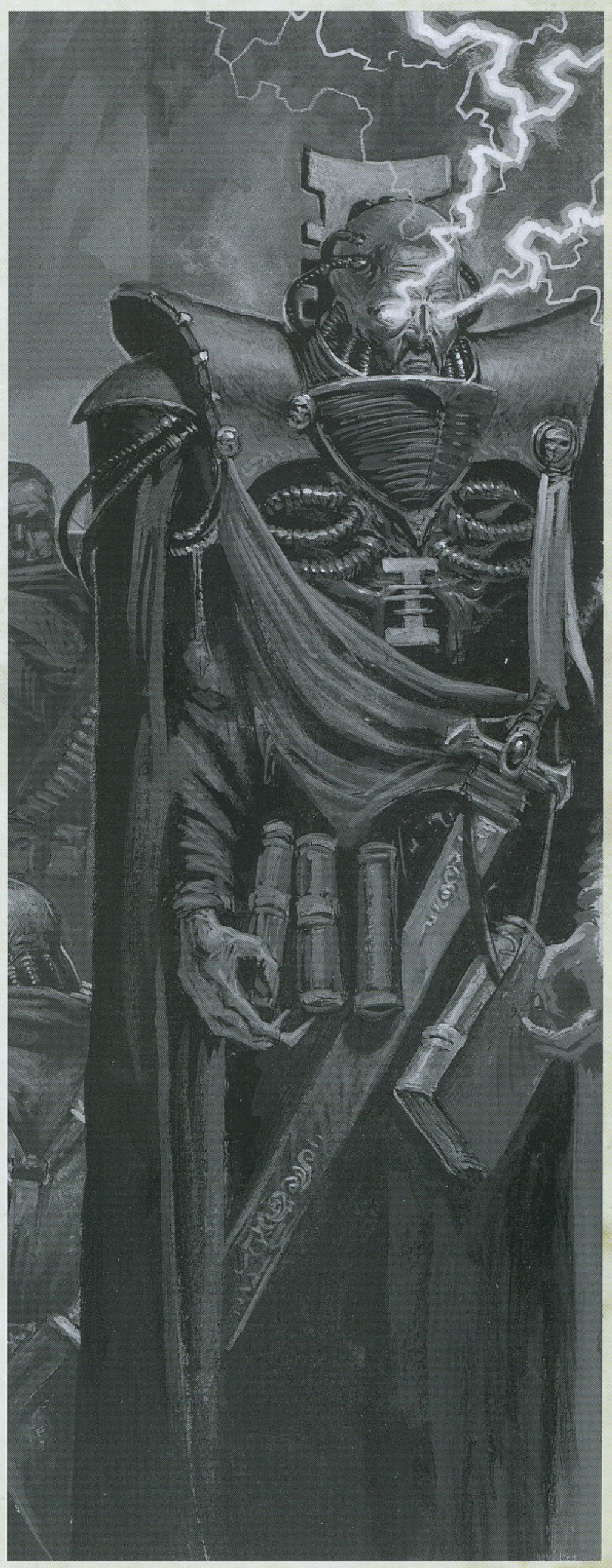
Concerned with the mastery of fire and its manipulation. One of the most common forms of psychic ability and the most overt and unsubtle in terms of its uses.

Daemonology/Daemonologist

It is the role of daemonologist to study all the myriad forms of Chaos and the power harnessed through the warp. As such, it is concerned with the relationship between realspace and warpspace. Thusly, some daemonologists are capable of such feats as teleportation or opening gateways between the real world and the warp, although this latter ability tends to be the preserve of the Radical or unsanctioned psyker. Such close communion with the warp also manifests in abilities that can repel or even destroy warp manifestations, banishing them back into the Etherium.

Theosophamy

A psychic discipline that concentrates on the manipulation of the warp in its interaction with the real universe and based upon ritual and control, not raw power. It can be used to disrupt or close breaks in the barrier between dimensions, as opposed to opening them.



Quenthus VIII

Planet where **Pontius Glaw** was seduced by Chaos.

Quovandius

Human male. Mutant. Born on Thagra IV and raised in a slave mill. When Thagra was attacked by Alpha Legion Chaos Space Marines, Quovandius led a mutant revolt against them. The planet was eventually liberated by loyal Space Marines of the White Panthers Chapter, who fully intended to follow their victory with a lethal purge of the planet's mutants. This act was averted by the inquisitor, **Eisenhorn**, and because of it, Quovandius swore loyalty to him, becoming part of Eisenhorn's retinue. Quovandius was a cripple but exhibed some ability in **biomancy**.

Qus, Mescher

Human male. Former member of the 90th Vladislavian Imperial Guard regiment and one of **Eisenhorn's** agents. Qus sported an augmetic left eye and painted his face in the colours of his old regiment. Died in the final assault against **Beldame Sadia**.

Quovandius

Quixos

Human male. **Ordo Malleus** inquisitor. Declared **Extremis Diabolus** 342.M35. Once a devout **daemonhunter**, **Quixos** had brought to justice 1,800 heretics by the age of 176.

It was on the world of Lackan XV that he was wounded by a daemon, part of the abomination's claw becoming lodged in Quixos's heart. This fragment of the daemon gave Quixos a link to the warp and he found the strength that this connection lent his own abilities intriguing.

Quixos began investigating how he might put the powers of the warp to his own uses, and by his early two hundreds was collaborating with the **Mystic Path** in the use of Chaotic knowledge and artefacts.

Over successive centuries Quixos became ever more deeply caught up in occult study and the use of Chaos: he bound the daemon **Kharnagar** into a sword he then took as his personal weapon, stole the *Malus Codicium* from the Library of Othella on Zandrini Prime, created **daemonhosts** such as **Cherubael** and **Prophaniti**, and built up a vast network of catspaws and puppets throughout the Inquisition and the broader Imperium. His activities brought him into increasingly frequent contact with more Puritan inquisitors, and Quixos is known to have killed inquisitors **Helgrund** and **Lugenbrau**, and possibly others, when they threatened his plans.

Quixos's designs initially crossed paths with Inquisitor **Eisenhorn** when his agent Inquisitor **Molitor**, accompanied by Cherubael, attempted to infiltrate the cell of inquisitors investigating the **Necroteuch** affair in order to steal the book for Quixos's use. The attempt failed and Molitor was killed. Quixos subsequently began working on a plan to create **serebite** obelisks using designs based on the pylons at **Cadia**, which would affect the flow of the warp on stellar scales and, Quixos believed, allow him to close the Eye of Terror. Quixos needed powerful psykers to create his obelisks and engineered the destruction of the **Triumph of Thracian** in order to free the powerful psykers in its prisoner train, including **Esarhaddon**. Following the trail of this atrocity led Eisenhorn to Cadia and subsequently to Quixos's base at **Farness Beta**. Eisenhorn led a cell of five inquisitors and a military taskforce to destroy the base and killed Quixos in single combat.

Quixos's appearance in his early life is lost to record. By the end of his life his involvement with Chaos had grossly deformed and corrupted him. Slight of build, his eyes had turned crimson and his skin was cracked, discoloured, sprouting horns and sores and marked with stigmata. He was capable of moving with blinding, inhuman speed, and only Eisenhorn's psychic bond with the force-weapon **Barbarisater** allowed him to match Quixos in combat.

Rage

Combat **stimm** used frequently in **arco-flagellants**. It is designed to increase awareness and response time, but results in widespread and irreversible damage to a recipient's nervous system.

Rassi, Poul

Human male. Inquisitor. A member of the **Ordo Malleus**. Pale and quiet, Rassi hailed from the steppes of the planet Kilwaddi, and was respected in the Inquisition as sound and even of mind. He travelled into the **Ophidian subsector** after its conquest to help his friend Inquisitor **Eisenhorn** root out Chaos taint in the reconquered worlds, and was with Eisenhorn on **Durer** when **Fayde Thuring**'s presence was uncovered there. Although old, Rassi accompanied Eisenhorn to **Miquol** and the battle against Thuring and ***Cruor Vult***. Rassi fought bravely with his psychic abilities, but was annihilated by the Titan's weaponry.

Red Redemption, The

A ferociously militant sub-sect of the Imperial Cult thought to be native to the hives of Necromunda, composed of fiery priests and zealots, fanatical in their persecution of heretics, witches and other deviants. Sect members, known as **Redemptionists,** are loosely organised into temples and orders led by charismatic Redemptor Priests.

Redemptionist

See Red Redemption, The (below).

Redemptor Kyrinov, Arch-Confessor

Human male. Confessor. Devout member of the **Ecclesiarchy** and staunch adherent to the scriptures of Confessor Dolan. Bears the Icon of Chiros, a relic wrought of the black marble of Confessor Dolan's pulpit.

Purged the Chaotic legions of the Demagogue Lord of Valaan, for which he was gifted with the Mace of Valaan, a powerful **Adeptus Ministorum** relic. He also accompanied the Ice Warriors of Valhalla on the Crusade of Repentance and crushed the Jihad of Duke Selda. Most famous amongst his many great deeds are the events of the Molovian Heresy during which, after three years of evidence gathering he led a revolt and deposed the corrupt governor of Molov, Vlachek.

Regicide

A board game, popular across Imperial space. Though the rules are simple, the tactical possibilities are infinitely complex, making it an ideal tool for training the mind.

Reiker

Human male. Inquisitor. Part of the gathering on **Thracian Primaris** to attend the **Triumph of Thracian**. There appeared to be some ill feeling between him and **Eisenhorn**.

Redemptionist

Redemptor Kyrinov, Arch-Confessor

Ravenor, Gideon

'I saw my face. The face I had once had. Gideon Ravenor, young, strong, determined. How I had missed that face…'

– Inquisitor Gideon Ravenor

Human male. Inquisitor of the **Ordo Xenos**, former pupil of Inquisitor **Eisenhorn**, born approximately 304.M41.

Ravenor's early career in the Inquisition was as an **interrogator** under Eisenhorn, and in this role he proved his worth many times over as an incisive thinker and tactician, a potent warrior, a cunning scout and spy, and a skilled and increasingly powerful psyker. Eisenhorn considered him to be one of the finest recruits he had encountered in his career, and was preparing Ravenor for induction as a full inquisitor.

At the time of the death of **Beldame Sadia**, Ravenor was tall and handsome, with long black hair, a high-cheekboned and sculptural face, and a noble set to his eyes faintly reminiscent of the eldar. He carried a force sword and a **psycannon** in a powered shoulder mount. Ravenor was the lover of **Arianhrod Esw Sweydyr**, another of Eisenhorn's agents, until her death, and their passion was such that when he encountered her niece many decades later he found her resemblance to Arianrhod emotionally painful.

Ravenor accompanied Eisenhorn to the **Triumph of Thracian** on **Thracian Primaris**, but unlike his mentor Ravenor was caught in the heart of the Atrocity and horrifically crippled. His physical body was reduced to a barely animate shell, unable to move or speak, and with its limbs and senses scorched away. For the rest of his life he would be confined to a fully enclosed force chair, unable to survive without the chair's elaborate systems to sustain him, and incapable of physical interaction with his environment except through the chair's senses and voice synthesisers. His psychic gifts, however, flourished, despite (or perhaps because of) his injuries. Although Ravenor has since claimed that he believes his injuries to have liberated him, he is still not free of lingering grief for his former existence.

