

# DARK HERESY™

## DAEMON HUNTER™



ROLEPLAYING IN THE GRIM  
DARKNESS OF THE 4<sup>1</sup><sup>ST</sup> MILLENNIUM

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# CONTENTS

<b>Introduction</b>	<b>4</b>
What's in this book?	4

<b>Chapter I: The Ordo Malleus</b>	<b>6</b>
The Enemy Beyond	6
Origins	7
The Calixian Malleus	10
The Masters In Council	11
Holdings	11
Scholariate at Arms	14
The Roots of the Scholariate at Arms	15
Structure	15
Calixian Incursions	18
The Bloodwrath Incident	18
The Fall of the House of Ios	19
The Protasian Breach	21
The Purging of Camp 109	22
Acolytes of the Ordo Malleus	23
Calixian Daemon Hunters	28
Extreme Measures	34

<b>Chapter II: Hunter Careers</b>	<b>42</b>
Ordo Malleus Background Packages	42
Corporeal Sanctification	43
Daemonic Vanquisher	44
Fate-eater	44
Host-Bound	44
Ordo Malleus Career Ranks	45
Agent of Reliquary 26	46
Banisher	48
Cult-Stalker	50
Daemonym Seeker	52
Ordo Sicarius Initiate	54
Pyroclast	56
Techsorcist	58
Theomancer	60
Ordo Malleus Cell Directives	62
Using Cell Directives	62
Cell Directives Format	62
Carta Extremis Hunters	63
Reliquary Retrieval Strike Team	63
Scholariate Fatestalkers	64
Ordo Malleus Retinue	64

<b>Chapter III: Malleus Armoury</b>	<b>66</b>
Ranged Weapons	66
Melee Weapons	69
Armour	71
Force Fields	72
Field Rules	72
Gear, Tools, Drugs & Ammunition	73
Anointed Weapons	77
Creating Anointed Weapons	77

<b>Chapter IV: Daemonic Incursion</b>	<b>80</b>
The Nature of Daemons	80
Roleplaying Daemonic Threats	80
Themes	81
Daemonic Entity Creation	84
The Ruinous Powers	89
Gifts of the Ruinous Powers	89
Slaanesh	90
Nurgle	92
Khorne	94
Tzeentch	96
Daemonic Bestiary	98
Daemonic Weapons	102

<b>Chapter V: Grey Knights</b>	<b>104</b>
Grey Knights in Your Campaign	104
Origins of the Grey Knights	104
Grey Knights in the Calixis Sector	106
Grey Knights in Dark Heresy	107
Creating a Grey Knight Character	107
Grey Knight Advancements	110
Space Marine Implants	111
General Grey Knight Career	112
Grey Knight Career Advances	112
Grey Knight Psychic Training	117
Grey Knight Specialisations	121
Strike Squad Grey Knight	122
Purgation Squad Grey Knight	124
Grey Knight Purifier	126
Grey Knight Psychic Discipline	128
Grey Knight Wargear	130
Rare and Precious	130
Nemesis Force Weapons	130
Armour	133
Other Equipment	135
Grey Knights in Campaigns	136
Character Strength	136
Interludes	137
Grey Knight Ascension Campaigns	138
Daemon Record Sheet	141



# INTRODUCTION

*"Innocence proves nothing."*

—Common axiom of the Ordo Malleus

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

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

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



## WHAT IS IN THIS BOOK?

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

### CHAPTER I: THE ORDO MALLEUS

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

### CHAPTER II: HUNTER CAREERS

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

### CHAPTER III: MALLEUS ARMOURY

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

### CHAPTER IV: DAEMONIC INCURSIONS

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

### CHAPTER V: THE GREY KNIGHTS

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



# THE ORDO MALLEUS

THE ENEMY BEYOND

•

THE CALIXIAN  
MALLEUS

•

THE SCHOLARIATE  
AT ARMS

•

CALIXIAN INCURSIONS

•

CALIXIAN DAEMON  
HUNTERS

# CHAPTER I: THE ORDO MALLEUS

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

—Lectures to the Ordo, Inquisitor Galbus Heer

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



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

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

# THE ENEMY BEYOND

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

—Lectures on Damnation, suppressed

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

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

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