

Dancing In the Ashes Preview
Armoury

CHAPTER IV: ARMOURY

Conflict is omnipresent. While the Asuryani may live in various levels of idyllic cooperation, it is the grim reality that in the far future there is only war. No Anhrathe but for the most green would think they could not venture out into the Great Wheel without being outfitted in their panoply sealed against the dangers of the void and with weapons ready to be put to full use. This is not just born from self preservation; the aesthetics and manner that a Corsair carries themselves assists in the building of their legend. The blade of a pirate may not be famous when it is first put to bloody use but over time it inherits the legacy of its owner, a legacy its next user might leverage to build their own legend. Much like how even the corpse of an Imperial saint draws reverence, right down to the smallest of finger bones, a corsair's legacy will outlive them for thousands of years, their armoury picked up by those that would emulate them far into the future.

One of the more practical benefits of becoming a powerful and infamous ravager of the void is the capability to gain a great bank of resources and more powerful equipment. Though a successful corsair will have a Coterie that supports them and sure up their weaknesses, they will be savvy enough to keep themselves in a galaxy that hungers for their failure and demise, thus investing in gleaming armour and power fields, deadly arms, the means to make swift escapes from danger, and artifacts that have survived countless ordeals themselves. Though they may shed the most obvious of their armoury to act with subtlety, they will inevitably present themselves with all their glory, bringing down devastation with a signature look of prideful superiority over their victims and rivals.

AVAILABILITY AND RENOWN

"WHAT IS THIS? THEY CALL THIS A LASBLASTER? LOOK AT IT, PRACTICALLY A BOX WITH A FOCUSING LENS! LEAVE THIS WITH ME, I WILL SEE IF I CAN MAKE DIAMONDS FROM COAL."

-Artificer Ghal-layn examining a Corsair's ill-maintained weapon

Renown is the social currency of the Anhrathe. Any soul could hold power, be it through a fancy title or a monopoly on violence, but only those with a storied name and earned reputation have true power in the Corsair fleets. When a Gryphon Knight or a Felarch needs equipment they are not asked for a show of spoils, instead supplying the warrior has its own social worth, lending the merchant or craftsman Renown of their own as they become tied with the Corsair's story. Such is the power of renown.

In Dancing in the Ashes, it is expected that if a Corsair wants something then there should be some way to gain it. A bonesinger might weave matter from the stuff of the Warp or a fellow pirate will know who has a store of just the right piece of loot the Corsair is looking for. The only things truly out of reach of simple Requisition tests are truly unique items, artifacts and curios which the Anhrathe value most for their storied significance. If such loot is the Corsair's desire, they must convince their fellow Anhrathe to follow them to battle to claim it.

Level of Renown

Just as an Inquisitor or Rogue Trader is limited in what they are able to simply acquire through their level of influence or profit factor, so too is a Corsair limited by their level of Renown. Renown is the characteristic used to make Requisition tests, representing the character's fame and likelihood that there is some supplier willing to be the one to outfit such a prestigious individual.

Each Corsair has a Renown characteristic which determines their Level of Renown as see on TABLE 4-1: LEVEL OF RENOWN, as seen below. This grants the Corsair a general understand of how well their name and deeds are known to their fellow Corsairs, how far their story has reached, and how easily they can gain certain items. Characters automatically succeed on Requisition tests to gain gear or service that have an Availability equal to or less than their Minimum Availability.

Requisition Tests

Unlike Inquisitorial acolytes, Corsairs do not need to operate in secrecy to gain access to the markets and equipment supplied by their kind; their subtlety is directed towards the victims of their piracy instead. As such, when they cannot simply reave the equipment they desire from their foes, they can reach out to their contacts to gain what they seek.

When a Corsair desires to acquire an item or service, they may spend their Downtime to scout for a supplier. To see more details on this process, see the Personal Acquisition Downtime action (page XX). Each Requisition test costs Renown to make; the act of asking for help requires the expenditure of social capital.

The Coterie's Subtlety rating is not impacted by an of its Corsairs making Requisition tests; the act of gaining material wealth and items is acting as expected for a member of the Anhrathe.

TABLE 4-1: LEVEL OF RENOWN

RENOWN	LEVEL OF RENOWN	MINIMUM AVAILABILITY
01-10	Nobody - Only a handful of people know your name and even they do not see you amounting to anything	-
11-20	Cadet - You have seen some engagements but have yet to complete any feat of note	Abundant
21-30	Known Name - Perhaps you got the killing blow on a worthy opponent or found an impressive piece of loot, enough for a good story to be told	Plentiful
31-40	Petty Fame - It may just be within your niche but people have begun to take notice of your achievements	Common
41-50	Celebrity - Everybody on your vessel knows who you are, for better or ill	Average
51-60	Fate's Messenger - Your achievements being whispered beyond your vessel, your stories known to all the freeports of your sector.	Scarce
61-70	Prince's Chosen - The eye of the Court is on you now, as an asset or a threat, and they expect much of you	Rare
71-80	High Felarch - Speaking with the authority granted to you by your exploits, the Felarchs of other ships in your Coterie listen to you	Very Rare
81-90	Gryphon Knight - Your work has been noticed through the entire segmentum, your name is on a list of high value targets across all the great factions	Extremely Rare
91-100	Hero of the Eldar - Your name is said in the same breath as Eldrad Ulthran, Asdrubael Vect, and Sylandri Veilwalker	Near Unique

WEAPONS

"SUCH RELIANCE ON FALLEN TECHNOLOGY. PATHETIC! FEEL THE BITE OF ANCIENT WISDOM AND PURE SKILL!"

-Exodite Sharal, seconds before being annihilated by Blaster fire

Blood has been shed since before the first mortal drew breath. The Aeldari know this well, not resigned to the taking of lives but accepting of the natural state of inevitable conflict. This does not mean they relish in such acts — though this perspective shifted as they degradation towards the Fall — instead they make the acts simple and swift with great destructive power.

All weapons in **DARK HERESY** may be used by Corsairs with the appropriate Weapon Training talents, yet the following is an expanded selection of weapons and qualities used by the many cultures of the Eldar.

WEAPON SPECIAL QUALITIES

In addition to the special qualities found in *Dark Heresy* for weaponry, the following are new and altered qualities for use in *DANCING IN THE ASHES*:

Artifact

Empowered by the weight of history, be it imbued by the mastery of their craftsfolk or by the actions of its previous wielders, an Artifact is a nexus of fate, strands of history past and possible coiling around it. For full details on the effects of Artifacts, see page XX.

[Aspect Warrior]

The equipment of the Aspect Warriors are more than weapons and armour; they are sacred implements that direct the Warriors mind to better embody the mythic character of Khaine. The common Asuryani understands this and treat such gear with reverent fear.

Using a weapon with this quality gives a character with the same Aspect Warrior elite advance a +10 bonus to attacks using it, but characters wielding such a weapon or donning armour without using the named Aspect Warrior's War Mask trait gives the character the Enemy (Asuryani 2) talent.

All [Aspect Warrior] weapons are considered to have the Asuryani [Species] quality.

Bane ([Group] X)

Something in the spirit of this kind of weapon drives it to slay a particular kind of enemy, be it through some vengeful soul within its housing or it being designed to do battle with a particular enemy's weaknesses in mind. Bane weapons gain the Vengeful (X) quality against the particular group listed in the trait.

Beam

Through powerful energy generators or hyper-velocity mass drivers, this weapon punches through targets to strike those behind them also. When working out a hit from a Beam weapon, if the target dies, is incapacitated, or dodges the attack, the next character in a straight line behind the target is hit by the attack instead. This effect which continues until a character is not incapacitated by the attack or the attack hits an obstruction with AP higher than the weapon's Penetration. A Beam weapon also scatters when the user fails their Ballistic Skill test when firing it (see *Dark Heresy* page 230), deviating the attack to one altitude level higher on a scatter roll of 2 or one altitude level lower on a roll of 8.

In addition, the Beam quality is considered to have the Devastating (+X) and Proven (+X) traits when fired at Semi-Auto and Full-Auto equal to the attack's Rate of Fire though only make a single attack when doing so.

Blast (Updated)

As the victims of this weapon are throw back by the blast, they find their cohesion with their fellow assailants sundered, especially when packed close together. In addition to the quality's normal effects, the Blast quality is considered to have the Devastating (+X) trait equal to the Blast (X) value.

Deadly Snare

While a snaring weapon might restrain a target, this weapon seeks to continue to constrict within its constraints until the target is compressed to a bloody mess. This weapon functions in the same way as a weapon with the Snare trait except that any character entangled by the weapon suffers weapon damage again at the end of their turn every round if they do not break free.

Devastating (X)

Striking like thunder and leaving heaps of the fallen in its wake, some weapons are capable of leaving great destruction in their wake. When an attack with the Devastating (X) trait successfully reduces the Magnitude of a Horde it removes X additional Magnitude, and when successfully reduces a Squad's Unit Strength it removes X additional Unit Strength.

Dimensional Weapon

Weapons designed to teleport enemies into the warp are rare but always terrifying to be pitted against, the threat of eternal suffering ever-present to those who look down its barrel. If at least a number of Damage dice roll 9s and/or 10s equal to half of the target's Size trait (rounded down), the target is sent to the Warp, effectively destroyed. If at least a number of Damage dice roll 1s and/or 2s equal to half of the target's Size trait (rounded down), target is teleported 1d10 meters per 1 or 2 rolled in a random direction, taking 1d10 damage ignoring Armour and Toughness if they would teleport into object, appearing in the nearest available space.

Gyro-Stabilised

Designed for use in environments of non-standard gravity and to assist in long-distance combat, gyro-stabilised weapons are preferred by those who fight in the void and at great ranges. Attacks with this weapon have a maximum penalty from range and gravity effects of -10 and Heavy weapons do not need get a penalty to attacks without taking the Brace action.

Integrated

Woven into flesh and cybernetics, Integrated weapons vary from the obvious to the subtle, cannons to blades, some powered and others mundane. Integrated weapons cannot be Disarmed and are always considered on hand, not needing to be wielded to make attacks with, and are always considered to be used by the character's dominant hand.

Irradiated (X)

Dark and cruel weapons are those that weaponise rapid radioactive afflictions, melting a foe's chemical structure and leaving those that survive with lasting damage. When hit by an attack with the Irradiated quality, a character must take a Toughness test with a penalty equal to -10 times the number in parentheses (X). On a failure, they take 2d10 Toughness damage that does not recover until treated.

Every day the character does not receive medical treatment for the radiation poisoned (requiring Best Craftsmanship De-Tox or the the Intensive Care Downtime action) the character is dealt another 1d10 Toughness damage.

Size (X)

Corsairs come in all shapes and sizes. So to does their equipment, most of which must be designed for the hands of their user. The Size of a weapon determines who can wield it. A character of Size (4) can wield weapons of the Melee, Pistol, Basic, and Heavy Class with Size (4).

Characters may also use Pistol and Basic weapons of one Size larger than themselves, treating them as Basic and Heavy weapons respectively. The inverse is also true: characters may use Basic and Heavy weapons of one Size smaller than themselves, treating them as Pistol and Basic respectively.

For Melee weapons, characters may use weapons of one Size smaller than themselves, the weapon losing the need to use two-hands if required for the weapon, or one Size larger if the weapon does not need two-hands to use, becoming a two-handed weapon to the character.

All non-Vehicle weapons have the Size (X) quality; any without the quality listed have Size (4), designed for characters of Size (Average). Additionally, all weapons gain the Devastating (+X) quality from their Size equal to X minus 4 (e.g. weapons with the Size (6) trait gain Devastating 2).

Spray (Updated)

Unleashing a tide of death upon a group of enemies is an excellent way of breaking their cohesion. In addition to the quality's normal effects, the Spray quality is considered to have the Devastating (+X) trait, the number in parentheses equal to 1, 2, 3, or 4 is the weapon is of the Pistol, Basic, Heavy, or Vehicle Class respectively.

[Species]

Every species has their own array of weapons, many operating like those produced by other xenos but far more easily identified and used by those of their creator's people. Using a weapon without the associated species' Weapon Training talent suffer a -10 penalty to attacks using that weapon.

OTHER SPECIES WEAPONS & EXOTIC WEAPONS

DARK HERESY has a wide array of Imperial weapons for Inquisitorial acolytes to use. All non-Exotic weapons from **DARK HERESY** and its supplements are considered to have the Imperial Species quality.