These psychic gifts and the engineering of his force chair allowed Ravenor to continue his service to the Inquisition, and it was his investigations into the movement of **serebite** shipments that led Eisenhorn to Inquisitor **Quixos**'s trail. Ravenor was promoted to full inquisitor status in 346.M41, and in that office he assisted Eisenhorn in tracking **Pontius Glaw** to **Ghül**. During this time Ravenor developed a brief working relationship with a small cabal of eldar, defending this action to Eisenhorn (a fellow

Ordo Xenos inquisitor) by claiming that Radicalism was an inevitable stage in an inquisitor's career. After the assault on that planet he continued as an autonomous inquisitor with a number of Eisenhorn's former staff, including **Harlon Nayl**, **Kara Swole** and **Eleena Koi**, moving his operations into the **Angelus subsector** and investigating the **flect** trade, the **Enuncia** conspiracy and the activities of **Zygmunt Molotch.**

Ravenor has also written several famous scholarly and poetic treatises on humanity, philosophy and politics, including ***The Mirror of Smoke*** and ***The Spheres of Longing***.

The remains of Ravenor's body are permanently installed in an armoured force chair, a self-powering device held just above ground level by a rotating anti-gravity hoop. The chair contains sensors and vox-speakers wired into the ruins of Ravenor's nervous system, as well as a psycannon and a projector by which he can display his Inquisitorial credentials. The chair is heavily armoured and Ravenor sometimes employs it almost as a miniature battering ram.

Ravenor's psychic abilities centre on the projection of his consciousness beyond his body, either as an invisible presence he focuses through totemic thought-forms or into the minds of others around him: he is a master of the technique of **waring**. His abilities have been honed by his association with the eldar, although he remains fascinated by precognition, the one major psychic discipline he has failed to effectively develop.

The Career of Ravenor

In 401, Ravenor and his team travelled to **Eustis Majoris**, capital world of the **Angelus subsector**, to investigate the illicit trade in the drug known as flects. There, they joined forces with the **Ministry of Subsector Trade**, to the extent of taking some of their operatives (including the psyker, Kinsky) with them in pursuit of the drug peddlers. At **Bonner's Reach**, a free trade station in '**Lucky Space**', the agents of the Ministry revealed their true colours and sprang a trap, which resulted in the death of some of Ravenor's crew, and the near destruction of his chartered ship, the ***Hinterlight***.

Ravenor then chartered the rogue trader **Sholto Unwerth** to take himself and his team back to Petropolis, where their leads pointed. Operating under **Special Condition**, the team went deep undercover to investigate the city and its ministries. It transpired that the lord governor was enacting an evil and corrupt plan to recreate the proto-language, **Enuncia**, using the city and its inhabitants as resources. Ravenor managed to foil this plot at the very last minute, but the consequent loss of life and destruction of property was vast. With its capital crippled, the whole **Scarus sector** was thrown into disarray.

In 404, Ravenor was ordered to desist from his hunt for **Molotch** by Inquisitor Myzard, under order from Lord **Rorken**. Initially he agreed, but following the deaths of Inquisitor **Fenx** and his team, Ravenor went rogue, and headed to the moon **Utochre**. It was here he hoped to consult with the **Wych House**, to find Molotch's location. While he was consulting the Wych House, Ravenor was separated from his team by an ambush by Molotch's agents. In the battle, the Wych House was fatally damaged. While some of the team was able to escape, Ravenor, Angharad and **Nayl's** sole remaining option was to leap through the door into another space/time. After a series of apparently random jumps, they landed on a planet at the edge of the Ultima Segmentum, one thousand years in their past.

Meanwhile, believing Ravenor to be dead, his warband headed back to **Thracian Primaris**, to submit themselves to the judgment of Lord Rorken. Finding that **Zael** could be recovering consciousness, **Patience Kys** attempted to kill the boy, and was shut in the brig by the other team members. Detecting **Siskind's** ship, the ***Allure***. Kara infiltrated the ship and managed to send a message giving its destination – Gudrun – but was captured before she could escape.

Ravenor and his three companions finally made their way back to the current time, and made contact with the *Hinterlight*, which headed to Gudrun, reuniting Ravenor's team. In an estate high in the Kell Mountains, Ravenor confronted Molotch and **Culzean**. Only by working together were they able to control and banish the daemonic entity **Slyte**.

In 405, Ravenor was called to account for his actions in this affair, and a verdict still has to be reached.

Inquisitorial Recruitment

Like any organisation of the Imperium, the Inquisition requires new members in order for its existence to continue. This responsibility falls solely to the individual inquisitor and is decided arbitrarily, according to that inquisitor's judgement. Some inquisitors never take on an apprentice or acolyte; others actively encourage fresh candidates to seek out the alien, heretic and daemon in the Emperor's name.

While there are no set criteria to be accepted as an acolyte, it is important that potential candidates demonstrate willpower and single-minded determination, for in the darkness these are the only true weapons at an inquisitor's disposal.

An acolyte deemed worthy will join the inquisitor's retinue where, most commonly, he or she will be known as an explicator. After proving themselves in this role, an acolyte will become a semi-qualified inquisitor and be given the rank of **interrogator** (also known as noviate, neophyte or approbator).

Only through the consent of three inquisitors can an interrogator advance further and become a fully fledged inquisitor, at which time they are given their **Inquisitorial seal**, the symbol of the their power and authority. Thus is the Inquisition maintained and continues to function.

Resurrectionists

Imperial cult that is possessed of the belief that the Emperor's soul can be returned to His body through certain rituals and rites. Though heretical, the cult has many clandestine allies within the **Ecclesiarchy**, the **Adeptus** Terra and the Holy Inquisition.

Retributors

'Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver.'

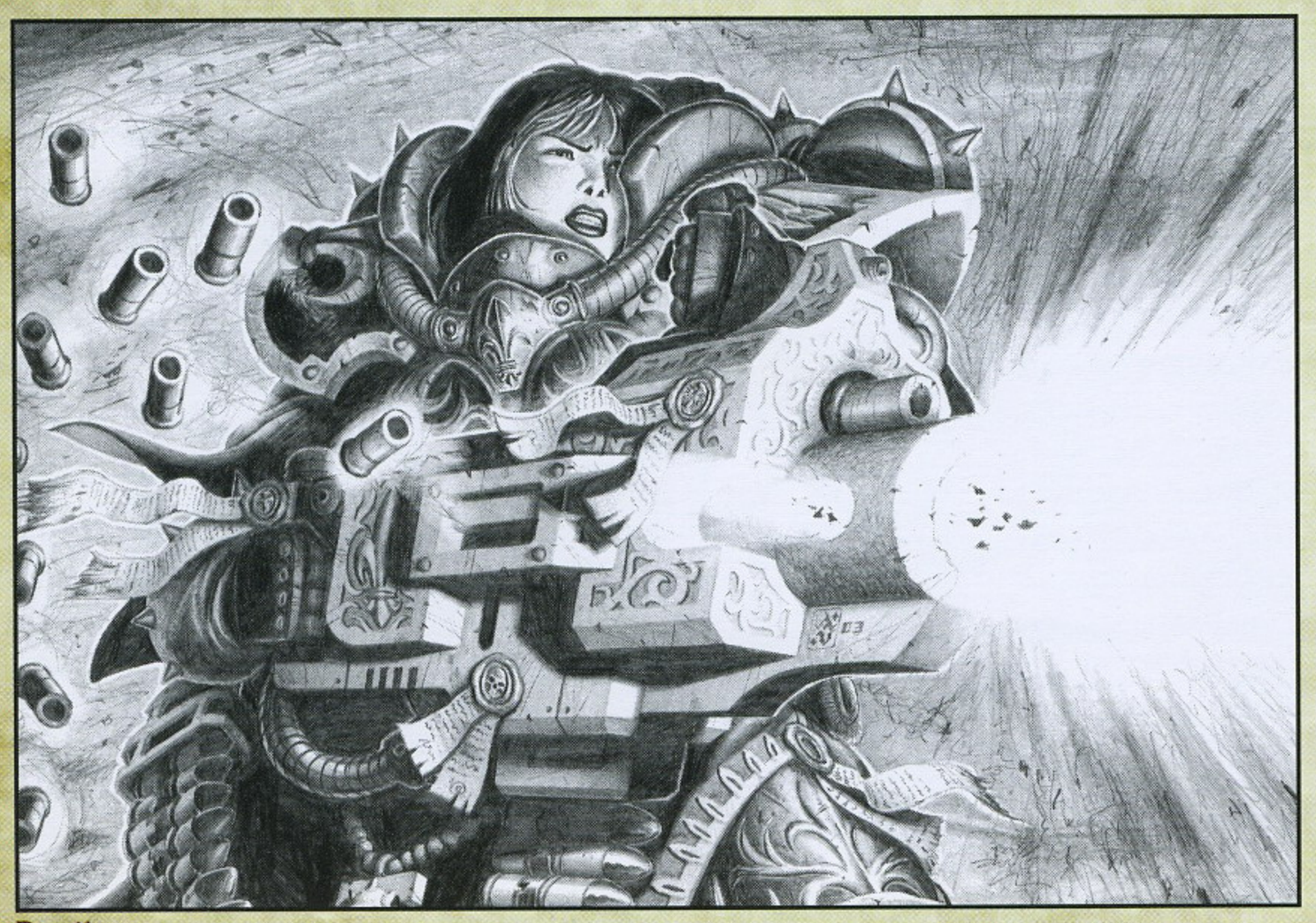
Elite **Adepta Sororitas** who are trained and specialise in the use of heavy weapons.

Revivificators

Sub-sect of the **Thorian** faction that is concerned with the transition of the soul to the warp at the point of death. Specifically, it is the goal of the Revivificators to slow, halt and, ultimately, reverse this process altogether. Known to frequent battlefields and plague quarantine zones in order to ascertain subjects for their studies, they are thought of by many as ghouls or ravens. Such is the interest of the Revivificators in the soul that many of their practices revolve around trying to emulate the process by which the eldar capture souls in their spirit stones, an as yet wholly unsuccessful endeavour. The ultimate ambition of the Revivifactors is to alter the effects of the Golden Throne, as a device through which the God-Emperor is maintained, to the end that His body might be restored.

Revoke, Toros

Human male. Senior lieutenant of an organisation known as the **Secretists**, on **Eustis Majoris**, and a leading player in the heretical plan to recreate **Enuncia**. He was a powerful psyker.



Retributors

Rhyming Swords

A matched pair of weapons, forged and made to be exact copies (down to the engraving or inscriptions on the blades – these might be two lines of arcane verse that rhyme, forming a couplet, one line on each blade). The swords are slender, slightly curved and single edged, and are made of a psi-active material/metal.

See Incunabula (page 46).

Ricci, Massimo

Human male, an inquisitor of the **Ordo Xenos**, held in high regard by Lord Inquisitor **Rorken** and at one time considered a likely successor for his position. Rorken sent Ricci to be his representative at the meeting with Inquisitor **Eisenhorn** on the planet Thessalon. Ricci was killed by the rogue inquisitor, **Quixos**, on **Farness Beta**.

