

*The stat line given for the equipment includes the effects of all the weapon's qualities.*

### **Nihilus (Assassin)**

Frost hands you a pair of strange short swords. The blades are a twirling intersection of wickedly sharp steel crescents. They are of a dark metal, and are surprisingly heavy to the touch. The grips are wrapped in supple black leather, and the silver hilts chased with holy engravings. Frost says, “Thora, one of my inner retinue, uses these when she expects to deal with warp creatures. They're made from Lathian alloys, and blessed of course.”

*2 x Best Quality Sigilite design Short Swords with Lathe Blades (Fast, Balanced, Lathe, Sanctified)  
1d10+4 R damage. +5 to Parry with, +10 to WS, -20 to be Parried. Pen 6.  
Attacks with these weapons have the Holy quality for the purposes of bypassing the Daemonic trait.*

He also points you towards a sleek pile of dully reflective carapace scales. As you lift the suit of armor, it's lighter than you expected. The carapace scales are small and linked together with fine, strong wire. It's not quite as supple as mesh, but it could easily be worn under regular clothing unnoticed and does not restrict your movement at all. Every scale is overlaid with hexagrammic wards.

“That we took out of the armory and had re-sized for you. It's an improved version of the Lacustan Windrider design.”

*Best Quality Hexagrammically Warded Carapace Scale (Lightweight)  
AP: 7 in the chest, 6 in other locations. Included a hood which could be worn under a hooded robe.  
+20 to resist psychic attacks. Double AP against psychic damage. Attacks with the warp quality do not bypass the armor and are treated as Penetration 0.*

Lastly, he hands you a gray robe. “This is made of advanced cameleoline materials, and lined with sound-dampening fibers.” He points to the modest trim around the cuffs. There is an awakening switch there. Use it to tell the machine spirit when you want to use the stealth functions and when you want it to look like a normal robe.”

*While activated: +30 to Concealment, +30 to Silent Move, +15 to Shadowing. Indistinguishable from a normal robe when not activated. Must be in moderate light 6 hours/day to recharge.*

### **Magnus (Arbites)**

“Welcome to the team, arbitrator.” He points towards a set of matte black carapace armor, some of the plates edged red. “I'm sure you've worn suits similar to this before, though you'll find it Inquisition quality.”

*Best Quality Storm Trooper Carapace Armor.  
AP 7 to all locations, includes helmet. Ignores 1 point of armor penetration.*

He retrieves a beautiful bolt pistol. “And it's fitting that on your first mission for us, you should use a weapon that has served the ordos well for millenia.” There are several cartridges of ammunition. Some of them are marked blue. And on one of them even the clip casing is ornate. “Use that one

sparingly. Psycannon rounds are devastating to daemons and warp entities... and psykers.”

*Best Quality Bolt Pistol*

*1d10+5 X. S/2/- Range: 30. Pen:4. Clip: 8 Never Jams. +5 BS.*

*Ammo (All clips are 8 shots)*

*2 x Regular rounds*

*2 x Inferno Shells (target Agi test or catch fire)*

*2 x Sanctified Rounds (Holy for purposes of bypassing Daemonic trait)*

*1 x Sanctified Inferno Oil Rounds. (Holy and Agi or Holy Fire damage)*

“ZS, come.” Frost calls into a side room, and a large, immacutely kept cyber-mastiff lopes in. “He's been temporarily programmed to follow your commands. This is quite possibly the best of these creatures to be found on Scintilla. It belongs to a high-ranking Arbites in the Fortress of the Just outside Tarsus. ZS was designed to slow and hinder enemies, keeping them at optimal shooting range.”

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	-	40	35	30	17	35	30	-

*Movement: 8/16/24/48*

*Wounds: 10*

*Skills: Dodge (Agi), Awareness (Per + 10), Tracking (Per + 20), Shadowing (Agi + 10)*

*Talents: Fearless, Double Team, Quadriped (Move Doubled), Grappler (Opponent Agi to avoid grapple @ -10)*

*Weapons (includes SB): Bite: 1d10 +4*

*Armor: Armor plating, AP 6.*

**Hilda (Assassin)**

“Hope you're feeling up to a mission after all the noise of late. This is also something from the armory we had fitted.” He lifts the tarp off a suit of armor. It appears metallic, but the alloy is rippling and the plates obviously very thin. “You're not the first feudal-worlder needing to make the transition to the greater galaxy. This is also from the lathes and uses advanced metallurgy, though it's not their gravitational alloy.” The suit of armor is jointed in more places than your plate mail, and looks like it must be nearly as form fitting as sororitas power armor.