Additionally, the **ENEMIES WITHIN** supplement has a selection of xenos weapons available for players to use. These weapons gain the associated Species quality, those of Eldar Artistry considered to be of a different pattern than those found in this supplement and any future supplements for *DANCING IN THE ASHES*.

Exotic weapons are strange enough to warrant their own Exotic Weapon Training skill and thus do not receive the [Species] quality.

Tainted

Foul in its forging and use, weapons twisted by the darkness of the Warp or even stranger dimensions are empowered by the dark nature of their wielders. Tainted weapons increase the weapon's Damage and Penetration by their wielder's Corruption Bonus or by their Daemonic trait.

Warp

Existing in a twilight state of real and immaterial, some weapons simply ignore the mundane protections of mortals. Attacks made by a Warp weapons are treated as attacks made by a creature with the Warp Weapons trait.

Witch-Edge

Superior to the Force weapons of the younger species, the Aeldari's Witch-Edge weapons allow the users to rely on their strength of will instead of their muscles. Witch-Edge weapons are considered to have the Force quality but use the wielder's Willpower Bonus instead of their Strength Bonus to increase their Damage. In addition, they grant the wielder +10 to the Opposed Focus Power test of the Force quality.

RANGED WEAPONS

The following ranged weapons are available to Corsairs. For Imperial characters, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the items.

FLAME WEAPONS

Operating by the same principles of Imperial flamers, the cleansing fires of Aeldari flame weapons are just as psychologically and metaphorically significant between the species. It is not enough to kill some enemies, the corruption and sickness they embody must be expunged from the Great Wheel for its health, like the cauterising touch of Mother Isha.

Aeldari Flamer

With propellant that burns hotter than promethium, the Aeldari flamer is better suited to eating through the armour of the enemies of the Eldar, though their use is less favoured due to the risk of friendly fire.

GRAV WEAPONS

Masters of artificial and anti-gravity technology, the Aeldari mock the natural law as they skim through the air, yet rarely weaponise such forces to their aims. Such weapons may have seen more use during the millions of years of the Eldar Dominion but they have fallen out of use long ago.

The prevalence of gravity manipulation technology, however, makes the understanding of similar weapons more easily understood, rendering Grav weapons no longer exotic.

LAS WEAPONS

Superior to the laser weapons of the other species, the Aeldari have found the perfect ways to weaponise light in all of its forms. The Asuryani make use of psychoactive crystals to channel the luminosity to killing lashes, far more efficient than Imperial focusing crystals, while the Drukhari have found more esoteric forms of light to slay their foes.

Though they are generally more powerful, Aeldari las weapons lack the variable settings used in Imperial las weapons. This makes such variable weapons seem like fun toys to some corsairs, though few would ever choose to use one in battle.

Blast Pistol

The most compact of darklight weapons, utilising the exotic matter found in black holes and some warp storms, blast pistols fire a packet of anti-light to annihilate the armour of their victims with explosive force.

Blaster

Found in the hands of the more trusted — and so the most mocked — member of kabalite warrior squad, blasters kill with such speed and precision that little

satisfaction can be taken from their deaths.

Bright Lance

Radiant in use and leaving behind glowing wrecks, the bright lance is the Asuryani equivalent of the lascannon. Efficient and channelling power the Imperials can only hope to emulate with far larger generators, bright lances are the most common anti-armour weapon amongst Craftworld forces.

Dark Lance

The archetypal darklight weapon, the dark lance is a development of its sister, the bright lance, a weapon dedicated to anti-armour devastation. Though they are man-portable, most dark lances can be found mounted as turrets or integrate into the hulls of Drukhari vehicles, their barrels consuming light as they spit armour-melting death.

Heat Lance

A rare melding of melta and las technology, heat lances efficiently combine the armour-melting power of fusion weapons and the reach of las weapons, able to punch through flesh and metal alike.

Lasblaster

Functional and lightweight, the lasblaster is the favoured weapon of the Anhrathe, the rapid fire from their sleek forms putting Imperial lasguns to shame. In the hands of a corsair, the lasblaster makes for a perfect platform to alter to their exact desires, highly customisation, reflecting the demeanour of their owner.

Laser Lance

Noble in profile and deadly in use, the laser lance is the favoured weapon of both the Exodites and the Shining Spears, the spear-like weapon hold an integrated las weapon, channelling killing light into its sharp tip to pierce their foes armour before sending its tip plunging into the softer flesh beneath.

Laser Lances are wielded in one hand, not requiring the Brace action to use without penalty if the attack is made while riding a Mount or Bike. Additionally, when its Melee profile is used as a part of a Hit and Run action, the weapon's damage increases by 1d10 and its Penetration gains +6 Penetration.

TABLE 4-2: RANGED WEAPONS

NAME	CLASS	RANGE	ROF	DAM	PEN	CLIP	RLD	SPECIAL	WT	AVAILABILITY
Flame Weapons										
Aeldari Flamer	Basic	25m	S / - / -	1d10+3 E	5	10	Full	Asuryani, Flame, Spray	4kg	Rare
Las Weapons										
Blast Pistol	Pistol	20m	S / - / -	2d10+5 X	16	6	2Full	Drukhari, Felling (1), Proven (2)	2kg	Extremely Rare
Blaster	Basic	60m	S / - / -	2d10+10 X	16	18	2Full	Drukhari, Felling (1), Proven (3)	4kg	Extremely Rare
Bright Lance	Heavy	200m	S / - / -	3d10+10 E	10	20	2Full	Asuryani, Beam, Proven (3)	14kg	Very Rare
Dark Lance	Heavy	140m	S / - / -	2d10+16 X	16	36	2Full	Drukhari, Felling (2), Proven (4)	16kg	Very Rare
Heat Lance	Heavy	50m	S / - / -	1d10+15 E	15	10	2Full	Drukhari, Beam, Melta	15kg	Extremely Rare
Lasblaster	Basic	120m	S / 3 / 6	1d10+4 E	4	90	Half	Asuryani, Gyro-Stabilised, Reliable	3kg	Common
Laser Lance (Shooting)	Heavy	20m	S / - / -	2d10+8 E	10	20	2Full	Asuryani, Reliable	6kg	Very Rare
(Melee)	Melee	3m	-	1d10+8 I	4			Asuryani, Unwieldy		
Prism Rifle	Heavy	30m	S / - / -	2d10+4 E	12	60	Full	Shadow Spectre, Reliable	8kg	Extremely Rare
Ranger Long Rifle	Basic	250m	S / - / -	1d10+8 E	2	18	Full	Asuryani, Accurate, Felling (2), Gyro-Stabilised, Reliable	5kg	Rare
Scatter Laser	Heavy	100m	- / 3 / 6	1d10+6 E	4	240	2Full	Asuryani, Scatter, Storm	25kg	Very Rare
Launcher Weapons										
Creidann Grenade Launcher	Pistol	20m	S / 3 / -	-	-	10	-	Rillietann, Blast (6), Hallucinogenic (3)	2kg	Near Unique
Eldar Missile Launcher	Heavy	300m	S / - / -	-	-	60	Full	Asuryani	18kg	Rare
Haywire Launcher	Basic	120m	S / 3 / -	1d10+4 E	15	5	Full	Shadow Spectre, Haywire (2), Bane (Machines & Vehicles 6)	5kg	Near Unique
Phantasm Grenade Launcher	Basic	30m	S / - / -	-	-	20	-	Drukhari	4kg	Scarce
Reaper Launcher	Heavy	275m	S / - / 6	2d10+2 X	10	60	Full	Dark Reaper, Accurate, Reliable	20kg	Extremely Rare
Terrorfex	Pistol	25m	S / - / -	-	-	8	Full	Drukhari	1.5kg	Extremely Rare
Low-Tech Weapons										
Compound Bow	Basic	50m	S / - / -	1d10+3 R	2	1	Half	Primitive (9), Reliable	4kg	Scarce
Hand Crossbow	Pistol	20m	S / - / -	1d10 R	0	5	Full	Primitive (6)	2kg	Average
Repeating Arbalest	Heavy	80m	S / 2 / 3	2d10 R	4	10	2Full	Primitive (9)	8kg	Scarce
Melta Weapons										
Dragon Fusion Gun	Basic	35m	S / - / -	2d10+9 E	15	8	Full	Fire Dragon, Melta, Flame, Reliable	5kg	Extremely Rare
Fusion Gun	Basic	25m	S / - / -	2d10+6 E	15	6	Full	Asuryani, Reliable	4kg	Rare
Fusion Pistol	Pistol	15m	S / - / -	2d10+6 E	15	4	Full	Asuryani, Reliable	2kg	Very Rare
Tarsus Pistol	Pistol	20m	S / 3 / -	1d10+8 E	15	45	Full	Star Mantid, Melta	4kg	Extremely Rare

Prism Rifle

More common than their parent weapon, the prism blaster, prism rifles are still rarely seen in any hands but of those of the Shadow Spectre Aspect Temple. With pale bursts of light, prism rifles all work in tandem with one another, their Ghostlight creating a kill zone where spectral death may come for all.

While wielding a Prism Rifle, the Corsair may spend a Full Action to use its Ghostlight, granting a Prism Blaster or Prism Rifle within range +10m to its range and +1d10 damage on its attacks. This effect can stack with other Ghostlight effects up to +50m and +3d10 extra damage.

Ranger Long Rifle

Each custom-grown from wraithbone with the knowledge they will travel far from the cradle of their birth, the long rifle is the favoured weapon of the Rangers, those Asuryani that chose to walk the Path of the Outcast, and thus is many a corsair's first weapon they may ever have handled. Silent and firing sudden bursts of light to be near invisible, the long rifle is a favoured tool for those that wish to kill quickly and escape without being seen.

Ranger Long Rifles have an integrated Pan-Spectral Rangefinder upgrade and their attacks are both silent and near-imperceptible, not breaking concealment when fired.

TABLE 4-2: RANGED WEAPONS (CONTINUED)

NAME	CLASS	RANGE	ROF	DAM	PEN	CLIP	RLD	SPECIAL	WT	AVAILABILITY
Monofilament Weapons										
Death Spinner	Basic	40m	S / 3 / -	1d10+5 R	8	30	2Full	Warp Spider, Deadly Snare (1), Spray, Tearing	6kg	Extremely Rare
Harlequin's Embrace	Pistol	10m	S / - / -	1d10+5 R	8	5	Full	Rillietann, Deadly Snare (0), Razor Sharp, Reliable, Tearing	1kg	Extremely Rare
Harlequin's Kiss	Pistol	2m	S / - / -	1d10+8 R	12	-	-	Rillietann, Crippling (2), Felling (4), Tearing	1kg	Extremely Rare
Shredder	Basic	40m	S / - / -	1d10+5 R	8	12	Full	Drukhari, Blast (4), Deadly Snare (2), Reliable, Tearing	3kg	Very Rare
Plasma Weapons										
Starcannon	Heavy	400m	S / - / 4	3d10+10E	8	8	2Full	Asuryani, Accurate	18kg	Very Rare
Solid Projectile Weapons										
Avenger Shuriken Catapult	Basic	80m	S / 5 / 10	1d10+5 R	3	120	Full	Dire Avenger, Razor Sharp, Reliable, Storm, Tearing	3kg	Extremely Rare
Shardcarbine	Basic	60m	S / 3 / 5	1d10+3 R	3	60	Full	Drukhari, Storm, Toxic (3)	3kg	Rare
Shrieker Cannon	Heavy	100m	- / 3 / 10	2d10+4 R	4	60	2Full	Rillietann, Razor Sharp, Reliable, Toxic (3)	15kg	Near Unique
Shuriken Cannon	Heavy	120m	S / 3 / 10	1d10+6 R	4	200	2Full	Asuryani, Gyro-Stabilised, Razor Sharp, Reliable	13kg	Scarce
Shuriken Catapult	Basic	80m	S / 3 / 10	1d10+4 R	3	120	Full	Asuryani, Razor Sharp, Reliable	3kg	Average
Shuriken Pistol	Pistol	30m	S / 3 / -	1d10+2 R	3	120	Half	Asuryani, Razor Sharp, Reliable	1kg	Common
Shuriken Rifle	Basic	120m	S / 2 / 5	1d10+5 R	4	120	Full	Asuryani, Razor Sharp, Reliable	4kg	Scarce
Splinter Cannon	Heavy	100m	- / - / 10	1d10+6 R	4	200	2Full	Drukhari, Gyro-Stabilised, Toxic (2)	10kg	Rare
Splinter Pistol	Pistol	30m	S / 3 / -	1d10+2 R	3	90	Half	Drukhari, Toxic (1)	2kg	Average
Splinter Rifle	Basic	80m	S / 3 / 5	1d10+3 R	3	180	Full	Drukhari, Toxic (2)	4kg	Scarce
Exotic Ranged Weapons										
Balelight	Pistol	25m	S / - / -	3d10+3 E	3	1	2Full	Spray, Tearing	3kg	Near Unique
Banshee Mask	Pistol	15m	S / - / -	1d10+5 I	4	-	-	Concussive (2), Scatter, Spray	2kg	Extremely Rare
Bloodstone	Pistol	10m	S / - / -	1d10+8 E	7	-	-	Crippling (1), Reliable, Spray, Tainted	1kg	Near Unique
Destructor	Basic	20m	S / - / -	2d10+6 E	10	20	2Full	Bane (Biological 7), Corrosive, Spray	3kg	Near Unique
Haywire Blaster	Heavy	200m	S / - / -	2d10+4 X	5	30	Full	Haywire (2), Bane (Machines & Vehicles 6)	6kg	Extremely Rare
Hexrifle	Basic	180m	S / - / -	1d10+1 I	10	1	Full	Accurate, Crippling (3), Felling (5), Vengeful (6)	5kg	Unique
Liquifier	Pistol	20m	S / - / -	1d10+2 E	0	6	2Full	Corrosive, Spray	5kg	Extremely Rare
Mandiblaster	Pistol	2m	S / - / -	1d10+3 E	2	30	Full	Reliable	1kg	Extremely Rare
Neuro-Disrupter	Pistol	20m	S / - / -	2d10+5 E	0	8	Full	Reliable, Shocking, Warp Weapon	3kg	Near Unique
Ossefactor	Basic	25m	S / - / -	1d10 R	0	6	2Full	Crippling (1), Spray	11kg	Extremely Rare
Stinger Pistol	Pistol	30m	S / 2 / -	1d10+1 R	7	20	Full	Felling (4), Razor Sharp, Toxic (5)	2kg	Near Unique
Vibro Cannon	Heavy	200m	S / - / -	1d10+9 I	8	10	2Full	Beam, Blast (3), Devastating (5), Scatter	18kg	Very Rare
Wraithcannon	Heavy	50m	S / - / -	2d10 E	-	-	-	Dimensional Weapon, Warp Weapon	20kg	Extremely Rare