Riggre

Human male. **Interrogator**, serving under Inquisitor **Osma**.

Riggre was killed by **Fischig** while rescuing **Eisenhorn** from the **Carnificina**.

Rituals of Detestation

Part of the gruelling training regime of the **Grey Knights** Chapter involving advanced psychosurgery and bioengineering.

Roban

Human male. Inquisitor of the **Xanthite** faction and mentor of **Nathun Inshabel**. Roban died on the assault of the Lange palace on **Thracian Primaris**, in the violent aftermath of the **Triumph of Thracian**.

Inquisitorial Rosette

'By the authority of the Immortal Emperor of Mankind…'

Name given to an inquisitor's official badge of office and authority, ordinarily a crimson sigil that may be further inscribed with the mark of the holder's affiliated **ordo** or the code of his issuing officio planetia. Inquisitors operating under **Special Condition** may choose to carry an azure variant. However, given the autonomous nature of many inquisitors, rosettes may be personally stylised or designed. The authenticity of a rosette, no matter its outward design, may be verified by the ordo coding encrypted within its structure.

'I carry with me an Inquisitorial seal. It is a small, unassuming object contained in a neat box of Pluvian obsidian. It is a modest thing. Relatively plain, adorned with a single motif and a simple motto.'

– Inquisitor Thraviam Flast, Inquisitor of the Ordo Malleus

The Inquisition Representative

The highest position of power and wielder of the most authority within the Inquisition is the Inquisitorial Representative to the Senatorum Imperialis. Referred to as an Inquisitor Lord Terran and nominated from the inquisitor lords, the Representative is also one of the High Lords of Terra.

It is the role of the Representative to convey the will of the Inquisition to the Senatorum and garner support for its endeavours, and to ensure good relations with the other High Lords are maintained.

The other two major responsibilities of the position are to warn the Senatorum of significant threats as to warrant debate and secondly to recommend a course of action. Essentially, the Inquisition Representative is the High Lords' eyes and ears across the galaxy, often required to be absent from the Senatorum for long periods, such are the demands placed upon their time and council, keeping them abreast of any major upheavals or shifts in the balance of power, such as the necron awakening, the arrival of the tyranid hive fleets or the advent of the hrud migration.

'Rogue'

This word has generally negative connotations in the Imperium, where conformity and obedience are prized, and has a special definition in the Inquisition's rubric. It denotes an agent or agents who are deemed negligent, insubordinate and criminal.

Rorken, Phlebas Alessandro

Human male. Lord inquisitor and Grand Master of the Ordo **Xenos** Helican, based on **Thracian Primaris**.

Rorken is described as wearing simple, austere clothing that accentuates his air of authority. His head is shaven except for a goatee beard. His voice is beguilingly soft.

Rorken's wisdom was exemplified by the occasions on which he was involved in **Eisenhorn's** operations. During the **Eisenhorn Conspiracy**, Rorken was torn to hear what Eisenhorn had to say for himself, but fearing retribution he sent Inquisitor **Ricci** in his place. Ricci serves the dual purpose of acting in Rorken's place and destroying Eisenhorn should he prove heretical.

Rorken's respect of Eisenhorn grew alongside the latter's reputation. At the time of the confrontation with **Fayde Thuring**, Rorken was convivial in his communications with Eisenhorn, signifying this level of trust and even friendship. Despite his ill health, Rorken recovered and eventually became the grandmaster of the **Ordos** Helican after the death of **Osma**, a position he held for three hundred and fifteen years.

Rorken was also **Ravenor's** superior. It was Rorken who brought down the **Cognitae** academy.

Rubric of Protocol, The

Originally drafted in the very earliest days of the Inquisition, and revised and appended on many occasions, the Rubric is the Inquisition's primary instrument of instruction, a text that outlines all the matters of behaviour, conduct, methodology and practice for the **Ordos**.

Sadia, Beldame

Human female. Heretic xenophile, known to consort with aliens. Fascinated with the culture of the dark eldar, she had been indoctrinated into the cult of Kaela Mensha Khaine. The lower half of her body had been replaced by a chassis of spider-like limbs, after her legs had been destroyed by Inquisitor Atelath. Sadia was killed by **Tantalid**.

Saint Celestine

See Celestine.

Saint Praxades of Ophelia VII

Human female. **Canoness** of the **Order of Our Martyred Lady** at the start of the Second Tyrannic War. Wielder of the **Adeptus Ministorum** relic The Sceptre of Vengeance, a **blessed weapon** in the form of a mace. Her most notable engagement was on the Cardinal World of Okassis where she bested a hive tyrant in single combat, but was eventually slain. She became the first martyr to Hive Fleet Kraken.

Saint Praxades of Ophelia VII

Sakarof

Human male. Lord inquisitor and master of the Ordo **Hereticus** Helican, based on **Thracian Primaris**.

Santjack, Norah

Human female. An agent on the staff of Inquisitor **Ravenor**. Perished at **Majeskus**, in 395.M41.

Saruthi

Alien race, native to a region of space bordering the **Helican sub-sector** and centred on the world of **56-Izar**. Five-limbed, with physical resemblances to both arachnids and crustaceans. Their skin is grey and wrinkled and their bodies asymmetrical, a legacy of their association with the **Necroteuch**. Their limbs terminate in metal calipers, which can perform manipulations or grip stilts to add to their height. Their faces are oblong, lacking any sensory organs beyond several olfactory openings: saruthi perceive their

surroundings by smell and taste, and have developed a fundamentally different sense of the universe to sight oriented beings. They have been observed performing a number of unusual feats, such as twisting their limbs into 'faces', which can communicate with humans, or projecting deadly energy resembling lightning discharges. A smaller, paler variant of saruthi, who do not use tools, seem to coexist with them, although it is not known if this is another gender, a subspecies, a slave caste, a combination of these, or something else entirely. Their cities are enclosed, and from the outside resemble giant spiral shells.

The saruthi are able to create portals and artificial environments, known respectively as **tetragates** and **tetrascapes**, which allow them to inhabit a space outside the physical universe and to travel interstellar distances with no need for starships. Whether this ability came from studying the Necroteuch or was developed independently is uncertain.

At the time of the Age of Strife, the saruthi controlled over forty systems around their homeworld, including the subsequent human colony **Damask**. They encountered and dealt with humans fleeing Terra with a copy of the Necroteuch: when this Chaotic work was translated into a form the saruthi could read, exposure to it irreversibly corrupted their minds, their culture and their very physical being, leading to the collapse of their empire. This influence can be seen in the deformation of their bodies, and the disturbing asymmetry of saruthi artefacts, such as the carvings unearthed on Damask.

At the time of the so-called 'Affair of the Necroteuch' in the late 300s.M41, contact with the saruthi was prohibited by the Imperium. The **Glaw** family made clandestine contact with the race in an attempt to recover a human-readable Necroteuch, but the conspiracy was broken by the Inquisition. **56-Izar** was subjected to military assault and **exterminatus**. No subsequent contact with the saruthi has been recorded.

Scallen

Ordo Hereticus inquisitor. Formed Strike Force Purgation in 085.M41 after uncovering the infamous **Cult Epicurean** on Farglum Prime. The force was initially based around the inquisitor lord's own household troops, but would eventually comprise of elements of Imperial Guard, **Adeptus Astartes** and **Adepta Sororitas**.

Several key strongholds fell in the purging of the cult, which had spread throughout the Farglum system. A final assault, led by Scallen himself, in the depths of Hive Tumulus was to signal the end of the cult. Scallen had petitioned the forces of Prioress **Helena** and the Sisters of the **Order of the Valorous Heart**, and it was the **Sisters of Battle's** specialised combat doctrine, alongside their zealous desire to purge the unclean, that resulted in the hive being scoured of every last heretic, crushing the Cult Epicurean for all time.

Scarn

Human male. Inquisitor. Radical. Preferred to avoid direct contact and worked from the shadows. An arch-manipulator. Was accompanied by the Hand of Scarn, a deadly assassin. Involved in several clandestine schemes on the planet of Karis Cephalon.

Scarus Sector

A division of the Segmentum Obscurus close to the Eye of Terror. Known subsectors include **Helican**, **Antimar**, **Angelus** and **Ophidian**. Theatre of operations for the Inquisitors **Eisenhorn** and **Ravenor**.

Schongard

Human male. Inquisitor. A member of the **Monodominant** faction. A broad man, he wore a mask of metal, surgically attached to his face, with only his bloodshot, raddled eyes visible. He was much disliked by **Eisenhorn**.

Scions of Messina

Proscribed group on **Messina**, who claimed responsibility for the destruction of the **Distaff**.

Secretists

A secretive organisation operating on **Eustis Majoris** that enforced the will of the **Diadochoi**.

Sepulturum

Ordo Minoris of the Inquisition that operates around the Eye of Terror. Formed during the 13th Black Crusade and concerned with the growing threat of plague zombies.

Seraphim

Shock troops of the **Adepta Sororitas**. Assault and close-combat experts equipped with jump packs.

Serebite

An obsidian-like black glass-stone, found only on the planet **Serebos**. Inquisitor **Quixos** planned to construct psychically active obelisks of this stone in an attempt to affect the warp, and tracing shipments of it provided the clue that led Inquisitor **Eisenhorn** to Quixos's lair.

Serebos

Limit-world, to the galactic south of Terra. Its masonic guilds are famously secretive about their business. Source of the stone **Serebite**.

Sergeant Stone

See Stone, Sergeant (page 80).

Severian

Inquisitorial fortress. Location classified.

Severina

See Devout, Severina (page 27).

Seraphim

Severnius

Human male. Ordo **Xenos** inquisitor. Master of **Battle-brother Artemis**. Slain on the planet of Terranhost by a warp-possessed **Astartes**. His base of operations was the Inquisition fortress of **Talasa Prime**.

Sevora

See Devout, Sevora (page 27).

Sheen Birds

Strange, artificial birds that live in the rooftops of Petropolis, capital city of **Eustis Majoris,** originally commissioned from the Adeptus Mechanicus by the city founders to simulate the flocking activities of real birds as a mobile decoration to complement the hive spires. Agents of the **Enuncia** conspiracy learned how to control the sheen birds using a bespoke **psyber-lure,** forming them into a powerful attacking flock known as the Unkindness, which was capable of swooping on its victims and shredding them.

Sicarius

Ordo Minoris of the Inquisition concerned with the control and investigation of the Officio Assassinorum, after that organisation's allegedly renegade actions during the **Age of Apostasy**. In addition to the High Lords of Terra, Ordo Sicarius inquisitors can sanction the deployment of Imperial Assassins, such is their remit to monitor and control this organisation.

Officio Assassinorum Operative

Silvana

Human female. **Sister of Battle** and leader of the **Order of the Argent Shroud**. Became a **Living Saint**.

Simeon 38X

Human male. **Arco-flagellant**. Formerly known as Erin Octavus, a grox farmer native to the agri-world of Standalone. A sufferer of Gathalamor syndrome, a condition in which subjects become determined to sacrifice themselves in the name of the Emperor, Octavus believed he was tainted by evil. After several attempts to placate and purge the farmer failed, Octavus, spurred on by his hallucinations, attacked Cardinal Simeon for which he was tried and sentenced to **arco-flagellation**.