*Best Quality advanced metal plate*

*AP: 6 (Not primitive). Includes helm (AP 5)*

Beside it is a long sword. It has tiny, wickedly serrated teeth on one side of the sharp edge. It is about the same length as your current sword, but a wider blade. The metal gleams as though just oiled. Scriptures are engraved down the length of the blade, and litanies of detestation on the pommel.

“Nothing was available on short notice matching the style of your blade, but this should be close enough you can get used to it on the journey. It sacrifices a bit of the defense your weapon provides for damage. Barrier borrowed this from an associate in the Ordo Malleus. You'll need to keep it

treated with holy oils for it function best.” He nods to the small container next to.

*Best Quality Sanctified Mallean Greatsword (Sanctified, Tearing, Requires two hands)*

*Dam: 1d10 +3 Roll 2d10 and pick the highest. Pen: 3. +10 WS. Holy.*

*Blessed warp-bane oil: Once applied to a melee weapon, this potent combination of anti-psy minerals and rare sacred plants last for ten minutes. During this time, the weapon gains +1 penetration to the armor of daemons and warp entities, and has the same effect on these targets as a witch lance. (If Righteous Fury occurs, in lieu of the normal results, it deals 2d10 holy energy damage and sets the victim on fire)*

Finally, he carefully removes a wrapped rectangular object from his jacket. “And Marina sent this. She said one of you should know something about what you're going to face, and I don't disagree. But, read it sparingly. Use it sparingly. Once knowledge is gained, it cannot be undone.” Beneath the wrapping is a small, thin book, with a chain around it, and a large warded seal holding that closed.

“The lock is keyed to your bio-pattern, to help protect the contents.”

*You gain a +10 to all daemonology checks while the book is in your possession. (Is that is whispering into your mind?) If you open and consult the book (a full round action that requires a free hand), you gain +30 to daemonology checks, but must make a WP test or gain 1 corruption point each time. Additionally, should you survive the coming adventure, I will allow you to spend 600 xp (up to 500 of that XP may be bonus XP, and you may temporarily drop your bonus XP negative) to acquire the Forbidden Lore: Daemonology skill. Studying the book in this detail will automatically give you 2 corruption points.*

### **Balas (Scum)**

“Haze Triplan has been eyeing this in the vaults for a long time. Don't let him pilfer it from you when you return, hm?” He shakes out a charcoal gray duster, the suede stiff. As he hands it to you, it is far heavier than it should be. “That's made from micro-adamantine weave with tri-steel plates in between the layers. Not quite full carapace plate, but damn good for a coat.”

*Best Quality Fiber Armor*

*AP: 5 (6 if hit in the torso from behind due to the plate on the back). Additionally, you may make an agility test as an extra reaction once per turn to fully turn the plated sides of the coat towards the blow. If successful, you may apply double your armor value to one incoming attack.*

“Sasha said she heard you might need to borrow a gun.” He gestures to a beautifully crafted pistol, similar in shape to an autopistol. “Not a Hecuter, but a custom pattern from one of the Gunmetal fanes. Most of the provided clips are manstopper rounds, except for the marked ones. One has bullets sanctified at the Cathedral of Illumination, and the other has Lathian Hyper-Density rounds specially crafted to fit this weapon.”

*Best Quality Khayer-Addin autopistol.*

*1d10+3 I Range: 40m S/3/5 Pen: 1 Clip: 15 Will not jam.*

*Clips: (15 bullets each)*

*3 x Manstopper: +3 Penetration*

*1 x Hyper-Density: Tearing. Halve Range. +2 Penetration. Man-sized targets test Toughness + 10 or*

*knocked down.*

*1 x Sanctified Rounds (Holy for purposes of bypassing Daemonic trait)*

“And finally,” he grins at Johnathan, “just something your Interrogator outgrew.” He opens a box with an elaborate array of cords and small power nodes. Anyone looking at Barrier sees his face momentarily darken, as though he recognizes the piece and dislikes this conversation. Johnathan steps forward. “It primarily goes around the waist, but the supporting generators stay on your back. I’ll show you how to put it on later.” He is very deliberately not looking at Barrier. “Its primary purpose is as a refractor field. It only runs for an hour, so watch the charge. There’s an extra cell included.” Barrier looks like he is about to say something else, but Johnathan glares at him, and he stops.