Scatter Laser

Primarily used upon Grav Platforms due to their bulk, the *sierbahn* are multi-barrelled support weapons designed to send blazing cascades of las-fire over enemy positions, cutting down infantry in a dazzling display.

LAUNCHER WEAPONS

With grenades and missiles that are smaller yet as destructive as the younger race's ordinance, Aeldari launchers tend towards the lighter side, many designed for custom ammunition.

Unless stated otherwise, Aeldari launcher weapons come with two clips of plasma rounds when acquired.

Creidann Grenade Launcher

A signature piece of the Shadowseer costume, the backpack grenade launcher known as the *creidann* fits neatly over the Harlequin's shoulders, firing out screaming grenades that spill out hallucinogenic and deadly grenades.

Creidann Grenade Launchers are worn on the back and may be used to make attacks so long as it is worn but can only be reloaded outside of combat. The basic ammunition for the weapon is listed in TABLE 4-2: RANGED WEAPONS but may be loaded with other grenades.

Eldar Missile Launcher

Reloaded with complex pods instead of loading individual explosives into a tube, the smaller missiles used within them allowing for a greater rate of fire and swifter reloading times thanks to their internal magazines.

Eldar Missile Launchers have an integrated Fire Selector upgrade, able to load 20 of each ammunition type.

Haywire Launcher

Found in the depths of the already rare Shadow Spectre Shrines, haywire launchers are weapons resurrected from the age of the Eldar Dominion, used to overload technological systems. Though mostly seen in the hands of the Aspect Warrior's Exarchs, the launchers are not entirely their purview, with any of their number able to take one up if required.

Haywire Launchers cannot load ammunition other than its basic ammunition.

Phantasm Grenade Launcher

Favoured by Dark Kin that desire some extra destructive capability while keeping their hands free, phantasm grenade launchers are backpacks designed to fire disc-shaped explosives, typically filled with devastating plasma or potent nerve toxins.

Phantasm Grenade Launchers are worn on the back and may be used to make attacks so long as it is worn but can only be reloaded outside of combat.

Reaper Launcher

Superior to their more mundane cousin in the eldar missile launchers, reaper launchers are the signature weapons of the Dark Reapers, the Aspect Warriors using the weapons greater rate of fire to bring death. The launchers primarily use their own custom ammunition, used to punch through the plating of vehicles and buildings, but they are just as capable of loading alternate forms of ammunition.

The basic ammunition for the Reaper Launchers are listed in TABLE 4-2: RANGED WEAPONS but may be loaded with other missiles. Reaper Launchers have an integrated integrated Fire Selector upgrade, able to load 20 of each ammunition type.

Terrorfex

Mounted to the wrists of Drukhari warriors, the Terrorfex is favoured by wyches and pirates who desire to keep their hands free and still terrorise their foes with grenades. Complex in design, the Terrorfex is unable to use most forms of explosives, favouring tormented Wraithbone grenades, but such does not serve to alleviate the fear the weapon summons.

Terrorfexes have an integrated Forearm Weapon Mounting upgrade and cannot load ammunition other than Wraithbone and Xenospasm grenades. When acquired, the Terrorfex comes with two clips of Wraithbone grenades.

LOW-TECH WEAPONS

Only ever seen in the hands of a sporting soul or one of the Exodites, ranged Low-Tech weapons have few benefits in a universe of rocket propelled grenade launchers and lasblasters. One such benefit is in the strength and greater levels of skill required to operate them, especially to the point of being a threat to a contemporary foe.

Compound Bow

Enhanced with a set of pulleys built into the upper and lower limbs, compound bows grant a mechanical edge over the standard bow design, looked down upon by some Exodites while being the mainstay in other clans.

Compound Bows may add half of the wielder's Strength Bonus to damage dealt by this weapon (rounded down).

Hand Crossbow

Lacking the additional power granted by a longer draw, hand crossbows are mostly seen in the hands of assassins, well tuned crossbows being easy to break down to hide and mostly silent to use.

Hand Crossbows have an integrated Compact upgrade and are silent to use.

Repeating Arbalest

Usually mounted upon the walls of Exodite settlements, arbalests make up for their archaic construct with the great power of their arms, able to fire wooden, stone, or metal bolts with such tension as to pierce thick armour.

MELTA WEAPONS

Known as “Fusion” weapons by the Aeldari and mostly used by the Asuryani, Fusion guns operate by causing the target’s component particles to hyper-vibrate with bombarded energy, causing most matter it strikes to melt into a molten puddle and clouds of super-heated vapour.

Dragon Fusion Gun

Adapted for the use of the Fire Dragon Aspect Warriors, dragon fusion guns are tuned to expand the area of effect, the flash-annihilation of the fusion weapon paired with the sudden immolation of whatever is left around them.

Fusion Gun

Favoured by Storm Guardians who are more familiar with warfare and willing to make use of more intimidating armaments, the fusion gun is put to use to break down enemy tanks and put the fear of Vaul in those that favour heavy armour over enlightened celerity.

Fusion Pistol

Compact and hotly sought after, fusion pistols can be found in the hands of the Anhrathe, Asuryani, and Rillietann thanks to its elegant potency. Many a foolish enemy see the short barrel and underestimate the tool before being turned to cinders.

Tarsus Pistol

Breaching tool and weapon both, the tarsus pistol is the standard armament of the Star Mantids, using fusion reactions to breach bulkheads and attached monoblades to tear into flesh. The silhouette of such weapons evokes the image of vicious void-beasts seeking their favoured prey.

Tarsus Pistols can be used as an Axe with the Mono upgrade and have an integrated Paired upgrade.

MONOFILAMENT WEAPONS

Complex and terrifying, monofilament weapons make use of organo-polymer wires so thin they flow like liquid in their containers, fired in roiling clouds of shredding, monomolecular nets or piercing strands that slice through armour and bone alike.

Death Spinner

Aptly named, the death spinner operates through the projection of a single strange of monofilament roiling around themselves in magnetic fields. Those struck are enveloped in squeezed and sliced apart as the wire constricts them into irregular, bloody chunks.

Harlequin’s Embrace

Operating similarly to death spinners but at a shorter range, the embrace of the Harlequins is cruel and cutting. Attached to their wrists, these devices are used most commonly as a part of a charging action, fired upon their enemies to bind them before their blades.

Harlequin’s Embraces have an integrated Forearm Weapon Mounting upgrade.

Harlequin’s Kiss

Known as the *brathu-angau*, meaning “kiss of evil” in the Aeldari tongue, the kiss is a short range monofilament injector, fired by punching towards a target to pierce their armour and unfurl the wire throughout their body. Once within the body, the wire liquidates everything: muscle, organs, and bone. They are the signature weapon of the Rillietann, the kiss bring a grin to spread under their masks as their foes are made bags of malleable flesh.

Shredder

Favoured by Drukhari that delight in turning living beings into unidentifiable pools of gore, shredders are particularly cruel weapons even by monofilament standards, their wires barbed to increase the pain inflicted by those caught in their webs before they are torn to ribbons.

PLASMA WEAPONS

Viewing the use of plasma weapons that may wound or even slay their own wielder as the height of foolishness, Aeldari plasma weapons make use of superior containment fields that render the weapons cool to the touch even after sustained use. That said, with the plethora of other destructive forces in their hands, the Eldar rarely make use of such technology.

Starcannon

Propelled with advanced pulses of electromagnetic energy, the starcannon is one of the few examples of plasma weapons used by the Asuryani outside of their grenades. Often mounted on Grav Platforms, the starcannon leaves the battlefield littered with burning wreckage, sundered by the power of miniature stars.

SOLID PROJECTILE WEAPONS

In societies where matter can be summoned from nothing — or rather shaped from warp stuff — or stolen from the industrial capacity of millions of worlds, the logistics of using solid projectile weapons is made far easier to maintain. This is especially true when weapons can shave monomolecular discs from solid cores or splinters of easily grown neurotoxic crystals.

Avenger Shuriken Catapult

The most impressive variant of the standard shuriken weapon, the avenger shuriken catapult is an extended variant of the common catapult, used as the sacred killing implement of the Dire Avengers. Built to be useful in as many environments and engagement ranges as necessary for infantry, capable of such a rate of fire that the Aspect Warriors must train to conserve every shuriken thrown.

Avenger Shuriken Catapults have an integrated Rangefinder upgrade, though this is often linked to the Pan-Spectral Rangefinder built into their Dire Avenger Aspect Armour

Shardcarbine

A favoured weapon of the Trueborn of Commorragh, the shardcarbine is a confusingly named weapon to outsiders, considering they operate as splinter rifles with extended barrels instead of shortened like regular carbines, hold a smaller ammunition capacity, greater rate of fire, and infuse their splinters with more virulent toxins.

Shrieker Cannon

Dreaded arm of the Death Jesters, the shrieker cannon, whispered with fear as the *buanna* to the Aeldari, is a weapon designed to turn the enemies of the Death Jesters into props for their morbid humour. Ending in a wicked blade, their wielders evoke the strangely universal silhouette of death incarnate.

Shrieker Cannons can be used as a Great Weapon with the Mono upgrade and use Shrieker Shuriken as their basic ammunition (the Toxic (3) quality already included in the weapon’s profile). Shrieker Cannons may load other types of ammunition available to Shuriken Cannons.

Shuriken Cannon

Granted a greater acceleration field generator and stabilising gyroscopes, the shuriken cannon is the most common heavy weapon found within the ranks of the Anhrathe and Asuryani, commonly found mounted on Grav Platforms but light enough that many choose to wield them as man-portable fire support weapons.

Shuriken Catapult

Perhaps the most common weapon constructed by the Aeldari, the *tuelean* is the most basic of shuriken weapons, effectively a simple gravitic accelerator and solid core shaver. In times of strife, every craftworker is expected to wield a catapult in their home’s defence, requiring little training in their operation.

Shuriken Pistol

Much like their larger counterparts, the *murehk* hosts a smaller accelerator than the catapult while accepting the same solid core magazines. Though the range and power of such pistols are limited, they make for useful sidearms.

Shuriken Rifle

Longer than a typical catapult, shuriken rifles are favoured by corsairs who find the longer barrels more intimidating to the younger species. The larger frame integrates a stronger accelerator, making each shuriken fire longer and spin with a greater cutting edge.