Erin, named Simeon 38X after the cardinal that condemned him, still suffered from Gathalamor syndrome (it was speculated that his **pacifier helm** actually worsened his condition), which resulted in him not always responding to his **trigger word**, 'exculpate'. On a number of occasions this resulted in bloody consequences, most notably during his service to Inquisitor Steinbeck. Following the grisly deaths of several members of the **Ecclesiarchy**, Simeon was almost terminated. **Witch Hunter Tyrus** intervened, granting him a stay of execution. Simeon was given a re-trial and sentenced to deathmasking. After this, he was held in stasis aboard Tyrus's own vessel, a ready instrument to be unleashed only upon the **witch hunter's** most hated foes.

Simivulpa

A type of fox-monkey that is popular as a pet.

Singh, D'Mal

Human female. **Gunhound** handler in the employ of Inquisitor **Myzard**.

Siskind, Bartol

Human male. Master of the rogue trader, the *Allure* (which he won in a card game). A handsome man, with red hair, who liked to wear a jacket of Vitrian glass. Related to **Kizary Thekla**, and a blood relative of **Lilean Chase**.

Siskind was a known associate of **Zygmunt Molotch**, who had used the *Allure* for transport on many occasions.

In 401.M41 he employed the bounty hunter **Lucius Worna** to track down Inquisitor **Ravenor**.

In 403.M41, he attempted to buy his way into **Contract Thirteen** with the captured shipmaster **Sholto Unwerth**, rather than money, as collateral.

Sisters of Battle

Chamber militant of the **Ordo Hereticus**. Female warriors noted for their faith, devotion and purity. As well as serving the Ordo Hereticus, they also form the fighting arm of the **Ecclesiarchy**.

Skoh, Feavor

Human male. A xeno-hunter at large in the **Angelus subsector**. Skoh was a member of **Contract Thirteen**, a criminal cartel of rogue traders involved in illicit tech-salvage.

In 401 he was captured by **Gideon Ravenor**, who later brought him to **Eustis Majoris**, during the inquisitor's continuing mission to investigate corruption on that planet. Skoh escaped, but was tracked down and killed by **Carl Thonius**.

Slade, Leyla

Human female. Confederate of **Orfeo Culzean**. A tall, muscular woman, with short, blonde hair and a hard face. Loyal to the end, she sacrificed her life to allow her master to escape.

Sleef

An outworld in the skirts of the Callixes sector. The planet is blessed with massive volcanic vents. The fabric of reality is thin here, and it is said one can hear the vibration of the warp coming from the vents. In 336.M41, the Inquisition foiled an attempt by a team of **Cognitae** agents to capture this arcane energy with **gnosis engines**.

Slyte

As predicted by the **Divine Fratery**, Slyte (or maybe Sleet or Slate) is the name of a daemonic manifestation

Sisters Repentia

'If I must die, I shall welcome Death as an old friend, and wrap mine arms about it.'

Exiled members of the **Adepta Sororitas**. Often wielding ceremonial **eviscerators**, Sisters Repentia seek death in battle in order to be absolved of transgressions against the code of the Sisterhood.

Before the Emperor I have sinned
Beyond forgiveness
Beyond forbearance
Beyond mercy

We turn our backs upon you
We cast off your armour and your arms

I leave this company of my own free will
And by my will shall I return
I shall seek the Emperor's forgiveness
In the darkest places of the night

When forgiveness is yours, we shall welcome you back
Until such time you are nameless to us

– From the first invocation of the Catechism of the Penitent, read when a Sister becomes a Repentia and is exiled from her order.

that would arise on the planet **Eustis Majoris** at the end of 403.M41. They identified the focus of this prospect as Inquisitor **Ravenor**, or one of his close associates.

'Slick' Devlan

See Devlan, 'Slick' (page 27).

Sons of Bael

A cult, based on **Cadia**, whose prime activity was to measure the dimensions of the pylons on Cadia. They claimed to worship a daemon named Bael. The cult was part of **Quixos**'s network, collecting data on the pylons for his own creation. Bael was, of course, **Cherubael**. **Eisenhorn**, **Neve** and a host of Kasrkin confronted members of the cult when they finally identified Quixos as the source of the unauthorised landings on the planet. **Prophaniti** almost destroyed them all, but decided to leave, now in **Husmaan**'s body, when **Osma** and his forces arrived to declare Eisenhorn a heretic.

Sororitas Power Armour

Battle armour worn by the militant orders of the **Adepta Sororitas**. Similar to that worn by the **Adeptus Astartes** but, as **Sisters of Battle** are not interfaced fully with their armour it is bereft of the life-support systems and strength enhancing capabilities associated with the Space Marine variant.

Soulguards

Another term for the psychic blanks commonly known as **untouchables**.

Soul Net

Device. Initially, a crude attempt by **Thorian** inquisitors to replicate the effect of an eldar spirit stone. A psycho-conductive lattice designed to activate upon death and trap a soul. A flaw in the device however renders the wearer comatose or, in some cases, kills them. This side-effect has seen it used a weapon against daemons and rogue psykers instead.

Soulwatcher Helm

Device created by Lord **Antigonus Balorodin** with the aid of Magos Psykana Alendrixa. A fusion of eldar and Imperial technology, the Soulwatcher Helm possesses a spirit stone that can be tapped into by the wearer, allowing them to effectively view the souls of individuals. The device is invaluable in detecting pykers and rooting out heretics, but carries risks as the psi-sight granted by the helm comes from the dead eldar spirit in the spirit stone. Such close communion could have a profound effect upon the wearer, particularly on their mental stability and judgement.

Spaeton House

Located on the Insume headland, not far from Dorsay on **Gudrun**. It is was the preferred residence of **Gregor Eisenhorn**. Named after the feudal family that built it. A sizeable estate, with a famous maze designed by Utility Krauss, it has views across the Bay of Bisheen. Spaeton House was attacked and most of its occupants murdered by **Vessor**ine janissaries as part of their attempt to wipe out the whole of Eisenhorn's network in a co-ordinated strike.

'Special Condition' Status

An operating condition utilised by inquisitors and their teams when they must proceed with utmost secrecy and circumspection. Under Special Condition, they communicate only between themselves, in isolation from Imperial authorities, even the Inquisition. To further protect their mission, a team operating under Special Condition will often assume false identities.

Spica Maximal

Capital planet of the Vincies subsector, an area of space broken by the warp. Now part of the forbidden **Mergent Worlds**, it is the most important source of the illegal drug **flects**.

Spheres of Longing, The

One of Inquisitor **Gideon Ravenor**'s most famous works.

Staff of Belief

Adeptus Ministorum relic. A potent symbol of faith and a powerful weapon carved from the wood of the trees within the Garden of Saints.

Sororitas Power Armour

Stern, Brother-Captain

'There is nothing in the arcane and blasphemous arsenal of the forces of Chaos that can compare to faith. With the power of faith, our blades become shining instruments of deliverance that can cleave the mightiest daemon in twain.'
– Brother-Captain Stern of the Grey Knights

Human male. **Brother-Captain** of the **Grey Knights** Chapter. In the service of the Emperor for almost four centuries. Stern has fought many daemons and heretics, but chief amongst his adversaries is the greater daemon of Tzeentch **M'kachen**, which he encountered whilst purging the Cult of the Red Talon. He banished the daemon for a hundred years and a day, but Stern has since fought M'kachen again on two separate occasions.

Brother-Captain Stern

Stimms

Combat drugs designed to improve or alter an individual's physical or mental state in an effort to increase battle effectiveness. Stimms come in a variety of different types and produce a range of performance-altering effects. They are rarely without drawbacks, however, and many stimm addicts have succumbed to such side effects with fatal consequences.

See Drugs and Stimms (page 28).

Sergeant Stone

Stone, Sergeant

Human male. Imperial Guard Gland War veteran. Originally a member of the Lostok 23rd Imperial Guard regiment. Augmented by Tech-priests to fight in the conflict on the forge world of Dantis III when it was invaded by tyranids. Sergeant Stone is one of only three gland warrior survivors of the conflict. Taken by the Inquisition following the successful defence of Dantis III he is now a member of **Witch Hunter Tyrus's** retinue.

Strousii

Alien race. They trained **Gorgone Locke** to use the strousine neural scourge.

Strykson, Athen

Human male. A former member of **Contract Thirteen**, this ex-rogue trader sold up and retired to a remote location on **Eustis Majoris** called Farthingale.

Swole, Kara

Human female. A key member of Inquisitor **Ravenor**'s team of agents. A dancer-acrobat from **Bonaventure**. Short, supple and voluptuous, Kara was well-muscled, and womanly. She had red hair, a small expressive mouth and wide cheekbones.

In 396.M41, she was part of the team that tracked down **Zygmunt Molotch** on Zenta Malhyde.

From 401-404, as part of Inquisitor Ravenor's team, she was involved in the investigation of the **flect** trade.

Kara contracted astroblastoma in late 401, from radiation exposure while wearing a faulty vacc-suit. She hid the condition, never telling Ravenor and the other members of his team. The medicae **Patrik Belknap** discovered her illness while treating her for a cut she received from **Tchaikov's vampire blade**, and out of respect for her wishes, kept her secret. The cancer miraculously vanished in 403, shortly before Ravenor and his team left **Eustis Majoris**. After this, and influenced by Patrik Belknap, she became much more religious.

Kara Swole

Sydona

Human male. **Interrogator**. A small, slender man with a thin face. Sydona was in charge of the Inquisition forces on Gereon in M41. Imperial forces hoped that a cure for Chaos could be learned from one of the native tribes of that planet, the Nihtgane.

Brother-Captain Stern

Stern, Ephrael

'I am Ephrael Stern, Sister of Battle!'

– Ephrael Stern

Human female. **Adepta Sororitas** of the **Convent Prioris** of **Ophelia VII**. **Seraphim** of the **Order of Our Martyred Lady**. Raised on the Saint Sabbat Schola Progenium world of Antigone's Harbour and submitted for consideration into the martial orders of the **Adepta Sororitas** by the Schola Progenium's drill-abbot. Accepted by Sister Patricia of the Order of the Holy Seal. Excelled in her training, advancing quickly to the rank of **Seraphim**, and three years later was ordained as a Sister Superior.

She was believed tainted by the Ruinous Powers, after returning from a mission, just following her ordination, to the world of Parnis. Sent to investigate the lost convent of the Orders Pronatus, Stern was the sole survivor of a 12,000-strong force. Following this event, she was investigated by Inquisitor **Hand** and eventually became his ally. Upon her return to Parnis, Stern discovered her convent was corrupted by the power of Slaanesh in the form of the Keeper of Secrets, Asteroth, the will and souls of her fellow Battle Sisters bound into a Screaming Cage. Ephrael and Inquisitor Hand vanquished the corrupt sisters and drove off the greater daemon. In doing so, Stern revealed incredible powers, those of the Daemonifuge, a potent psychic weapon against the forces of Chaos; although some believe she might be as much a threat to the Imperium as a saviour.

Taarn

Human male. **Ordo Xenos** inquisitor. Radical.