### *Refractor Field*

*Against ranged attacks, roll 2d10 and subtract the amount rolled from the incoming damage. If 2 1's are rolled, no damage is prevented. If 2 0's are rolled, the cell overheats and must be replaced. (The 20 damage is still mitigated.) No effect on blows struck in close combat, even if those attacks are with ranged weapons. (Does this strange device also do something else...?)*

*Lasts one hour per cell. Non-rechargeable. 2 cells included. Activating is a Ready action.*

### **Mord (Psyker)**

Frost is grinning and murmurs quietly that he wishes Zayel was here as he turns to Mord.

“Psykers should be able to stand up to psykers, so this was a pretty easy choice.” He takes the cover off a set of carapace plate. It is lighter than Magnus’s and has no trim. It is not dissimilar to the carapace Frost seems to be wearing under his coat. More importantly, it has the same warding circuit patterns on it as the scales on Nihilus’s set. “Besides, you look ridiculous in that flak armor.”

### *Best Quality Hexagrammically Warded Light Carapace*

*AP: 6 in all locations, 5 to the head. +20 to resist psychic attacks. Double AP against psychic damage. Attacks with the warp quality do not bypass the armor and are treated as Penetration 0.*

“This would be more useful if you were going anywhere but Coseflame, given its lack of indigenous life. Still, I imagine you’ll find a use for him.” He opens a box containing what appears to be a small, dead of greenish-brown coloration. “It’s psyber-familiar. We’ll need to attune it to you during the journey.”

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	-	15	20	50	19	35	25	-

*Movement: 4/8/12/24*

*Wounds: 4*

*Skills: Dodge (Agi), Awareness (Per + 10), Concealment (Agi +10), Shadowing (Agi + 10), Silent Move (Agi+10), Climb (Agi +20)*

*Talents: Fearless, Quadriped (Move Doubled), Miniscule Size (Move -3, -30 to hit, +30 to hide)*

*Weapons (includes SB): Bite: 1d5-2 Primitive*

*Armor: None*

*Special: Able to mentally command and use creature's senses at up to WP bonus kilometres. Acts as Psy-Focus. Can include familiar in psychic ability effects that target you by increasing power threshold by +2.*

*Likes crickets, salt, and apple.*

“This, I would also recommend giving yourself a little time to get used to.” He gestures to a complex square of circuitry roughly the width of two fingers. “You can make do with just attaching it at the shoulder blades and using an external interface. It's a psi-booster. Everyone reacts to them a little differently, so make sure you've figured it out before you try to use it.”

*Psi-booster*

*Once attuned, the Psi-booster will increase your psi-rating by +1. Your WP bonus (for purposes of psychic power effects and activation rolls only) will also increase by +1. As a result of the increase, you temporarily gain the following Psychic Powers: Bio-Lightning, Cellular Control, Regeneration. Should you roll perils of the warp with the Psi-booster active the following happens in lieu of rolling on the Perils table: The device shorts out and will need to be repaired. You take 1 Wound and 1d5 levels of fatigue as a result.*

### **Nethru (Redemptionist Cleric)**

“I think you'll agree this is a fitting weapon for a man of your leanings.” He reveals a black eviscerator with gold embellishment on the side panels. It is a beautiful instrument of death, though less crude and red than the ones you have pictured yourself wielding for the redemption. “The cardinal had this sent from the Cathedral as well, with his regards.”

*Best Quality Eviscerator (Unweildy)*

*2d10+4 R. Pen: 5. +10 WS. Cannot parry. Requires 2 hands.*

“You can decide where best to carry this sensor, but just remember to turn it on when you think you may need it.” He shows you a self-heating incense tray, with stained glass panels to hold the burning contents in. “It will burn for about twenty minutes once lit. We've acquired enough pure Drusine Incense to fill it twice. This came straight from Sentinal, and I know of no better mental ward against the terror of daemons than this.”

*Pure Drusine Incense*

*Creates a cloud 6 meters in radius. All characters with 10 or less Corruption Points in the cloud are Immune to Daemonic presence and gain +20 to WP checks to avoid the Fear effects of warp creatures. Activating the censor is a Ready action.*

“And Nethru, I'm sorry, but the daemonbane flammers malleus uses are in short supply and high demand. I couldn't get you one in time. But hopefully you'll make do with this.” He pulls the cover off the largest object in the room. Under it is a suit of light power armor. “Johnathan can show you how to use it. Like the refractor field, you'll need to watch the charge, which has a 3 hour life.”

*Good Quality Light Power Armor*

*AP: 7 to all locations. Counts as 8 on the first hit each round due to good quality. +20 Bonus to Strength (affects damage). Your size becomes Hulking (+10 to be hit, -10 to hide, Base move increases by 1.)*