Splinter Cannon

Designed to be used while on the run, splinter cannons integrate specialised semi-liquid gyro-stabilisers and magneto-impulse spines to allow the user to wield their heavy bulks while charging into the slaughter. Due to these improvements, they are more expensive to commission, leading to few being trusted to field such weapons during Drukhari raids.

Splinter Pistol

So common as to be expected to be worn upon all peoples hips in the Dark City, including on some slaves. Built with blades in their structure and impregnated with whatever toxin the user can get their hands on, the splinter pistol is a perfect embodiment of Drukhari philosophy: never be unarmed and strike with venomous ire.

Splinter Pistols can be used as a Knife with the Mono upgrade.

Splinter Rifle

When a splinter pistol does not have the required power or large enough shards to see a foe slain, the splinter rifle is the next weapon raised. Loved by the Kabalites, all their warriors having wielded one at some point or another, they are signs of the Kabals control over the Dark City.

Splinter Rifles can be used as a Sword with the Mono upgrade.

EXOTIC RANGED WEAPONS

Even in the incredibly diverse markets of the Aeldari people some equipment remains strange. The Drukhari, masters of dark innovation, have a multitude of ways to bring terror for a distance in the most arcane of ways to spread terror, while the Asuryani's stranger equipment tends to be wielded by their Aspect Warriors. Regardless, all such weapons might find themselves in Corsair hands.

Balelight

Worn on the arm as an elegant vambrace or elaborate pistols made of strange crystals, balelights contain a vast amount of energy, directed in a single blast, blinding those that manage to survive the cascade of light.

Characters that fail to dodge the Balelight's Spray quality are also Blinded for a number of rounds equal to their Degrees of Failure of the Agility test.

Banshee Mask

Utilising a psychosonic amplifier built into the grill of the mask, the wearer of a banshee mask can turn their voice into a nerve-shredding weapon, shaking those before the Howling Banshee to their core if not outright rupturing their organs.

Banshee Masks are worn on the head, able to be worn over armour or integrated into a helmet. All characters hit by the weapon must succeed on a -10 Toughness test or be Stunned for one round. When a character wearing this weapon take the Charge action, they may make a Standard attack with this weapon, the Spray centred on the target of the Charge.

Bloodstone

A most sinful device, a bloodstone is an amulet constructed from a shattered spirit stone of an Aspect Warrior, the most coveted and powerful being of those stolen from an Exarch. The process of eternally damning another soul in the weapon's creation taints it forever, truly cursing it user as they channel the echos of malice within to boil the blood of their next victims.

Destructor

Rarely found outside of the hands of veteran Haemonculi, Destroctors are worn on the user's arm, containing acidic compounds designed to melt those caught in its atomised spray slowly and totally. Even the Adeptus Astartes have been known to die screaming, blinded, their armour and bodies disintegrating before the eyes of their brothers.

Haywire Blaster

Favoured by the winged Scourges of Commorragh for their lightweight construction, haywire blasters make use of crippling arcs of electromagnetic energy to destabilise complex mechanics. Many a Raider has fallen out of the sky from such a weapon, though even the most venerable vehicles might be rendered forever immobile.

Hexrifle

Loaded with a strain of the Glass Plague, a viral helix that can turn a living material to crystal, the hexrifle is a weapon truly feared by the Drukhari. The Glass Plague is so totally destructive to those infected that not even Haemonculi can resurrect a soul slain by it, its first use causing untold thousands of Commorrites to turn to statues. To weaponise such evil could only be done by the Haemonculi, such rifles most often seen in the hand of their Wracks.

Liquifier

Spraying an awful acidic admixture brewed from the blood of Wracks, densely packed into pressurised cells, Liquifier pistols are a favoured anti-armour weapon of the Haemonculi Covens.

Mandiblaster

Worn as pods to the sides of their wielder's jaws, or sometimes as a sting on top of an Incubi's warsuit, the mandiblaster fires out super-heated shards of metal at a short range. The hail of biting projectiles are deadly to the unarmoured yet their greatest boon is in the ease of use, neurally activates and highly accurate, their use melded into more engaged forms of combat.

Mandiblasters are worn on the head, able to be worn over armour or integrated into a helmet. This weapon may be used as a Free Action once per round at any point, even during another character's round, making a Standard attack against a target.

Neuro-Disrupter

With no clear source of its strange effects, the neuro-disrupter's psycho-crystalline circuitry generates a pulse of exotic particles, wholly ignoring physical barriers as they afflict a target's mind, rending the pathways within brain matter and disrupting more complex artificial constructs.

Neuro-Disrupters deal Damage as Intelligence Damage instead of causing Wounds but does no damage against Daemonic characters or Machine characters without complex artificial intelligence (i.e. Votann Ironkyn, particular intelligent Tau drones, etc).

Ossefactor

A tool of healing turned to martial use, ossefactors make use of osteocytic impulsion waves to shape the bones of their patients, able to heal broken limbs or cause them to sudden grow horrific spurs within their bodies. Their reputation for use in horrific muscle-shredding murder does not put their medical victims at ease.

Ossefactors can be used as Medi-kit (Advanced). Attacks made with this weapon ignore Armour that is not void-sealed and Toughness.

Stinger Pistol

Similar yet smaller to the standard splinter pistol, stinger pistols fire needles instead of sharps filled with strange bacteria. Once in the bloodstream of their foe, the bacteria rapidly multiplies, making them swell and explode in all directions. Similarities to the Shrieker toxin of the Death Jesters has been noted, yet both the Harlequins and the Haemonculi are not wont to share their secrets.

Stinger Pistols have the same special effects as Shrieker Shuriken ammunition (see page XX).

Vibro Cannon

Projecting hypersonic resonances focused through a magnetic tunnel, vibro cannons shake their foes apart in the sounds passing, ravaging everything in their wake. Few of such weapons are man-portable, usually mounted upon Support Weapon Batteries, but even the smallest resonant harmonic arrays can blast foes apart.

The Beam quality of Vibro Cannons draws a line between the weapon and the centre of its Blast quality. The additional Devastating quality branted by Beam and Blast are already factored into the weapons profile.

Wraithcannon

Feared for their ability to open rifts between realspace and Sha'eil, wraithcannons are the primary weapons of the necromantic wraiths. Seen as evil weapons for the cruelty inherent in throwing a living soul into the Warp, only the ghost warriors and most recklessly callous — such as the Anhrathe — dare to use them.

Wraithcannons do not require ammunition to fire but gain the Recharge quality when used by characters without the Wraith trait.

GRENADES AND EXPLOSIVES

Compact and deadly, the explosives used by the Eldar would make those used by the other species. Those that would not consider their use heresy, in any case.

Many explosives from DARK HERESY are also used by the Aeldari, though few would care for the use of crude fragmentation or krak technology. Such options are available to Corsairs for acquisition, though grenades of Eldar make will have — Wt thanks to their superior construction.

Anti-Grav

Favoured by the Anhrathe to throw their foes into disarray and by Warp Spiders to sow confusion, anti-grav grenades generate a gravity distortion field, untethering foes from the ground.

Once thrown, Anti-Grav grenades turn their Blast area into a zone of Zero Gravity and all characters within the Blast when first used immediately make a -20 Agility test or begin to drift off of the ground as per the Zero Gravity effect.

Fusion Charge

Akin to the Imperium's melta bombs, fusion charges are typically disc-shaped explosives most regularly used by the Fire Dragons, the sudden fusion reactions they create atomising near-anything the user can attach them to.

The Melta quality of a Fusion Charge is used on any vehicle or a 1 meter radius of fortification or area the charge is attached to.

Inferno

Few things inspire instinctual fear in most biological creatures than that of fire. Inferno grenades are packed with a dense and thick accelerant, leaving behind zones that risk any soul walking within them to catch fire too.

The Blast area of an Inferno grenade remains on fire for 1d10+10 rounds. Any character that enters the Blast area during that time must succeed on a +0 Agility test or be set on fire.

Prismatic

Constructed with writhbone wrapped around psychocrystalline cores, prismatic grenades explode with sense-rending light, generating a zone of disorientating radiance for some time after they are set off.

When throwing a Prismatic grenade, the user may choose to make the weapon non-lethal, incapacitating any character caught in the area or dealing no damage at all. In addition, the Smoke area of the grenade blocks all sensors and senses attempting to look into or through the area.

Rad

Used by only the cruellest of sorts, rad grenades do little damage immediately after their use, yet any biological life caught in the area are bombarded with a lethal dose of radiation poisoning, fast acting and destructive.

Star Bolas

Swung wildly above the heads of Harlequins upon their Skyweavers, the *tedalil* are often misunderstood to be some form of whip from a distance. From a handle sprouts a trio of mesh-weave cords ending in plasma explosives, spun around and thrown to snare a foe and then explode in plasma fire.

The Snare quality of a Star Bolas can effect Battlesuits and Walker vehicles of Size (7) or less.

Wraithbone

Though most Asuryani grenades are made of wraithbone, Drukhari wraithbone grenades are infused with soul energy tortured to be fuelled by rage, fear, and despair. When detonated, the soul-stuff assaults their target, overwhelming them with the same negative emotion.

Characters that fail to resist the Snare trait of a Wraithbone grenade are also considered to have failed a Fear test with the same Degrees of Failure, rolling on the Shock table (see DARK HERESY page 287).

Xenospasm

Amalgams of wraithbone and obsidian, xenospasm grenades are also infused with maddened soul essence, the shrapnel loosed by their detonation twisting to find others to share their suffering with. No fragment of the grenade is wasted in this manner, much to the Dark Kin's delight.

Characters that attempt to Dodge this weapon make the test with a -30 penalty. Characters with the Untouchable elite advance or similar blank abilities cannot be hit by this weapon, and characters without a soul do not suffer the penalty to Dodge.

Implosion

The favoured missile for Aeldari pilots seeking to destroy other vehicles, implosion missiles create hyper-dense areas in their point of impact, crushing their targets with intense gravitational force.

Implosion missiles cannot be miniaturised and can only be used by launcher weapons of Size (6) or with Vehicle weapons attached to Size (6) vehicles.

Monoscythe

In typical Drukhari fashion appreciated by the Rillietann, monoscythe missiles are designed with cruelty in mind, the detonation causing a single cutting plane of force to slice out at shoulder height of most bipedal species, decapitating those caught in its blast radius.

Implosion missiles are always considered to hit the Head location of their targets. These missiles cannot be miniaturised and can only be used by launcher weapons of Size (6) or with Vehicle weapons attached to Size (6) vehicles.

Necrotoxin

Every missile densely packed with a cocktail of toxins, these missiles are designed to explode in a shower of deadly shrapnel, necrosis swiftly spreading through the wounds inflicted in the blast and leaving rapidly mouldering corpses behind.

Necrotoxin missiles cannot be miniaturised and can only be used by launcher weapons of Size (6) or with Vehicle weapons attached to Size (6) vehicles.

Plasma

The most common form of explosives used by the Eldar, plasma reactions meld the best qualities of fragmentation and Krak weapons, striking a large area and melting armoured targets.

For typical Eldar Plasma Grenades, see page 46 of ENEMIES WITHOUT, though their Availability becomes Average for Corsairs.

Scatter

Covered in submunition blisters, scatter missiles make use of small warheads that separate before striking their target area, saturating the area with many smaller but equally devastating explosions.

Shatterfield

While most explosives make use of exothermal reactions, shatterfield munitions instead sap the energy from their blast radius in moments, freezing those caught within before shattering them to pieces with kinetic force.

Before a character hit with this weapon is damaged, they must succeed on a -20 Toughness test or be frozen for 1d5+1 rounds, reducing their base movement rate and/or tactical speed by 10 and treating their Toughness Bonus as being 0 when reducing Impact and Explosive damage.

Starshot

A melding of fusion and plasma munitions, starshot missiles explode with a small radius but with intense force, favoured by pilots of smaller attack craft that hunt craft similar to their own.

Sunburst

Often loaded alongside the use of starshot munitions, sunburst missiles are plasma missiles that explode in a far more dramatic fashion, bathing a wide area in plasma fire. Both enemy armour and infantry that get caught in such devastation fall in equal measure.

Venomous Shardbomb

Favoured by the Wych Cult of the Cursed Blade, shardbombs are forged of translucent materials, hard to detect by any means and used as cruel traps.

Venomous Shardbombs may be placed as proximity traps that explode when a character enters the weapon's Blast area. Tests to detect Venomous Shardbombs by any means are made with a -30 penalty.