Talasa Prime

Inquisitorial fortress situated on the Eastern Fringe of the Imperium, specifically located in the Ultima Segmentum. Responsible for recruiting, training and equipping **Deathwatch kill-teams** drawn from the Ultramarines, Scythes of the Emperor and Lamenters Space Marine Chapters.

Tallowhand, Will

Human male. Acquaintance/colleague of Inquisitor **Gideon Ravenor**. Perished on **Majeskus** in 395.M41.

Talon

Human male. Born on the planet of Kados in the Underhive of Kados Prime. Formerly a member of a gang called the Skull Hunters. Recruited by Inquisitor **Vortis**, while he was investigating a xeno-virus on the planet. Talon possessed a unique organism in his blood that fought and destroyed the xeno-virus, and his blood was subsequently used to create a vaccine.

Tancred

A planet in the **Angelus subsector**.

Tantalid, Arnaut

Human male. **Witch Hunter** of the **Adeptus Ministorum**. Tantalid was bald, with a long, sinewy neck. He wore heavy red power armour and carried the chainsword Theophantus, and occasionally made use of a concealment field that rendered him invisible.

Tantalid's fanatical hatred towards psykers led to a long history of enmity with Inquisitor **Eisenhorn,** whom Tantalid considered a heretic for his advocacy of psychic powers and his own psychic nature. Tantalid declared his claim on Eisenhorn's life on numerous occasions. They first encountered one another on opposing sides of a legal dispute on Bradell's World, then clashed violently on Kuuma along with their retinues. Tantalid next tracked Eisenhorn to **Lethe Eleven**, intervening in the fight against **Beldame Sadia** and inadvertently saving Eisenhorn's life before the intervention in turn of **Medea Betancore** and Eisenhorn's gun-cutter. Their final confrontation was on **Orbul Infanta**, where Tantalid killed the Astropath **Taesera Ungish** before himself being killed by Eisenhorn.

Tarl, Vammeko

Human male. A **Vessorine** janissary who participated in the assault on **Spaeton House** under the emplated identity of **Eino Goran** but was captured by Inquisitor **Eisenhorn.** Holding Tarl at the home of **Crezia Berschilde**, Eisenhorn displaced the identity emplate using Zendocaine, and interrogated him to uncover information leading to the trail of **Khanjar the Sharp** until Tarl exploited Berschilde's sympathy for him to escape. He then followed Eisenhorn and his team along the route of the **Trans-Atenate Express**, preparing for another attempt on the inquisitor's life. He died fighting Eisenhorn atop the express.

Tarray, Marla

Human female. Ringleader of the forces sent to destroy **Eisenhorn** and his network of agents. Described as having sharp features and long, black hair. Before her discovery by Eisenhorn, she was a shadowy figure, mentioned briefly in reports connected to cult membership, murder and other crimes across the sector.

Marla Tarray was the daughter of **Pontius Glaw**. She set up a trap at Entipaul's Lounge in New Gevae after cracking the secrets of **Glossia** by torturing Jekud Vance. Eisenhorn managed to second-guess her, and attended the meeting through the animated body of **Etrik**, one of the **Vessorine** janissaries sent against him. After revealing his hand, Eisenhorn released a warp vortex that killed Tarray and everyone within sixty metres.

Tchaikov

Human female. **Contract Thirteen**'s banker, who kept their records inside a **Gullivat Riddle Box**. Killed by **Ravenor**'s team in 403.M41. It was Tchaikov who wounded **Kara Swole** with a **vampire blade.**

Tears of the Emperor

Adeptus Ministorum relic. Ornate crystal bottles in which is believed to be collected the blood-like tears wept from statues of the Emperor and icons of faith. The legend arises from the belief that the Emperor Himself weeps a single tear every time a warrior of the Imperium falls in battle, which is collected by His custodians and kept as a potent relic.

Telekinesis/Telekinetic

See Psychic Disciplines (page 69).

Telepathic Beacon

Can be implanted into the mind of an individual to allow them to broadcast their thoughts.

Temporal Phase Distort Generator

A unique item used by Tech-priest **Tezla**. Recovered from ancient necrontyr ruins, the temporal phase distort generator employs an anti-stasis field, making the wearer partially insubstantial.

Tetragate

Massive and irregular arches created by the **saruthi**, which seem capable of linking locations on different worlds. It was suggested by **Malahite** that the saruthi used them to travel across interstellar space.

Tetrascape

Term coined by **Girolamo Malahite** to describe the artificial, four-dimensional environments created by the **saruthi**. Tetrascape environments can be tailored to the specifications of the race using them, but characteristic features observed by **Eisenhorn** on **KCX-1288** include time distortions, a hazy green glow, ammonia oceans, and the ever-present, irregular tessellated shapes associated with the saruthi. The tetrascape is accessed by **tetragates**.

Tezla, Hieronomous

Human male. Tech-priest. Trained as a runic priest on the forge world of Sygies VIII. The forge world, a large moon in the Vulcanis system, was saved by the eldar when it almost fell to traitor forces during the Horus Heresy. This act resulted in the formation of the **Xenarites** – a secretive sect of the Adeptus Mechanicus dedicated to the study and exploitation of alien technology.

Tezla was inducted into their ranks due to his arcane training, the belief of the Xenarites that such specialities were invaluable when more orthodox

doctrine and scripture failed to produce results in the study of xenos technology. Tezla quickly rose to prominence within the hierarchy of the sect, his natural talent and enquiring disposition a real boon to the Xenarites. He has since made a number of important xenological discoveries, the **temporal phase distort generator** being just one of the devices he has unlocked the secrets of.

Thekla, Kizary

Human male. Captain of the rogue trader *Oktober Country*, and a founder member of **Contract Thirteen**.

Thex, Voragian

Human male. Inquisitor. A renowned **Thorian** of the **Ardentite** sub-sect. Thex spent two centuries during M39 attempting and failing to prove the Ardentite theorems.

Thonius, Carl

Human male. A key member of Inquisitor **Ravenor's** team of agents. A man of unremarkable stature, but remarkable poise. Very mannered, slender and spare. Extremely fastidious about his appearance, and always immaculately attired. Blond coiffured hair, high forehead. D.o.b. approximately 372.M41.

Of all Ravenor's team, Carl Thonius had the most brilliant mind, being adept with calculating machines, all forms of mechanical and electrical devices, but also theory and tactics. For this reason, Ravenor often delegated planning and research activities to him. As **Patience Kys** would say, 'The things you know.'

Over the course of Ravenor's hunt for **Molotch**, in the early 400s, Carl's character began to change. Previously a dandy, overly cautious, and reluctant to engage in physical combat, he became harder, darker and tougher; a personality change that did not go unnoticed by his colleagues. His change in temperament was matched by a change in attire – he started to dress in more practical clothes, and took to wearing a multitude of rings.

In 396.M41, he was part of the team that tracked down Molotch on Zenta Malhyde.

From 401-404.M41, he worked with Ravenor investigating the **flect** trade, the **Cognitae** inspired attempt to recreate **Enuncia**, and the hunt for Zygmunt Molotch.

While pursuing investigations on the planet **Flint**, Thonius's right arm was hacked off by a chainblade, but the severed limb was reattached after sixteen hours of operations. It could be argued that the pain and mental anguish he suffered as a result of this is what prompted him to use **flects**.

Thor, Sebastian

Human male. Leader of the **Confederation of Light** and supreme orator. Thor denounced the insane High Lord **Goge Vandire** as a traitor, and rallying forces to his cause, helped end the so-called Reign of Blood during the **Age of Apostasy**. Eventually, Thor would become Ecclesiarch, spiritual leader of the **Adeptus Ministorum**, and form the Synod Ministra on **Ophelia VII**, an act that would break up the power of the **Ecclesiarchy**.

Such was Thor's ability as an orator and inspirational leader that a school of Imperial thought now considers him to have been a vessel for the power of the Emperor – the **Thorian** faction of the Inquisition is named for, and exemplifies, this belief.

'Thorn'

Code word for Inquisitor **Eisenhorn** in his team's special battle language, **Glossia**.

Thracian Primaris

Hiveworld, current capital of the **Helican subsector**. Seven-tenths of the planet's surface is covered with industry and hives, including large sections of the planet's original oceans. Its twenty-two billion-strong workforce and massive economy dwarf all other planets in the subsector, and its orbital space is protected by four Ramilies class star fortresses. It is home of the **Ordos** Helican headquarters, and for a time Inquisitors **Eisenhorn** and **Ravenor** made their homes here, but for all its wealth and power Thracian Primaris is a generally unpleasant place to live, and neither inquisitor remained there permanently.

Thuring, Fayde

Human male. Heretic. Described by **Eisenhorn** as a 'minor warp-dabbler' at the time that their paths first crossed, although he went on to become considerably more dangerous than that. Thuring was initially involved with the Khorne derived **Hearthood** cult, surviving the destruction of that cult to continue his career as a heretic and seditionist. He is known to have been active on **Thracian Primaris** at some point, and to have been responsible for the murder of **Midas Betancore**. Thuring relocated to the reconquered **Ophidian subsector** some time after 338.M41, arriving on the world of **Durer** with the apparent aim of finding a cache of dormant Titans left there by the retreating Chaos forces. He discovered this cache on the island of **Miquol** and was able to reactivate *Cruor Vult* in time to combat Eisenhorn's pursuing forces. Thuring perished when *Cruor Vult* was destroyed by **Cherubael**.

Thysser, Javes

Human male. Inquisitor of the Ordo **Xenos**. His encounter with **Cherubael** on the planet of **Vogel Passionata** led to suspicions about the integrity of **Eisenhorn**.

Titan

Moon of Saturn. Location of the basalt fortress-monastery of the **Grey Knights** Chapter.

'Toothpick' Murke, Sergeant

Human male. Pathfinder. Born on the deathworld of Catachan. Recruited into the 24th Catachan Hellbringers. An expert sniper and trap-setter. When Murke encountered the xenos breed known as sirens on the world of Darwin, utilising his pathfinding skills to ensure the safe retreat of many of his fellow troopers, he came to the attention of the Inquisition and was recruited by Inquisitor **Taarn**. It was during his service to Taarn that Murke lost his arm to a prowler trap plant on the deathworld of Villania. It was replaced with an augmetic limb and hand.

Trans-Atenate Express

Locomotive route running through the Atenate Mountains on **Gudrun**. Famously romantic (and expensive), the Express runs through breathtaking scenery. **Eisenhorn** and his team travel from Ontre to New Gevae on the Express whilst fleeing the assault on **Spaeton House**.

Trial by Balance

Arcane religious trial. A droplet of the accused individual's blood is balanced against a droplet of water blessed by the **Ecclesiarchy** on a set of scales. If the blood is heavier, the individual is

Tyrus

'Burn the witch!'

Human male. **Ordo Hereticus** inquisitor. **Monodominant**.

Born on Loressa, an agri-world in the Segmentum Obscurus blighted by the daemon prince Kholoth the Excoriator. The daemon destroyed Tyrus's village and tortured him, then a boy of a mere six summers, taking an ear and an eye. He was saved by Inquisitor **Covonis**, who banished the daemon. Covonis, a witch hunter, took Tyrus under his wing and made him his apprentice.