TABLE 4-3: GRENADES AND EXPLOSIVES

NAME	CLASS	RANGE	ROF	DAM	PEN	CLIP	SPECIAL	WT	AVAILABILITY
Grenade/Missiles									
Anti-Grav Grenade	Thrown	SBx3	S / - / -	-	-	1	Blast (5)	-	Very Rare
Inferno Grenade	Thrown	SBx3	S / - / -	1d10+3 E	6	1	Blast (2), Flame	-	Rare
Prismatic Grenade	Thrown	SBx3	S / - / -	1d10+10 E	0	1	Blast (3), Smoke (3)	-	Extremely Rare
Rad Grenade	Thrown	SBx3	S / - / -	1d10 E	0	1	Blast (2), Irradiated (2)	-	Very Rare
Star Bolas	Thrown	SBx6	S / - / -						
Wraithbone Grenade	Thrown	SBx3	S / - / -	1d10+6 X	0	1	Snare (2), Warp Weapon	-	Extremely Rare
Xenospasm Grenade	Thrown	SBx3	S / - / -	1d10+10 R	5	1	Blast (2), Razor Sharp	-	Very Rare
Implosion Missile	-	-	-	3d10+8 X	8	-	Blast (5), Graviton	1kg	Very Rare
Monoscythe Missile	-	-	-	3d10+15 R	4	-	Blast (6), Felling (3), Razor Sharp	1kg	Extremely Rare
Necrotoxin Missile	-	-	-	2d10+10 R	4	-	Blast (6), Felling (2), Razor Sharp, Tearing, Toxic (3)	1kg	Extremely Rare
Plasma Missile	-	-	-	2d10+10 E	8	-	Blast (6)	1kg	Rare
Scatter Missile	-	-	-	2d10+5 X	4	-	Blast (12)	1kg	Very Rare
Shatterfield Missile	-	-	-	1d10+10 I	7	-	Blast (3)	1kg	Extremely Rare
Starshot Missile	-	-	-	3d10+10 E	14	-	Blast (2)	1kg	Very Rare
Sunburst Missile	-	-	-	2d10+10 E	8	-	Blast (9)	1kg	Extremely Rare
Explosives									
Fusion Charge	-	-	-	2d10+20 E	12	1	Blast (3), Flame, Melta	5kg	Extremely Rare
Venomous Shardbomb	-	-	-	1d10+12 R	3	1	Blast (2), Toxic (2)	2kg	Very Rare

MELEE WEAPONS

The following melee weapons are available to Corsairs. For Imperial characters, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the items.

Some of these weapons are seen throughout all Aeldari cultures. All weapons with Aeldari in the name are considered to have the Species quality for Asuryani, Drukhari, and Rillietann, only requiring one such Weapon Training talent to use.

CHAIN WEAPONS

With rows of monoedged teeth known as wyrmfangs, Aeldari chain weapons have a greater cutting power than Imperial models. The Asuryani prize elegance, however, and such weapons are not commonly used by them for their more bloody use.

Operating without the bulky and loud engines of Imperial chainswords, Aeldari chain weapons run silently until they successfully hit a target.

Aeldari Chainblade

Though overlooked by the Asuryani, the intimidating nature of whirring chain teeth are appreciated by the Anhrathe and Drukhari, even if wielded as a dagger.

Aeldari Chainblades are particularly compact and easy to conceal, making anyone attempting to find one hidden on a character to suffer a -20 penalty.

Aeldari Chainsword

Thinner in their construction, Aeldari chainswords strike a sleek aesthetic, most favoured by the Storm Guardians of the Craftworlds who find their easy to maintain nature preferable to calibrating power field generators.

Amputator

Complex gauntlets made of seemingly jagged but perfectly calibrated teeth running down wicked claws, amputators are favoured by Haemonculi and their wracks that value the ability to swiftly carve through dense flesh and bone in accurate and deliciously painful swipes.

Scorpion Chainsword

Lighter than their standard cousins, scorpion chainswords make use of unique chain system to further augment the strength of the Aspect Warrior, the skill of each swing augmenting the already deadly weapon further.

When making a Standard attack with a Scorpion Chainsword, the weapon gains +1 Damage for every Degree of Success on the attack.

FORCE WEAPONS

Naturally psychic, Aeldari have refined the use of their connection to the Sea of Souls over millions of years. The most adept of such witches channel their destructive abilities through more elegant force weapons, the arms swinging with speed directed by the wielder's will rather than their raw strength.

Miststave

Garish in their decoration and topped with ghoulish totems, miststaves attack the body and the mind, the psychic force crushing bones and thoughts alike. Even the slightest brush of the weapon's striking head can drive the most rational of people to wild madness.

Psytronome Shaper

The song of creation is played through the many vanes of the psytronome shaper, haunting and beautiful. In the hands of a bonesinger, the psytronome acts as a focus and weapon both, though many balk at the idea of using an instrument of creation to destroy.

Psytronome Shapers may be used as a psy focus and combi-tool, granting a +20 bonus to Crafting and Tech-Use tests to create or repair wraithbone items.

Singing Spear

Amalgams of silver, gemstone, and stranger alloys, singing spears resonate with the psychic abilities of their masters, ringing out a constant drone. They yearn for their psyker, returning to their palms when tossed.

Singing Spears return to the hands of their user after being thrown, though they can only be used for Standard ranged attacks. If the wielder has a psy rating of 5 or higher the ranged attack gains the Beam quality.

Witchblade

Coming in many shapes and sizes, witchblades are often passed down between seers with similar psychic essences. Every blade retains an echo of its past users, their helix-matrices more easily channelling the power of those they are more familiar with.

Witch Staff

Imbued with runes of power, witch staffs of deceptive in their construction, looking highly ornamental but capable of sundering the souls of any who draw the seer's ire.

Witch Staffs count as psy focuses for one psychic discipline, chosen when acquired. The higher the craftsmanship of the staff the greater the ability to channel such powers; Good craftsmanship staffs granting a +10 bonus to Focus Power tests with their chosen discipline and Best craftsmanship grant a +20 bonus instead.

TABLE 4-4: MELEE WEAPONS

NAME	CLASS	RANGE	DAM	PEN	SPECIAL	WT	AVAILABILITY
Chain Weapons							
Aeldari Chainblade	Melee	-	1d10+1 R	3	Tearing	1kg	Scarce
Aeldari Chainsword	Melee	-	1d10+3 R	4	Tearing, Balanced	4kg	Scarce
Amputator	Melee	-	1d10+3 R	5	Drukhari, Tearing, Felling (4)	3kg	Extremely Rare
Scorpion Chainsword	Melee	-	1d10+6 R	4	Striking Scorpion, Tearing, Balanced	3kg	Extremely Rare
Force Weapons							
Miststave	Melee	-	1d10+4 I	2	Rillietann, Witch-Edge, Hallucinogenic (2)	4kg	Near Unique
Psytronome Shaper	Melee	-	1d10 I	2	Asuryani, Witch-Edge	6kg	Rare
Singing Spear	Melee/ Thrown	†	1d10+4 R	5	Asuryani, Witch-Edge	5kg	Near Unique
Witchblade	Melee	-	1d10+3 R	3	Asuryani, Witch-Edge, Balanced	3kg	Extremely Rare
Witch Staff	Melee	-	1d10+1 I	1	Asuryani, Witch-Edge	4kg	Extremely Rare
Low-Tech Weapons							
Archite Glaive	Melee	2m	2d10 R	5	Drukhari, Razor Sharp	5kg	Very Rare
Axe	Melee/ Thrown	SBx3	1d10+2 R	0	Primitive (9), Unbalanced	6kg	Common
Hellglaive	Melee	-	1d10+5 R	3	Drukhari, Razor Sharp	8kg	Rare
Impailer	Melee	-	1d10+3 R	3	Drukhari, Razor Sharp	2kg	Rare
Javelin	Melee/ Thrown	SBx5	1d10 R	0	Primitive (7)	2kg	Common
Razorflail	Melee	3m	1d10+2 R	3	Drukhari, Flexible, Razor Sharp	4kg	Rare
Shardnet	Melee	5m	1d10 R	1	Drukhari, Deadly Snare (1), Shocking	1kg	Rare
Shameshi Blade	Melee	-	1d10+1 R	2	Drukhari, Toxic (2)	2kg	Very Rare
Void Sabre	Melee	-	1d10+8 R	8	Asuryani, Tainted, Tearing	3kg	Near Unique
Wych Blade	Melee	-	1d10+1 R	3	Drukhari, Razor Sharp	0.5kg	Scarce

† Singing Spears may be Thrown with a range equal to the user's Psy Rating x 6m.

LOW-TECH MELEE WEAPONS

Though more mundane in operation, even low-tech Aeldari weapons have been optimised over an untold number of generations. Favoured by the wyses of the Dark Kin and Exodites, such weapons demand a greater level of skill to match more advanced weapons, a trait the rugged survivors and matchless gladiators appreciate greatly.

Archite Glaive

Most wyses have a preference for small, agile weapons that allow for deadly flurries, yet those that wish to stand out may choose larger but no less elegant weapons such as archite glaives. Sharp and heavy, each glaive is a work of art, able to cut through even power armour in the right hands. This is a two-handed weapon.

Archite Glaives have an integrated Mono upgrade.

Axe

Ancient tools continue to find use into the far future, axes are often found in the hands of Exodites that desire a weapon that can be used as a survivalist tool.

Hellglaive

Dual-sided spears favoured by hellion gangs, hellglaives are used to aid in balance while screaming through the air on a skyboard. Each end of the staff integrates a splinter rifle, allowing the anarchists to slay from range or melee.

Hellglaives have an integrated Mono upgrade and may be used as a Splinter Rifle with the Carbine upgrade. They are a two-handed weapons but may make Two Weapon Wielder attacks with two melee attacks.

Impailer

Short spears with twinned monoblades, impailers make are used by wyses and slaver drivers alike, punching through armour and encouraging those before them to move as the wielder desires.

Impailers have an integrated Mono and Paired upgrades, though the Paired weapon is a Shardnet instead of another Impailer.

Javelin

Thinner than typical spears, javelins are useful as both thrusting weapons and has thrown barbs, the strength of the user allowing some athletes to break through even carapace armour with a powerful toss.

TABLE 4-4: MELEE WEAPONS (CONTINUED)

NAME	CLASS	RANGE	DAM	PEN	SPECIAL	WT	AVAILABILITY
Power Weapons							
Aeldari Powerblade	Melee	–	1d10+3 R	4	Power Field	0.5kg	Rare
Aeldari Power Spear	Melee	2m	1d10+7 R	8	Power Field, Unwieldy	7kg	Very Rare
Aeldari Power Sword	Melee	–	1d10+5 R	7	Power Field, Balanced	2kg	Rare
Agonizer	Melee	–	1d10+3 E	6	Drukhari, Power Field, Tearing	2kg	Extremely Rare
Banshee Blade	Melee	–	1d10+6 R	8	Howling Banshee, Power Field, Balanced	3kg	Extremely Rare
Demiklaive (Single)	Melee	–	1d10+6 R	8	Drukhari, Power Field	18kg	Extremely Rare
(Linked)	Melee	–	2d10+2 R	8	Drukhari, Power Field, Unwieldy		
Klaive	Melee	2m	2d10+5 R	10	Drukhari, Power Field, Unwieldy	10kg	Extremely Rare
Paragon Sabre	Melee	–	1d10+6 R	7	Shining Spear, Power Field, Balanced	2kg	Near Unique
Punisher	Melee	2m	1d10+8 R	7	Drukhari, Shocking, Unwieldy	6kg	Extremely Rare
Zephyrglaive	Melee	3m	2d10+4 R	7	Rillietann, Power Field	6kg	Extremely Rare
Shock Weapons							
Electrocorrosive Whip	Melee	3m	1d10+4 E	8	Drukhari, Shocking, Flexible, Toxic (1)	2kg	Very Rare
Stunclaw	Melee/ Thrown	SBx3	1d10+2 R	2	Drukhari, Shocking, Flexible, Snare (1)	2kg	Very Rare
Exotic Weapons							
Djin Blade	Melee	–	1d10+3 R	7	Balanced, Razor Sharp, Tainted, Vengeful (7)	3kg	Near Unique
Flesh Gauntlet	Melee	–	1d10+6 R	0	Crippling (2), Felling (4), Toxic (3), Recharge	1kg	Extremely Rare
Harlequin's Caress	Melee	–	1d10 R	0	Vengeful (5)	–	Near Unique
Husk Blade	Melee	–	1d10+5 E	7	Balanced, Felling (1), Power Field	3kg	Near Unique
Hydra Gauntlet	Melee	–	1d10+2 R	4	Crippling (3), Tearing, Razor Sharp	2kg	Very Rare
Mindphase Gauntlet	Melee	–	1d10 I	0	–	1kg	Near Unique

Razorflail

At first glance, a razorflail appears to be a blade made of many crescent shards, though in a trained hand the shards are shown to be segments of a whip. Complex in operation, the uninitiated risk cutting themselves as they try to wrangle the lashing wire.

Shardnet

With strands of ferronerve tissue covered in hooks, shardnets constrict with shocking impulses, able to overwhelm those caught in their embrace and shock them into surrender.

When making an attack with a Shardnet, the user may choose to use the Deadly Snare trait or use the Snare trait instead.

Shameshi Blade

Venom drips from the blades of the Lhamaeans, generated through the dread alchemy practiced by the sisterhood of Lhilitu. Some strains of ferro-toxin woven into the blades turn blood to acid, swell nerve cells until they explode, or even twist their foes' DNA to become hydrophobic and tear their own proteins apart.

Shameshi Blades are uniquely able to retain applied toxins more than other weapons, allowing for applied poisons to last for 2d5+1 rounds instead of 1d5+1.

Void Sabre

Wielded only by the most vile forms of Corsairs, or so the Asuryani proclaim, void sabres are forged of corrupted wraithbone and materials that are anathema to life. Few of such weapons exist, few daring to forge them from such dangerous components, yet this danger makes such weapons status symbols amongst Anhrathe society, showing the wielder is well travelled and daring in spirit.

Wych Blade

Every blade unique, created by slave-artisans to the particular styles of the individual wych and their cult, these curved daggers are symbols of devotion to the craft of entertaining death.

Wych Blades have an integrated Mono upgrade.

POWER WEAPONS

True expressions of the mastery the Eldar hold over natural forces, the disruption fields bathing Aeldari power weapons refined to waste as little energy as possible on coruscating light or humming noise. Instead they simply do as required, the power focus adding little weight to their attached weapon and allowing for more agile use upon the battlefield.

Aeldari Powerblade

Though primarily recognised upon the many arms of the Warp Spiders Exarchs, Powerblades can be found wielded by most forms of Eldar, either hidden on their person as a weapon of last resort or attached upon their arms for swift and deadly use.

When acquired, Aeldari Powerblades comes with either the Compact or Forearm Weapon Mounting upgrade.

Aeldari Power Spear

With a long reach and deadly edge, power spears are one of the few advanced weapons used by even the Exodites. The most renowned living corsair, Prince Yriel, famously makes use of the Spear of Twilight, the Crone Sword inspiring many other Anhrathe to take up the power spear in respectful imitation.

Aeldari Power Sword

Sleek, elegant, deadly, the Aeldari power sword is the platonic ideal of the power weapon. Their edge parts sheets of armour like parchment, parrying lesser blades with ease and removing the hands of those that would think to put such crude weapons in opposition.

Agonizer

Named for the agonizer generator mounted onto the weapon itself, these diverse weapons discharge a uniquely sadistic form of energy, striking biological and mechanical systems with agonising arcs.

Agonizers gain one of the following qualities when acquired: Balanced, Flexible, or gain the Weapon Mount (Arm) upgrade. When attacking biological enemies, the weapon gains the Shocking quality, and when attacking vehicles or characters with the Machine trait, they immediately roll on the Haywire Field Effects table (see DARK HERESY page 147).

Banshee Blade

A further refinement of the power sword, longer and with a recognisable curve to aid in the parting of armour, banshee blades are wielded by their namesake Aspect Warriors to bring doom to those that think mundane protections can save them.

Demiklaive

Smaller than the typical klaive, demiklaives are power swords ending in wicked hooks or spikes, designed to be used in pairs or clasped together to create a linked great weapon in similar style to the .

Demiklaives have an integrated Paired upgrade but may use a Full action to combine the pair into its Linked profile, becoming a two-handed weapon. They may detach as a Half action back into their Single profile.

Klaive

Ever on hand for the dark Incubi, klaives are massive power swords with a second handle a half-meter from its end, able to be wielded as a greatsword. Though any might wield a klaive, only the Incubi know how to put it to its use as a fallen instrument of divinity, fighting with the deadly prowess of an Aspect Warrior.

When wielded by a character with the Incubus elite advance, the weapon loses the Unwieldy quality and grants the Incubus a +20 bonus on Parry tests with the weapon. This is a two-handed weapon.

Paragon Sabre

The first and majority of craftworlds were forged in the stardocks of Ceith-cailli, a world of the Eldar Dominion, whose bonesingers were of legendary skill. These same bonesingers produced the paragon sabres, power swords of incredible power that were rescued by the Shining Spears during the Fall. Now they are relics of great importance, jealously guarded by the Aspect Warriors to the point some forsake the spear for the sabre.

All Paragon Sabres are of Best craftsmanship. When a Paragon Sabre is used as a part of a Hit and Run action, the weapon's damage increases by 1d10 and its Penetration gains +7 Penetration.

Punisher

Akin to the headmen axes used by those that enacted noble judgement on the condemned, the electrified punisher glaives are used to this day by Incubi, though there is no justice found in the art of the Killing Blow.

Punishers are two-handed weapons.

Zephyrglaive

Long power spears favoured by the Harlequins, Zephyrglaives are swung from the back of their skimmers, lopping off heads with a long reach and cruel cackle.

When a Zephyrglaive is used as a part of a Hit and Run action, the weapon's damage increases by 1d10 and its Penetration gains +7 Penetration. This is a two-handed weapon.

SHOCK WEAPONS

Used wholly by the Drukhari and those corsairs of Dark Eldar connections, shock weapons are rarely used for any purpose but for the spreading of pain or the snaring of captive.

Electrocorrosive Whip

Sister weapon to the Agonizer, electrocorrosive whips are coated in barbs leaking a conductive venom, making muscles spasm disable their victims, leaving them open to being captured.

Stunclaw

Chained grapnels ending in shocking hooks, stunclaws are snare the targets in a tight grip, shocking them in place and swiftly pulling them back to the cruel soul holding the other end of the chain.

Characters that fail the Snare quality of a Stunclaw are immediately pulled adjacent to the weapon's wielder and are grappled. If the user used the weapon as a part of a Hit and Run attack, the target is instead grappled by the vehicle.

EXOTIC MELEE WEAPONS

Weapons strange to even the Aeldari are rare, most of which tend towards those that require irregular martial form or prowess. In the case of Drukhari, the Haemonculi enjoy weapons they can simply slip on like a glove, and so their exotic weapons tend to follow suit.

Djin Blade

Sometimes misidentified as daemon weapons, yet no less sentient or evil, djin blades house a form of life that demands blood, and woe be to the wielder that cannot satiate its lusts.

Flesh Gauntlet

Foul weapons custom made for the needs of any particular haemonculus or their wracks, flesh gauntlets are made up of blades, syringes, and other medical tools put to the darkest of uses. A favoured concoction used in such gauntlets are electro-steroids, universal growth hormones that make their poor victims' muscles outgrow the very skin that contain them, ripping the dermis apart as muscles unravel in open air.

Flesh Gauntlets may be used to attack while they are recharging with the Recharge quality but lose the Toxic quality while doing so.

Harlequin's Caress

Solitaires are feared for more than their damned nature; stories tell of their touch that lets them slide their arm into the chest of their enemies through through armour and flesh and bone to pluck the still beating heart out of their chest. This story is true, the caress creating a phase field that lets the Rillietann treat all matter as if it were fresh air.

Harlequin's Caress ignore all forms of protection and damage resistance, including force fields. Additionally, when triggering a Righteous Fury with the weapon, any

result of five Critical damage or higher against a biological target of Size (5) or less results in the the target's immediate death as their heart or equivalently important component is ripped from their body.

Husk Blade

Entropy incarnate, husk blades are some of the most feared weapons of the Archons, each cut ageing the struck matter and draining it of moisture until all that is left is dust. Some whisper that these blades are forged from the twisted forms of the Hrud, shaped by the workings of the Haemonculi, enslaving their unique chronovoric qualities to the needs of Commorragh's dark nobility.

Living creatures hit by a husk blade suffer 2d10+5 Toughness damage, the target's biological aspects turning to dust if their Toughness is reduced to 0.

Hydra Gauntlet

Worn up to the elbow, hydra gauntlets are strange weapons that house crystals from strange pocket dimensions in the Webway, always growing but quick to snap off and lodge in those struck by them. Hydrae wuch performers tend to the crystal blades before battle, shaping them to beautiful cutting edges to cripple their opponents with shards of the semi-sentient gems.

After successfully hitting a target, Hydra Gauntlets lose their Crippling quality, regaining 1 point of the quality at the start of their rounds until back to the maximum of Crippling (3).

Mindphase Gauntlet

Considered the height of Haemonculus technology, the mindphase gauntlet contains a specialised neural controller, allowing the Coven member to drain those they touch of their fortitude and thoughts. Even the Tyrannid Hive Mind is wary of such weapons, able to disrupt synaptic networks with a simple petting motion.

When an attack with a Mindphase Gauntlet hits, the user may choose to make the take make a +0 Strength test and a +0 Willpower test, receiving a penalty equal to 5 times the result of the weapon's damage die. If they fail one test, they cannot take Reactions until the start of their next turn and gain 1 level of fatigue. If they fail both tests, they also can only take a Half action next turn and gain an additional level of fatigue.

WEAPON MODIFICATIONS

The following weapon modifications may be taken in addition to those found in Dark Heresy, able to be obtained alongside similar upgrades used by the Imperium of Man:

BLADE OF VAUL

Khaine may be the greatest of warriors yet Vaul was the one to grant the God of Murder his greatest of arms. Through Vaul all but the strangest of weapons were forged and through his influence do the craftsfolk of the Aeldari, from lowly Exodite shaper to the most ancient Haemonculus, create the greatest of blades. Blades of Vaul gain +5 Damage, loses the Primitive quality if it has it, and gains the Warp Weapon quality. In addition, they gain the Artifact quality and an Artifact trait from an appropriate Origin. This may lead to strange devices, such as a Power Sword dedicated to an Exodite queen or a Zephyrblade forged with the mirth of a Dark Muse.

This modification cannot be acquired through a Requisition test, only able to be gained through an item looted on a mission.

Upgrades: All Aeldari, Low-Tech, and Exotic Melee weapons.

BOW OF KURNOUS

The Hunter's precision and avarice can be found within all manner of ranged weapons, from the simplest of bows to the most advanced fusion guns. Whatever the divine inspiration blesses, the result is sure to be a weapon destined to slay mighty foes, summoning mighty blast of psycho-divine energy. Bows of Kurnous gain +5 Damage, +5 Penetration, loses the Primitive quality if it has it, and grant the weapon an infinite clip, the weapon generating its own ammunition. In addition, they gain the Artifact quality and an Artifact trait from an appropriate Origin. This may lead to strange devices, such as a Splinter Pistol made into Asuryani artwork or a Fusion Pistol the Tyrant Vect.

This modification cannot be acquired through a Requisition test, only able to be gained through an item looted on a mission.

Upgrades: All Aeldari, Low-Tech, and Exotic Ranged weapons.

CHAIN ENGINE AND HOUSING

For those that desire the ripping power of a the wyrmfangs on a nonstandard frame, many craftsfolk find the challenge of creating a chain weapon an interesting challenge. The previously mundane weapon becomes a Chain weapon, its Damage type changing to Rending, gains the Tearing quality, loses the Primitive quality if it has it, and gains +2 Damage and +3 Penetration.