Tyrus and Kholoth met again at Epsilon Regalis, he and his master guided there by the **Emperor's Tarot**. The monarchy of Epsilon Regalis was tested according to the **Trial by Holy Seal**, which exposed the daemons that had enslaved them. Thus freed, Kholoth slew Covonis but met his match in Tyrus who, through sheer force of will, defied the daemon prince and killed it with his former master's force sword.

Following Covonis's death, Tyrus took his master's power armour and was elevated by the masters of the Ordo Hereticus to the rank of witch hunter and made a full inquisitor.

Known for his bombastic outbursts and bloody purges of heretics in all their forms, Tyrus was one of the most active inquisitors regarding internal policing and would persecute heretical members of the Inquisition with equal fervour as any witch, mutant or warlock. He was particularly suspicious of psykers, even those that were members of the Inquisition. He had a strong belief in arcane methodology and the use of religious trials to judge and punish. Such practises include the **Trial by Balance**, **Ordeal of the Blade** and **Trial by Holy Seal**. Influenced by these religious 'tests', Tyrus's favoured trial of his own devising was to force the accused to consume a jug of blessed water, any choking or gagging in the attempt deeming the individual guilty and subject to summary execution. Tyrus is an active practitioner of the **Emperor's Tarot**, using it to determine guilt and innocence. Many unfortunates have been condemned by the turn of a card at Tyrus's hand.

pronounced heretic, supposedly weighed down by guilt.

Trial by Holy Seal

Arcane religious trial. A wax tablet is placed upon the accused individual's hand and a hot seal is applied to it. Only if unharmed, is the accused deemed innocent.

Trice, Jader

Human male. First provost of the Ministry of Subsector Trade on **Eustis Majoris**. A slender, ageless man, with a distinguished beard and long black hair, which he kept tied back. He had one blue eye and one brown eye. A man of high position and power, he was answerable only to the lord governor of the **Angelus subsector**, **Barazan**.

Triumph of Thracian

Mass celebration held at **Hive Primaris**, **Thracian Primaris** to mark the success of the **Ophidian Campaign**. The Triumph was witnessed by two billion citizens, and featured representatives of each of the groups involved in the campaign: Space Marines of the Aurora and White Consuls Chapters, Imperial Guard regiments, the Adeptus Mechanicus, thirteen Titans, members of the Inquisition and countless Administratum and Munitorum officials. Prisoners were put on full display, including thirty-three powerful captive psykers. The Triumph ended in an infamous bloodbath known as the Thracian Atrocity, which began when the Lightning combat aircraft overflying the parade began strafing and ramming the parade and onlookers. This freed the psykers, many of whom were tainted or insane, and the combined effect of panic, mutiny and psychic attacks plunged the hive into five days of utter lawlessness whose repercussions spread across the planet.

The attack was the work of Inquisitor **Quixos**, who intended to seize the captured psykers to help with constructing his **serebite** obelisks and was prepared to engineer this atrocity in order to obtain them. It was following the trail of one such psyker, **Esarhaddon**, which led Inquisitor **Eisenhorn** to Quixos's trail, aided by clues from Inquisitor **Ravenor** who had himself been horribly crippled in the attack.

Twenty-six Venerables

The noble houses who hold the fiefs for membership of the planetary governing council on **Gudrun**, descending from the planet's original founding families.

Trigger Words

Command word that activates an implanted personality or action.

Annihilatum
Dominesti
Exculpator
Imperator Dei
Purgatus
Rage
Sanguinatus
Shrive

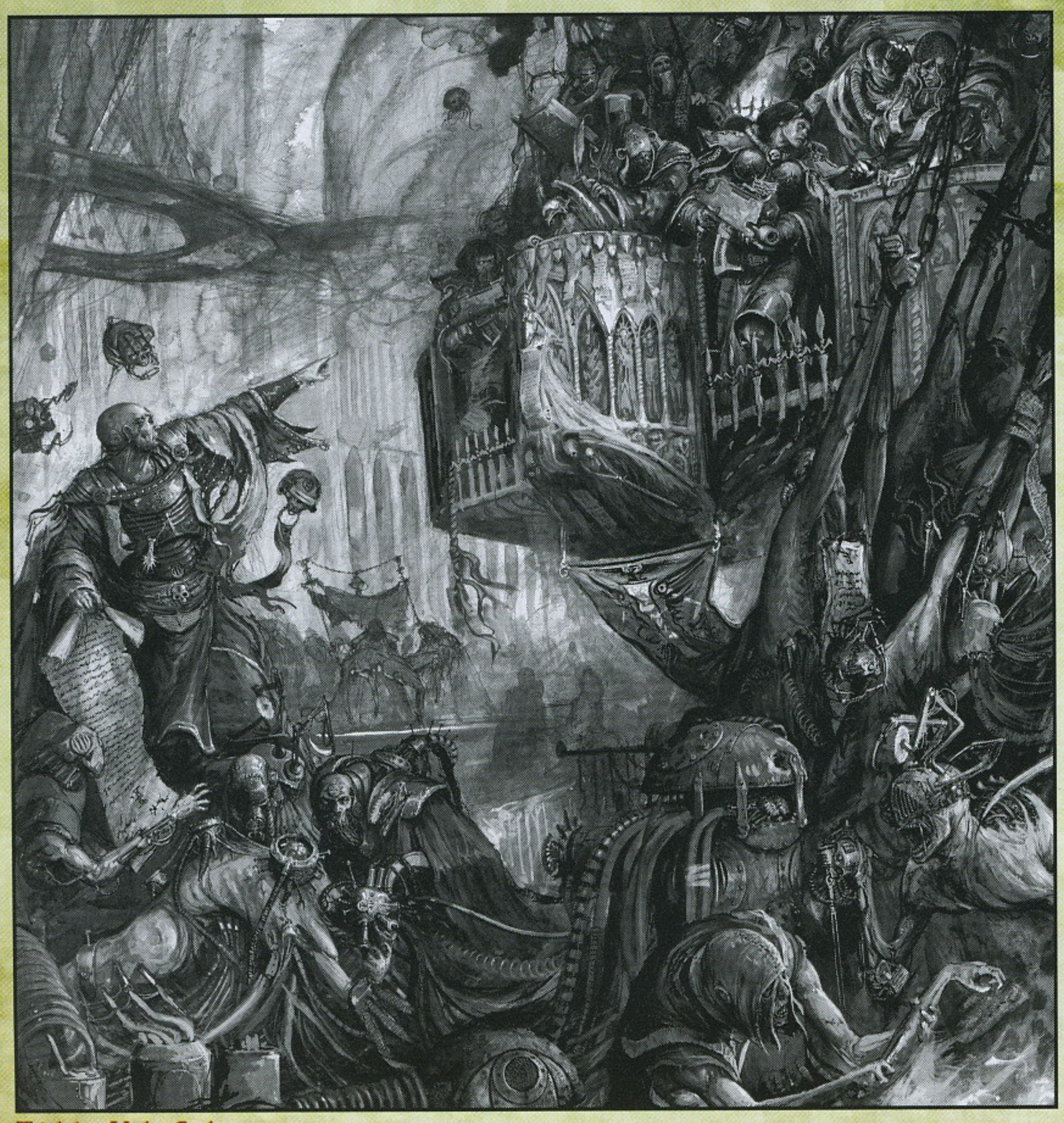
Twist

Slang term for mutant.

Umberco Eto, Questor of Tiarni Delta

Human male. Ordo **Malleus** inquisitor. **Thorian**. Born on the world of Arbrenia. Wears a mixture of Imperial robes and the barbaric dress of Arbrenia, combined with a psychic hood and trophies taken from his slain enemies. Carries a **psycannon** and a force axe whose blade is shaped into the image of a snarling tiger. Prior to joining the Inquisition, a mere native of his home world, Eto was pressganged into the service of Rogue Trader Daskon Holpstein on his ship, the *Prince Yugen*. The activities of Daskon eventually came to the attention of Inquisitor Malordnu who quarantined the *Prince Yugen* and psychically tested all the crew. Eto's psychic potential was discovered and he was taken to a **black ship** for further evaluation.

Deemed to be an asset to the Inquisition, Eto was taken to the Inquisitorial fortress on the world of **Judgement**. He advanced quickly and became an **interrogator** inducted into the charge of Inquisitor **Coteaz**. Following his time with Coteaz, Eto became a full **daemonhunter** and made his reputation destroying a daemon worshipping cult on the asteroid colony of Tiarni Delta.



Trial by Holy Seal

Adversaries of the Inquisitor

Many are the adversaries of the inquisitor, be they daemon, witch, heretic or alien. A member of the Ordos, regardless of their particular speciality, must be prepared to face and defeat all enemies of the Imperium in whatever form they take.

Rogue Psyker

Untrained and untutored psychic. Bereft of the safeguards of a sanctioned psyker, they are highly dangerous, unpredictable and often insane.

Apostate Cardinal

Former member of the **Ecclesiarchy** that has turned his or her back on the Emperor and the Imperial Creed. They are insane firebrands and rabble rousers, often turning the opinion and religious fealty of entire worlds with their anti-Imperial dogma and blasphemous sentiment. They are often accompanied and protected by Pontifex Guards, grim adherents to their anti-Imperial oratory and fanatically loyal.

Mutant

Deformed and debased individual ravaged by the plague of mutation. Such creatures vary in type and affliction but none are tolerated by the credos of the Imperium. Mutants are most dangerous when brought together in mass bands, united by the words of an apostate cardinal or the false promises of a rogue psyker.

Traitor

Those who have shunned the Imperium and the light of the Emperor's teachings to embrace darkness. It has been known for entire regiments or even worlds to be turned thus when motivated by a particularly charismatic or powerful heretic or daemon.

Mutants

Daemon

Warp-spawned manifestation and the principal enemy of the **Ordo Malleus**. The form of the daemon is manifold, its methods both oblique and direct. They are extremely dangerous and a direct link to the insidious Ruinous Powers. Daemons can only manifest for a short time outside the warp that is their dominion, and when doing so must be conjured by powerful witchery or ritual. Daemons often work through **traitors** and do so either by subtly influencing their actions or by outright possessing them. Again, this is an ephemeral existence as a body can only sustain the unstable energies of the warp needed to bring about possession for a short time before the daemon is required to find a new host. The most powerful of daemons are the greater daemons, the most deadly adversary faced by the **daemonhunter**.

Daemon

Aliens

Many are the worlds of the Imperium and beyond, and not all races that inhabit them are human. Xenos, as they are known, are a very real threat to the stability of the Imperium and are treated with as much dread as the daemon or the witch. There are countless alien civilisations, all of which are made up of malfeasant creatures jealous of the dominion of humanity and eager to bring about its destruction or usurpation. Certain species are well documented, such is the frequency with which the servants of the Imperium encounter them: genestealers, tyranids, orks and eldar are all common enemies of the **Ordo Xenos**, as well as more recent foes like the **kroot** and tau, and the lesser known hrud and lacrymole.

Genestealers

Tyranids

Underboat

An underwater vessel. Designed for use in oceans, they can withstand enormous amounts of pressure.