Upgrades: Any Low-Tech Melee weapons

TABLE 4-5: WEAPON MODIFICATIONS

NAME	WEIGHT	AVAILABILITY
Blade of Vaul	—	Unique
Bow of Kurnous	—	Unique
Chain Engine and Housing	+2kg	Scarce
Digital	—	Very Rare
Glimmersteel	x1/2	Extremely Rare
Grapnel Mount	+2kg	Average
Grav-Accelerated Mechanisms	+3kg	Very Rare
Mag-Lock Scabbard	+0.5kg	Common
Maximise (1/2/3)	—	Scarce/Rare/Very Rare
Paired	—	As weapon
Power Focus	+1kg	Rare
Psy-Helix Matrix	+1kg	Extremely Rare
Rangefinder	+0.5kg	Rare
Superior Firing Mechanism	—	Extremely Rare
Target-Lock System	+0.5kg	Scarce
Titanic (1/2/3)	—	Scarce/Rare/Very Rare
Twinned Construction	x1.5	As weapon
Vehicle Integration	—	Average
Voltic Generator	+2kg	Rare

DIGITAL

Using methods oddly similar to those used by the fabled Jokaero, the Aeldari are well known for crafting miniaturised weapons often worn as ornate jewellery upon their fingers or lapels, bringing about great devastation from such small apertures. All Digital weapons become Pistols, have their RoF reduced to S/-/-, become Wt-, and have their Clip changed depending on their original Class: Pistols halve their Clip (rounded down), Basic weapons quarter their Clip (rounded down), and Heavy weapons gain a Clip of 1. Digital weapons reload during Downtime.

Upgrades: Pistol, Basic, and Heavy class Ranged weapons.

GLIMMERSTEEL

Brought into the Materium from the umbral realms of Aelindrach and the Midnight Dimension, glimmersteel can be shaped like wraithbone or by a mundane smith's hammer. The process for creating such weapons is not without risks with either method, the psyker likely to be wracked with dark nightmares and the forgemaster's flesh turning a shadowy green-black with prolonged contact. Such is the corruption of the shades. The modified weapon gains the Tainted quality and cannot be destroyed with the Power Field quality.

Upgrades: Any non-Heavy class Melee weapon

GRAPNEL MOUNT

Attached typically beneath the structure of a longarm, the mount allowed for a grapnel and line to be launched from the weapon. Such launchers are common amongst Anhrathe trained in ship boarding actions, the vaulted ceilings of the more grandiose vessels in the void proving the need for rapid escalation between floors. The attached weapon may be used as a Best craftsmanship grapnel & line (see **DARK HERESY** page 176).

Upgrades: Any Basic or Heavy class weapon.

GRAV-ACCELERATED MECHANISMS

First forged by big game hunters of the Eldar Dominion, some of those fancied the benefits of accelerators as they wielded their ancient arms. The modified weapon gains the Razor Sharp quality, loses the Primitive quality, and gains +5 Damage and +4 Penetration.

Upgrades: Bows, crossbows.

MAG-LOCK SCABBARD

Functionally a pair of magnetic lugs, one to attach to the weapon and the other to be worn on their person, the Mag-Locks allow for quick-draw action for swift escalation of conflict. The upgraded weapon can be drawn and stowed away with a Free action instead of a Half action. This modification can be easily removed from the weapon with a Full action and added to a new one with another Full action.

Upgrades: Any Pistol, Basic, or Melee class weapon.

MAXIMISED (1/2/3)

Corsairs come in many builds and sizes, the fleets shapers and artisans are used to adapting the wisdom of the ancients to meet the needs of their fellow Anhrathe. Weapons with Maximised (1) increase their Size quality to Size (5), gain +5 Damage, Ranged weapons increase their Clip by half of their current Clip (rounded up), and Melee weapons increase their range by 1m. Weapons with Maximised (2) increase their Size quality to Size (6), gain +1d10+5 Damage, Ranged weapons increase their Clip by their current Clip, and Melee weapons increase their range by 3m. Weapons with Maximised (3) increase their Size quality to Size (7), gain +2d10 Damage, Ranged weapons increase their Clip by double of their current Clip, and Melee weapons increase their range by 5m. The Availability of ammunition for Maximised weapons increases by one step per its Maximised quality.

Upgrades: Any weapon.

PAIRED

Some weapons are designed with the use of an identical weapon, usually a pistol or blade, capable weapons on their own but with a definite martial edge when used in tandem. The upgraded weapon comes with an identical weapon with no additional Personal Upkeep. In addition, when making an attack while wielding the Paired weapon, attacks with either weapon gain a +10 bonus.

Upgrades: Any one-handed weapon.

POWER FOCUS

Needing to be carefully calibrated lest the disruption field they generate risk the user, power foci are attached to more mundane weapons to grant them a power field, allowing for a superior cutting edge. The modified weapon gains the Power Field quality, loses the Primitive quality if it has it, and gains +4 Damage and +6 Penetration. Shields upgraded with a Power Focus grant an additional 6 AP to the Body and Arm instead of 4.

Upgrades: Any Low-Tech Melee weapon.

PSY-HELIX MATRIX

Rarely traded outside of highly observed shaper workshops, every matrix runs the risk of falling into the hands of a non-Aeldari, giving them a unique edge. Few outside of the Bone Seers, those lost on the Path of the Shaper, learn to forge such psychic crystals, the root cause for the rarity of Aeldari witchblades. The modified weapon gains the Witch Edge quality and loses the Primitive quality if it has it.

Upgrades: Any Low-Tech Melee weapon.

RANGEFINDER

Advanced scopes used by all forms of Eldar, rangefinders make use of complex crystalline lenses, able to link with the user's other sensor systems or be used as a typical scope. Few corsairs go without a rangefinder on their weapon, many growing used to the benefits while acting in the role of a ranger. Rangefinders combines the benefits of a photo sight, preysense sight, targeter, and telescopic sight (see **DARK HERESY** page 163).

Upgrades: Any Pistol or Basic class weapon. A gun can only have one sight.

SUPERIOR FIRING MECHANISM

A wide array of upgrades, ranging from hyper-accelerators, optimised rifling, overclocked energy foci, and many more innovations of the shapers can be used to make a weapon even more effective as a tool of destruction. Every shot fired is a devotion to Khaine in praxis, even in the hands of the faithless. The modified weapon gains the Accurate quality or allows weapons with Accurate quality to gain the benefits of a Full Aim when taking the Half Aim action.

Upgrades: Any Ranged weapon.

TARGET-LOCK SYSTEM

Not allowing those species that seek to use the heavens against the Aeldari may find even those upon the ground might smite them from below. Each system requires a scoped housing to operate, tracking swift movements of flying foes and accounting for possible projectile drop. Attacks made against characters in Low or High Orbit receive no penalty from their altitude.

Upgrades: Any weapon with a scope upgrade.

TITANIC (1/2/3)

Armaments wielded by knights and titans are typically built for purpose, though some designs for infantry weapons upscale to great effect. Weapons with Titanic (1) increase their Size quality to Size (8), gain +2d10 Damage, Ranged weapons increase their Range by half of their current Range (rounded up), and Melee weapons increase their range by 5m. Weapons with Titanic (2) increase their Size quality to Size (9), gain +2d10+5 Damage, Ranged weapons increase their Range by their current Range, and Melee weapons increase their range by 7m. Weapons with Titanic (3) increase their Size quality to Size (10), gain +3d10 Damage, Ranged weapons increase their Range by double of their current Range, and Melee weapons increase their range by 10m. The Availability of ammunition for Titan weapons increases by two steps per its Titanic quality, but all Titanic weapons have an infinite clip, requiring one minute to stop being jammed.

Upgrades: Any weapon.

TWINNED CONSTRUCTION

Seen as needlessly over-designed by some and beloved by others, twinned weapons let out a barrage of fire from the additional barrel. Some claim this is a waste of ammunition that could be retained with more accurate fire, though those that favour such weapons are quick to point out one does not need to be accurate if the target is saturated with attacks. Weapons with this modification gain the Twin-Linked quality.

Upgrades: Any non-Low-Tech Pistol, Basic, or Heavy class weapon.

VEHICLE INTEGRATION

Many a mariner or jetbike artisan may say the standard kit built into the hulls of their vehicles are the perfect choice for their frames and often get irate with after-shaping retrofitting. Such complaints are ignored, politely or otherwise, by those that feel a change would better suit their individual needs. The modified weapon becomes Vehicle class, increasing their Clip by five times its original size. Personal Upkeep for these weapons is halved as long as they are attached to a Vehicle mount.

Upgrades: Any Basic or Heavy class weapon.

VOLTIC GENERATOR

Sold for the use of beastmasters, cultivators, and those that trade in flesh, vortic generators cause licking arcs of shocking every to strike out from the attached weapon. Nominally such are used for particularly unruly livestock. Functionally they are weaponized by those with a more sadistic bend. The weapon gains the Shocking quality, its Damage type becomes Energy, loses the Primitive quality if it had it, and gains +2 Damage. This weapon can be allied to a power weapon but it has no effect whilst the power field is active.

Upgrades: Any Chain, Low-Tech, or Power Melee weapon.

CUSTOM AMMUNITION

The following custom ammunition may be taken in addition to those found in *Dark Heresy*. Though few examples of human craft have analogues in Aeldari armouries, seen as primitive or lesser than the following:

EM BURST FLASK

Feeding a peculiar mix of isotopes into a plasma weapon's reaction chamber allows for bolts of more wild electromagnetic forces to travel with the thrown plasma, wrecking havoc with electronic systems that are struck.

Effect: A weapon using an EM Burst Flask gains the Haywire (2) and Overheats qualities, Overheats triggering on rolls of 8 and 9 if it already had the quality.

Used With: Any Plasma weapon.

ENVENOMED ARROWS/QUARRELS

Dipped in the natural toxins of Exodite worlds or the gene-alchemy of the Covens, these arrows and bolts make even the mightiest of beasts falter.

Effect: A weapon using Envenomed Arrows/Quarrels gains the Felling (2) and Toxic (1) qualities. Each 'clip' requisitioned grants 10 Arrows/Quarrels.

Used With: Bows, crossbows.

FYCELINE-EDGED SHARDS/SHURIKEN

While the Imperials use Fyceline as crude blasting charges, the Aeldari sometimes make use of the material in their ammunition, lining shuriken cores and toxin shards with the substance to create micro-explosions on impact. The use of such ammunition is the cause of the strange rumours of Eldar making use of bolt weapons, the result of their use having similar visual effects.

Effect: A weapon using Fyceline-Edged ammo gains the Tearing quality, change their damage type to Explosive, Basic weapons gain +2 Damage, and Heavy weapons gain +5 Damage.

Used With: Any Shuriken and Splinter weapons.

GAZE OF HOEC

First crafted by a Pathfinder of the Steeleye Reavers warband, the Gaze of Hoec are magazines shaped with runes of the Wanderer. Capable of only firing a single powerful shot, the Gaze mimics the power of the warp eyes of Imperial Navigators, cutting a brief glimpse into Hoec's broken realm in the Warp to drive those struck insane with empyrean perception.

Effect: A weapon using a Gaze of Hoec reduce their Range to 100m, their Clip to 1, gain the Beam and Warp qualities, and any character hit by the attack must succeed on a Fear (3) test as they glimpse the horrors of the Warp.

Used With: Ranger Long Rifle

TABLE 4-6: CUSTOM AMMUNITION

NAME	AVAILABILITY
EM Burst Flask	Very Rare
Envenomed Arrows/Quarrels	Scarce
Fyceline-Edged Shards/Shuriken	Rare
Gaze of Hoec	Near Unique
Hyperumbra Matter	Near Unique
Incendiary Arrows/Quarrels	Scarce
Khaine's Arrows	Near Unique
Long Embrace Monofilament	Rare
Macroblast Needles	Extremely Rare
Metallotoxin	Extremely Rare
Microburst Flash	Very Rare
Mono Arrows/Quarrels	Rare
Prism Charge Pack	Very Rare
Shrieker Shuriken	Extremely Rare
Supertensile Monofilament	Extremely Rare
Swarm Shuriken	Rare
Tainted Wraithbone	Extremely Rare
Wild Shards/Shuriken	Rare

HYPERUMBRA MATTER

Harvested from the shadow infested sub-dimensions of the Webway, hyperumbra is a form of darklight ammo that tears temporary holes into reality. When loaded into a blaster, the exotic matter can be weaponised to throw foes into another dimension, the exact dimension unclear even to the artisans that refine the hyperumbra.

Effect: A weapon using Hyperumbra Matter gains the Dimensional Weapon quality.

Used With: Blast pistol, blaster, and dark lance.

INCENDIARY ARROWS/QUARRELS

More than simply burning hafts or tips, incendiary projectiles usual contain glass containers of flammable accelerant, shattering on impact with their target and coating them with flame that sticks to their form.

Effect: A weapon using Incendiary Arrows/Quarrels gains the Flame quality and characters hit by the weapon suffer a -20 penalty to resist the Flame quality. Each 'clip' requisitioned grants 10 Arrows/Quarrels.

Used With: Bows, crossbows.