Ungish, Taesera

Human female. Astropath. Employed by **Bequin** on **Anemae Gulfward**. In her fifties and almost terminally burned out by the rigours of her calling, her partly paralysed body was supported by an augmetic exo-skeleton and she was dependent on a cocktail of medication to control her constant physical pain. Stubborn and defeatist, she strongly distrusted **Eisenhorn** and foresaw her own death in his service on more than one occasion. Despite Eisenhorn's attempts to avert it her visions were fulfilled when she died on **Orbul Infanta**, killed by **Arnaut Tantalid**'s gunfire.

Unguents of Warding

Blessed and pungent ointments used by **daemonhunters** to trace sigils onto armour that repel the predations of daemons and the power of the warp.

Untouchables

Extremely rare beings who are the antithesis of psykers, being so psychically inert that their mere presence blocks all nearby psychic activity. Needless to say, they are much in demand by the servants of the Inquisition. Untouchables (or '**blunters**', as they are popularly known) generally wear limiters, devices that curtail their talent, so the psychically gifted can operate in their proximity without their powers being negated.

Psykers find the presence of untouchables very uncomfortable and even normal humans suffer feelings of fear and revulsion.

The first person to recognise the value of untouchables was Inquisitor **Eisenhorn**, who built up a cadre of them, which he called the **Distaff**.

Speculation abounds within the Inquisition that untouchables are a result of manipulation of the human genome by the necrontyr.

See Psychic Mastery (page 67).

Unwerth, Sholto

Human male. Shipmaster of the merchant ship, ***Arethusa***. So short and broad he looks like a dwarf or a mutant, with a flowing crest of hair, a goatee and strange, idiosyncratic speech. Sholto's rather comical appearance and mannerisms belie his intelligence, and his perseverance. He has a manhound called **Fyflank**.

Inquisitor **Ravenor** and his team first met up with Unwerth in the early 400s on **Bonner's Reach**, while investigating the **flect** trade. Initially dismissive of Unwerth, who was harassing him for business, Ravenor ended up retaining the *Arethusa* for transport after the ***Hinterlight*** was damaged chasing the ***Oktober Country***.

Having delivered Ravenor and his team to **Eustis Majoris**, Unwerth was captured by **Bartol Siskind**, and handed over to **Akunin** as part of Siskind's attempt to buy in to **Contract Thirteen**. The Contract Thirteen conspirators tortured Unwerth for information on Ravenor's activities until he was rescued by **Patience Kys**.

In 404.M41, still working for Ravenor's team, he participated in the hunt for the arch-deviant **Zygmunt Molotch**.

Un-word

See Enuncia (page 34).

Utochre

One of the twenty-eight moons of the planet Cyto. Heavily industrialised, the population live in hives, with mining being the main industry. The landmass and the oceans are ice-clad, and the moon is shrouded in thick clouds. The precious stones that are a by-product of the mining industry have led to Utochre becoming a centre for the lapidary craft.

The deep ocean of Utochre is said to be one of the strangest places in the universe.

Uriah Jacobus, Protector of the Faith

Human male. Missionary. Spent many years introducing the Imperial Creed to the worlds west of Bakka, in the southern galaxy. Most notable amongst Uriah's achievements is the destruction of the genestealer cult on the feudal world of Solstice. Allying the other kingdoms, Uriah led his army against the traitor king of Solstice and eventually vanquished the patriarch and magus who held sway there. For this deed he was gifted with the Banner of Sanctity, woven by the daughters of King Ellesan of Solstice. Died of a lung-destroying virus of the death world of Gorang.

Uriah Jacobus

Valon, Gotterich

Human male. **Ordo Malleus** inquisitor. **Thorian**. Former cardinal on the world of San Sebastian. During this time, he established many Schola Progeniums and worked with the Missionarus Galaxia to do so. Conducted a five-year tour of the Schola Progeniums in 965.M41 in recognition for his sterling services to the **Ecclesiarchy**.

During this period, Valon visited the Schola Progenium abbey on the world of Luchesio, which was currently being menaced by orks. Valon was caught up in the fighting, and during a bomber raid became trapped beneath the bombed ruins of the abbey. He was rescued by a twelve year-old girl, Louisa Della Monica. Miraculously surviving a

Monica. Miraculously surviving a shell blast unscathed, Della Monica was declared blessed by the Emperor and became one of the cardinal's charges, along with several other veterans from the fighting on Luchesio.

In the final year of his tour, Valon encountered Inquisitor Van Dremen on Sanagua Primar and the two men became friends. Shortly after, Valon relinquished his Ecclesiarchal duties to join the inquisitor, aiding him in his investigations. Eventually Valon became an **interrogator** under Van Dremen's tutorledge, progressing to the rank of full inquisitor. He has fought in many conflicts, most notably the 13th Black Crusade where he was injured on **Cadia**, as a result his body had to be artificially sustained by chem-inducers and bionics.

Vampire Blade

A most deadly weapon that actually draws the blood out of its opponent, so keen is it to wound and cause harm. It is said that a wound caused by a vampire blade will never close.

Van Hinkle

Human male. Inquisitor lord and known **Revivificator**. Wrote the treatise, *Soultheft Methods of Eldar Pirates* in the late 39th millennium from interrogations conducted on captured dark eldar.

Vandire, Goge

Human male. 361st High Lord of the Administratum and eventual Ecclesiarch. A paranoid megalomaniac, Vandire instigated a military coup against the **Ministorum**, assuming the dual role of Ecclesiarch and High Lord of the Administratum, and dominating the other High Lords through coercion and direct violence such as the psychic crippling of the Master of the Adeptus Astra Telepathica. Under Vandire's reign the Imperium consumed itself in the **Age of Apostasy**, one of the bloodiest and most destructive periods it had endured since the Horus Heresy.

The Reign of Blood was eventually overthrown by **Sebastian Thor**, and Vandire executed by **Alicia Dominica**, the leader of Vandire's own **Daughters of the Emperor** bodyguard.

Varlak

See Lord Varlak (page 59).

Verinath

Human male. Inquisitor lord. Oldest known **Revivificator**. Died aged seven hundred and sixty-three.

Verthin

Insects that live in enormous nests, rather like Terran hornets.

Verveuk, Bastian

Human male. Inquisitor of the **Ordo Xenos**, with blond hair and earnest eyes, in a youthful face, Verveuk was idealistic and puritanical to a fault. Formerly an **interrogator** under the tutelage of Inquisitor **Osma**, Verveuk was aged thirty-two and had been an inquisitor for seven months when he was sent to **Durer** to participate in the examinations overseen by Inquisitor **Eisenhorn**. Verveuk was overawed by his proximity to the older inquisitor and continually tried to impress Eisenhorn with rather sycophantic behaviour.

After Eisenhorn's agents discovered **Fayde Thuring**'s presence on Durer, Verveuk accompanied Eisenhorn to **Miquol**, not altogether with the older inquisitor's approval. He attempted to join the fight against ***Cruor Vult*** by ordering **Medea Betancore** to attack the Titan in Eisenhorn's gun-cutter, without success. Verveuk survived the crash when the cutter was shot down, and met Eisenhorn again on the shores of Miquol. By this time **Cherubael**, conjured by Eisenhorn to combat *Cruor Vult*, was free and Eisenhorn was forced to use Verveuk's body as a vessel to bind the daemon, killing the inquisitor in the process.

Vessor

Feral world on the edge of the **Antimar subsector**. This harsh place breeds particularly savage warriors, whose clannish culture has resisted formation into Imperial Guard regiments, but lends itself well to mercenary bands. **Vessorine** janissaries are rightly feared throughout the **Scarus sector**, and eight hundred Vessorine janissaries formed the core of **Khanjar the Sharp**'s push to destroy **Eisenhorn** and his entire network of contacts.

Vibben, Lores

Human female. A member of **Eisenhorn's** team of agents, a capable fighter with a sharp wit and a latent psychic talent. At the time of the final confrontation with **Murdin Eyclone** she had served Eisenhorn for five-and-a-half years, and had saved his life twice. Eisenhorn recruited her from the clan-slums of Tornish. She died at **Processional Two-Twelve**, gunned down by agents of Eyclone.

Virenus, Asaid

Human female. Born in Perseus Hive on Olympas. Assassin. Killed her way to the higher echelons of Perseus Hive through taking the identities of those she had slain. Virenus was uncovered and eventually captured by Inquisitor Virtuna. Spared death by the inquisitor, Virenus was taken from Olympas to the Officio Assassinorum where she passed all the mental and physical tests required to join the Callidus Temple. Her aptitude never in question, it was Virenus's loyalty and motives that very nearly resulted in her death at the hands of the Officio Assassinorum had it not been for Inquisitor Dahwrin's intervention. The **Thorian** inquisitor sought a candidate in order to help him develop a hyperpolymorphine that might create a vessel for the Emperor-Incarnate.

Virenus reacted well to the hyperpolymorphine, but escaped once again and has since plied her services as a freelance assassin, the substance developed by Inquisitor Dahwrin in her system making her almost impossible to track or capture.

Vogel Passionata

Planet in the Antimar subsector, where **Javes Thysser** encountered **Cherubael**.

Von Baigg, Alain

Human male. Junior **interrogator**, serving **Eisenhorn** around the time of the final confrontation with **Beldame Sadia**. Von Baigg had been accepted into Eisenhorn's staff in the hope that he would become inspired by service alongside **Ravenor**. He did not. Instead, Von Baigg attempted to further his career by spying on Eisenhorn for his seniors in the **Ordos** Helican. His information about Eisenhorn's use of the ***Malus Codicium*** led to Eisenhorn's own persecution as a heretic.

Voke, Commodus

Human male. Inquisitor. A member of the Ordo **Malleus**, a stern Puritan and strict **Monodominant** with a caustic and uncompromising manner. He was also a skilled and powerful psyker.

Voke had a long and distinguished career, serving his noviciate under Inquisitor **Absalom Angevin** and participating in some of the most thorough purges in the history of the **Scarus sector**. Voke had little use for subtlety or discretion, preferring to use his authority to instigate large and showy military operations. He actively cultivated a fearsome reputation, which he exploited to the full in his investigations. Voke was not above bullying other inquisitors where he felt it necessary to emphasise his own seniority.

By the time Voke's work led him to a second investigation of the **Glaw** family and his meeting with Inquisitor **Eisenhorn**, he was an old man, his face lined and his body supported by augmetics. Despite the instant antagonism between Eisenhorn and Voke, and Voke's pupil **Golesh Heldane**, the two worked together to destroy House Glaw and track down the **Necroteuch**. The two men reconciled their differences during the Necroteuch affair while Voke was recovering from severe psychic injuries sustained during the **auto-seance** on **Girolamo Malahite**, in which Eisenhorn had saved Voke's life – this was a favour Voke would repay during the destruction of the **Triumph of Thracian**.

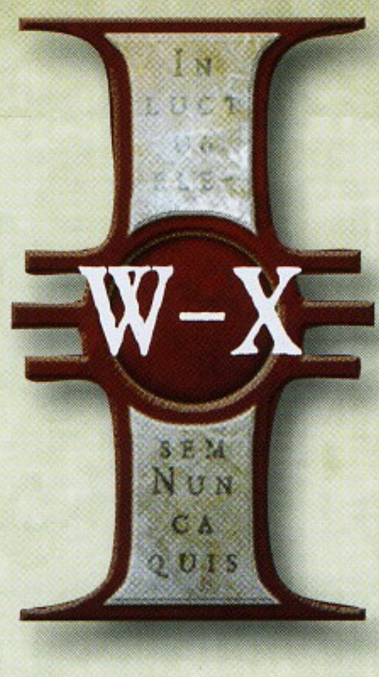
Despite his puritanical ideals, Voke was one of the few inquisitors to allow Eisenhorn the benefit of the doubt when he was accused of heresy. After hearing Eisenhorn's case in secret, Voke participated in the assault on **Farness Beta** where he died in psychic combat with the daemonhost **Prophaniti**.

Vortis

Human male. Ordo **Xenos** inquisitor. Destroyed the hive city of Kados Prime after it was infected by a xenos-virus, along with billions of its inhabitants. One of the few survivors was **Talon**, a hive ganger who had a resistance to the virus and whose fighting skills impressed the inquisitor enough for him to recruit him.

Vox-mic

A tiny, concealed microphone that agents of the Inquisition use to communicate with each other, similar in design to a **microbead**.



Waring

Term coined by Inquisitor **Ravenor** for his technique of possessing one of his agents using psychoconductive wraithbone tokens as a conduit. Although waring is draining on both possessor and subject even when compatible, it is an invaluable tool for allowing Ravenor to survey a situation first-hand or to add his psychic abilities to an agent's own skills to resolve a bad situation.

Weiss

Human male. **Grey Knight Justicar** most famous for the purging of the tainted basilica of St Mariel.

Welt, Lornas

Human male. Inquisitor. A short, broad man with receding grey hair and a black goatee. In 776.M41 he was present on the planet Gereon, in the Sabbat Worlds cluster, where the Inquisition was investigating a region called the Untill, hoping to find a medicinal cure for Chaos.

Wessaen, Armand

Human male. A dangerous criminal, wanted for fraud, malpractice, embezzlement, illegal trading, mutilation

Witch Finder Tannenberg

Witch Hunters

and mass murder. To escape capture, he had himself disassembled by a black market surgeon, his body parts grafted onto human 'mules' who conveyed him off planet. He later slaughtered the mules and had himself reassembled, but was tracked down and killed by **Lucius Worna** at **Bonner's Reach**.

Witch Finder Tannenberg

Human male. **Hereticus** inquisitor. Tannenburg uncovered the heresy and mutation within the Saint Garrat Scriptorium, sending its adepts to the excruciation chambers and burning the scriptorium to the ground. Destroyed all forty-five members of the psyker cult, the Coven of the Red Moon. Amongst his many henchmen, is the scribe, Lamont.

(See page 92.)

Witch Hunter

Alternative name given to **Ordo Hereticus** inquisitors.

(See page 93.)

Witch Hunter Tyrus

See Tyrus (page 85).

Worna, Lucius

Human male. A bounty hunter, in the business for fifteen decades. His head, shaved apart from a bleached stripe, was one massive scar. His ears and nose were eroded lumps of gristle.

He was employed by Bartol **Siskind** in 402 to track down **Ravenor**.

Wych House

The exact nature of the Wych House is a matter for endless debate, but is believed to have astonishing powers of prediction. As no sightings or reports have been received since the early 400s, it is a matter of some debate as to whether it even still exists.

The facts surrounding the House must be peeled away like the layers of an onion. Its location is the moon **Utochre**, somewhere in its frozen seas. Those who wish to consult the House must be prepared to put in a great amount of effort (and pay a vast sum of money) to gain access to such people and information as might guide them there.

In form, the Wych House is an armoured metallic orb three hundred metres in diameter. It has five articulated mechanical legs, from which it hangs off the underside of the ice layer above it. These legs give it a degree of mobility, so it can adjust its position and even move, like an upside-down spider.

Visitors to the House are met by its housekeepers, strange hooded figures who each carry an ancient rusted key round their necks. Those who wish to consult with the House explain their problem (or 'coherence'). When the House is ready, one of the housekeepers unlocks an ancient door (**propylaeum tripartite**) through which the postulant and his companions must progress to learn their answers.

Carl Thonius theorised that the House acted like a psychic resonator for the immeasurably deep oceans around it: a sort of psychic amplifier.

Xenarites

A clandestine sect of the Adeptus Mechanicus concerned with the study and utilisation of alien technology. The beliefs and practises of the sect have, understandably, brought them into conflict with Imperial authorities, most notably the Inquisition, which has driven the sect underground.

Xenos

Major order of the Inquisition.

See Ordos of the Inquisition (page 12).

Yakov

Human male. Preacher. Aided Investigator **Malovich** on Karis Cephalon. *(See opposite.)*

Yastobaal, Jan van

Human male. Rogue trader. Born on the world of Chiros in the Segmentum Pacificus to a wealthy noble Imperial family, during the period known as the Plague of Unbelief.

Yastobaal resisted the will of Cardinal Bucharis as he attempted to subjugate the worlds to the galactic west of Terra. He engaged the forces of the apostate cardinal, who had come to claim the Yastobaal lands for his own, which led to the destruction of Bucharis's troops, but also the ravaging of Yastobaal's lands.

Yastobaal's resistance galvanised the entire planet against the cardinal's will, and after several thwarted attempts on his life, the noble finally defeated the invaders and personally supervised the withdrawal of Bucharis's troops from Chiros.

For his actions, Jan was offered governorship of Chiros, but refused, instead leaving his home planet to fight on other worlds against the tyranny of Bucharis. With Yastobaal's help, and his reputation growing as a hero of the people and freedom fighter, Bucharis was defeated and peace was restored to the Segmentum.

Fearful of his growing cult of personality, the senior adepts of the Administratum bestowed the honorific of Honorary High Lord of Terra upon Yastobaal in order to satisfy his supporters. He was also given a trade licence and offered a small fleet. Eager to ply the stars, Yastobaal became a Rogue Trader and went off to venture into the unknown.

Unfortunately, Jan's fiery temperament eventually started to get the better of him and he became prone to violent moods and careless towards danger. Many of his followers who had accompanied him deserted, until all that was left was Yastobaal's flagship, the *Veritas*.

Darker times lay ahead and on Mercia, Jan contracted a deadly lung blight. He lost his right eye from Perdus Drift slavers and nearly lost the family heirloom, the Yastobaal greatsword, in a rigged game of Preacher's Virtue. His continued survival became dependent on life-prolonging drugs obtained from the hrud. From proud liberator of worlds and intrepid explorer, Jan became little more than a pirate and as such is wanted in many systems.

Yellodes

Slang name for a prohibited stimm, a mood enhancer. Usually found in the form of small, yellow pills.

Yusra, Khibala

Kroot. Mercenary. First Born Twin of the Spear. Born in the jungles of Pech into the Murabla kindred. Repelled a tyranid invasion on his

home world and, together with his kin, pursued the xenos race across the galaxy seeking vengeance for the lives of his kindred that were lost during the attack. While fighting tyranids on Ichar IV, Khibala was recognised by Inquisitor Angmar, who granted him sanction and inducted the kroot and his kin into his retinue.

Zael Efferneti

A young teenage boy from the slums of Petropolis, principal city of the planet **Eustis Majoris**. He fell in with **Harlon Nayl** while the latter was investigating the **flect** trade with Inquisitor **Ravenor** in 401.M41. Detecting in the boy a powerful latent psychic potential, Ravenor took Zael into his care and the boy accompanied Ravenor and his team throughout their investigations into flects and **Enuncia**. On several occasions Zael's prophetic dreams helped Ravenor's team to anticipate events or uncover clues. Ravenor also wished to keep Zael close after learning that his mother's family name had been 'Sleet', which seemed to indicate a possible connection to the manifesting daemon whose name would be, or would be similar to, **Slyte**.

During the **incunabula**'s assault on **Miserimus House**, Zael witnessed a psychic manifestation that traumatised him into a fugue state, from which he was years in recovering. After **Molotch's** demise in 404.M41, and Ravenor's subsequent indictment, Zael was assigned to Inquisitor **Lilith** for testing and processing.

Ravenor classified Zael as a mirror psyker, an extremely rare passive psychic talent that could allow him to psychically perceive events and foresee the future. During his time with Ravenor this talent often manifested as symbolic dreams.

Zu Zeng

Human, female. An **untouchable** and member of the **Distaff**, from Vitria, who wears her homeworld's distinctive glass robes. She lost her left ear in the confrontation with **Beldame Sadia**.

Preacher Yakov

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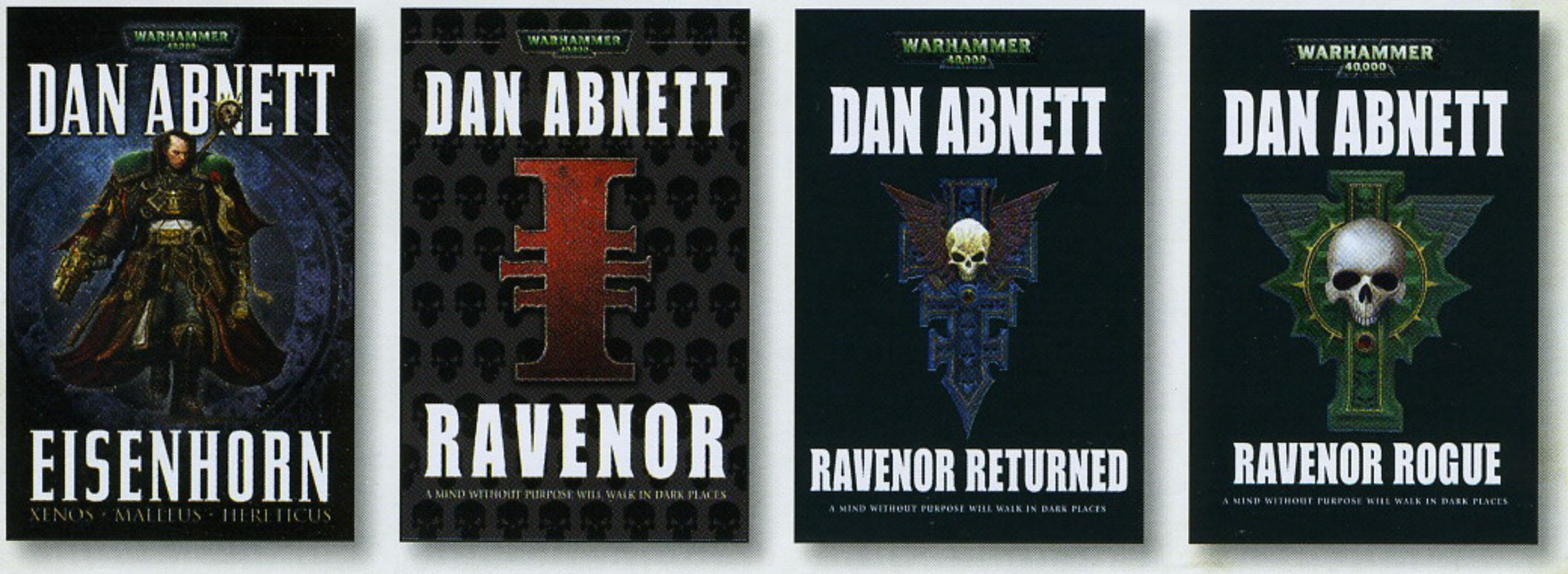

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