KHAINE'S ARROWS

Imbued with the wrath of the God of Murder, these shuriken and power cores seem to fire bloody hatred, the bolts twisting of their own volition before striking a target, seeking the bloodiest end to the warrior's foes.

Effect: A weapon using Khaine's Arrows gains the Vengeful (6) and Warp qualities but can only be fired with a Standard attack.

Used With: Any Las or Shuriken weapon of Pistol or Basic class.

LONG EMBRACE MONOFILAMENT

Multiple strands of monofilament are coiled together within long embrace canister, reducing the cutting power of the webs yet their swift unspooling makes for a difficult escape from the deadly hold of the wires.

Effect: Characters hit with weapons with Long Embrace Monofilament suffer a -20 penalty to resist the weapon's Snare or Deadly Snare qualities but suffer -3 Penetration.

Used With: Death spinners, harlequin's embrace, shredders.

MACROBLAST NEEDLES

With slivers of particularly fragile and explosive crystals that require careful housing within their magazines, macroblast needles shower not only their target but those around them with smaller pins, spreading a weaker toxin to those punctured.

Effect: A weapon using Macroblast Needles gain the Blast (1) quality but reduce their Toxic quality by 1.

Used With: Needle pistols, needle rifles, all Shard weapons, stinger pistols.

METALLOTOXIN SHARDS

Filled with volatile ferrocancerous acids, every enriched shard that strikes a vehicle or one clad in armour finds their protection turned against them. Metal corrodes and splinters, spreading out in virulent spikes, piercing those that are contained within the metallic coffin.

Effect: A weapon using Metallotoxin Shards gain the Corrosive trait but reduce their RoF to S / - / -. If a vehicle is hit with a Metallotoxin Shard, all crew and passengers in the vehicle must succeed on a +0 Agility test or take Damage equal to the vehicle's Size trait ignoring Armour and Toughness.

Used With: Any Shard weapon.

MICROBURST FLASK

Microburst plasma bolts are the product of the injection of high density fuel into a plasma weapons firing mechanism, forcing the weapon to fire smaller, more controlled bursts.

Effect: Weapons using Microburst Flasks lose the Maximal quality, reduce their Blast quality by 1, increase their range by half of their basic range (rounded up), increase their RoF for Semi-Auto attacks by 1 and their Full Auto attacks by 2 if they already have Semi-Auto and Full Auto modes, and suffer -2 Damage.

Used With: Any Plasma weapon.

MONO ARROWS/QUARRELS

Without the use of machining tools that can cut materials to mono-edged sharpness, the Exodites rely on shapers and singers to produce blades and arrows with the sharpest edges.

A weapon using Mono Arrows/Quarrels lose the Primitive quality and gains +2 Penetration. Each 'clip' requisitioned grants 20 Arrows/Quarrels.

Used With: Bows, crossbows.

SHRIEKER SHURIKEN

Enzyme toxin laced shuriken known as *margrech* that cause rapid cellular apoptosis, these disturbing shuriken begin a process within those struck that swiftly progresses through delirium, organ failure, and a sudden explosive spreading of the toxin through a shower of gore.

Effect: These shuriken grant the weapon the Toxic (3) quality. When a creature is killed with this weapon, all creatures within 2 meters of the target must make a -10 Agility test or suffer 2d10 Explosive damage with the Toxic (3) quality, which triggers this effect again if they are also killed.

Used With: Any Shuriken weapon.

SUPERTENSILE MONOFILAMENT

Using secrets found within those workshops cursed with the attention and patronage of the Black Library, supertensile monofilament wire is forged with exotic matter and arcane processes, indestructible and unravelling those struck with awful efficiency.

Effect: A weapon using Supertensile Monofilament deals an additional 1d10 Damage when an attack with the weapon benefits from its Razor Sharp quality.

Used With: Harlequin's kisses and spinneret rifles.

SWARM SHURIKEN

Shaped in the rune of infinity, swarm cores are shaved of three smaller shuriken from the same diameter of wraithbone, causing a flurry of cutting blades to fly like a swarm of flesh-eating insects.

Effect: These shuriken grant the weapon the Storm trait but also suffer -2 Damage.

Used With: Any Shuriken weapon.

TAINTED WRAITHBONE

Cursed in their construction, tainted wraithbone munitions are forged with a deep hunger in their cores, feeding off the taint within their users and seeking to consume the souls of those they are used against. Horror stories abound about seers assassinated by shards of incarnate malice, the bodies of the victims riddled with irregular, cancerous wraithbone nodules, their souls vampirically sapped before passing into the Warp.

Effect: These shuriken grant the weapon the Bane (Psykers 8) and Tainted qualities

Used With: Any Low-Tech, Shard, or Shuriken weapon.

WILD SHARDS/SHURIKEN

Formed in irregular shapes, wild ammunition is used for short range engagements, their trajectories irregular and fragmenting shortly after leaving the grav-accelerator, creating a shower of irregular, violent edges.

Effect: A weapon using Wild ammunition gains the Scatter quality but suffer -1 Penetration.

Used With: Any Shard or Shuriken weapon.

PROTECTIVE GEAR

"YOU HAVE A FEW EXTRA LAYERS OF SKIN AND AN ARTIFICIAL LUNG BETWEEN YOU AND A MEETING WITH SHE-WHO-THIRSTS. DO I NEED TO EXPLAIN FURTHER?"

-Felarch Ghostmaker on the importance of void suit maintenance.

Every Eldar life is precious. The Dark Kin may find this statement trite but certainly consider their own to have worth, if crudely down to the trade worth of the soul. Keeping that soul in their mortal form and away from the predation of Slaanesh, living as long as they can, in a galaxy full of danger requires advanced protection, be that through skill, advanced armour, or the protective bubble of a force field.

VOID PROTECTION

As a species most often found upon space vessels or nestled within pockets of a dimension were laws of physics may be more like guidelines, most suits of Aeldari gear will integrate protections against the vacuum of space. As such, all armour in Table 4-7: Armour that covers all locations also functions as a Void Suit for the same craftsmanship as the armour, though most may remove their Head armour if desired.

ARMOUR

The following protection options are available to the Corsairs. For Inquisitorial characters, increase the Availability of these options by one or two steps, representing the more exotic nature of the items.

BASIC

Woven from the hides of exotic beasts, most basic armour worn by the Aeldari are those found upon Exodite worlds where a void suit is unnecessary. That said, the gladiators of the Dark City also admire such garb, worn like costumes to a play of bloodshed.

Totemic Mask

Through psychic imprinting, sonic emitters, pheromone traps, or other esoteric means, totemic masks are shaped for the needs and styles of animal handlers. For some they are colourful and attractive, others terrifying to even mortal viewers. While wearing a Totemic Mask, characters gain a +20 bonus to Interaction tests against living beasts.

TABLE 4-7: ARMOUR

NAME	LOCATIONS COVERED	AP	MAX AG	WEIGHT	AVAILABILITY
Basic Armour					
Wychsuit	Body, Arms, Legs	2	-	1kg	Average
Exodite Dragonscale Greatcoat	Body, Arms, Legs	3	-	5kg	Scarce
Totemic Mask	Head	4	-	2kg	Very Rare
Exodite Dragonbone Plate	Body, Arms, Legs	6	50	12kg	Rare
Mesh Armour					
Aeldari Mesh Robe	Body, Arms, Legs	3	-	1kg	Plentiful
Ranger Mesh Robe	Body, Arms, Legs	3	-	1kg	Rare
Holo-Suit	All	3	-	2kg	Extremely Rare
Mesh Cowl	Head	3	-	1kg	Common
Rune Armour	All	3	-	4kg	Extremely Rare
Guardian Armour	All	4	60	4kg	Average
Heavy Guardian Armour	All	5	50	6kg	Scarce
Loadstar Helm	Head	5	-	1kg	Extremely Rare
Carapace Armour					
Corsair Skyreaver Breastplate	Body	4	-	5kg	Scarce
Kabalite Armour	All	5	60	5kg	Scarce
Death Jester Panoply	Body, Arms, Legs	6	-	4kg	Near Unique
Power Armour					
Ghostplate	All	6	-	6kg	Near Unique
Incubus Warsuit	All	7	50	15kg	Extremely Rare

Wychsuit

Wearing as little as possible, the wychsuit is the signature outfit of the Wych Cults, uniquely designed to be well protected on only one side of their bodies. Wychsuits count as Best craftsmanship Clothing and Ornamentation and choose to increase the AP on the arm and leg of their left or right side to 4.

MESH ARMOUR

The finest form of theomoplas weave, crafted from wraithbone rings so small and densely linked that the fabric can shrug off blades and bullets, Aeldari mesh is an ideal compromise between the protection of heavy armour and the agility of lighter garb.

Aeldari & Ranger Mesh Robe

Comfortable and reliable, mesh robes are well insulated, the preferred garb for those that leave the Craftworlds. Those worn by the Rangers, walkers on the Path of the Outcast, are the most commonly seen, readily given out to protect the renegade Asuryani from being seen. Ranger Mesh Robes also count as a Chameleoline Cloak of the same craftsmanship as the robe with Best craftsmanship robes having integrated Holo-Field (Personal) projectors.

Guardian Armour & Heavy Guardian Armour

Imbued with additional layers of more psychically sensitive weave, guardian armour reacts to the intentions of its user while remaining as tight as a bodyglove. Guardian Armour of all kind have an integrated Micro-Bead and Photo-Visor.

Holo-Suit

Thinner and with a slicker, almost rubbery texture, the *dathedi* costumes of the Harlequins integrate personal holo-field generators, making them hard to perceive while still or in movement. Each suit is unique, designed to fit the role the Rillietann portray, designed in an almost infinite array of colours and patterns. Holo-Suits have an integrated Holo-Field (Personal).

Loadstar Helm

Sometimes called Ghosthelms, these helmets are worn by advanced seers to hide their soul in the Warp through intricate circuitry within the helm, allowing for mistakes in channelling warp energy. While equipped, a Loadstar Helm grants the wearer a +30 bonus on tests to resist the effects of Psychic Phenomena and Perils of the Warp.

Rune Armour

Psychically attuned to their users, Rune armour is empowered by the user's own will, allowing for those of the strongest of minds to shrug off the most devastating of attacks. Rune armour has an integrated Hyper-Enriched Psi-Weave upgrade. In addition, AP granted by Rune armour can protect against Warp weapons and psychic powers that ignore armour.

CARAPACE ARMOUR

Thicker than mesh, the carapace used by the Aeldari is still made of plates of overlapping plates, the main discrepancies being in the used material, usually solid sheets of wraithbone or advanced alloys.

Corsair Skyreaver Breastplate

Reinforced to better spread the wait of their integrated wings, Skyreaver breastplates allow for rapid assaults from higher altitudes, flying through the air with the grace of a bird of prey. Corsair Skyreaver Breastplates have an integrated Aeldari Jetpack.

Death Jester Panoply

Inherited from the last one to play their role, each Death Jester takes on the legacy of the morose role, the corpse of the last player harvested for their bones to wear as bleak accessories. Death Jester Panoply have an integrated Best craftsmanship Distinctive Mask, Holo-Field (Personal), and the Grav-Stabilisers upgrade.

Kabalite Armour

A macabre mirror to the Asuryani's Guardian armour, the protection given the the Kabalites is built with ease of movement in mind, the plates making up the suits hardening upon impact. Kabalite Armour has an integrated Micro-Bead and Photo-Visor.

POWER ARMOUR

With speed and dexterity paramount to Aeldari warfare, the restrictive downsides of power armour put off most Aeldari warriors. Some, mostly amongst the Dark Kin, do favour such suits for added protection, the additional strength and internal power supply a useful boon for the integration of Drukhari technology.

Aeldari power armour has an internal power supply that offsets the weight of the armour, not adding it to the user's normal carry limit, though such armour does not need recharging. Such armour grants the user Unnatural Strength (1) but does not increase the user's Size trait.

Incubus Warsuit

Striking a fearsome silhouette with a crown of horns and wicked blade-vanes sprouting from their backs, the powered armour of the Incubus Warsuit strike fear in all who behold them. Incubus Warsuits have a unique shielding making them immune to Haywire effects and grants the wearer the Brutal Charge (2) trait.

Ghostplate

Lighter than air, Ghostplate is thin and luxurious to wear, showing all that behold the wearer their superiority and riches as their attacks fall against their minute force field generators. Ghostplate armour grants the user a Force Field with a Protection Rating of 40, automatically recharging if overloaded after 1d5 rounds.

ASPECT ARMOUR

The vestments of the disciples of Khaine, Aspect armour is a hybrid of mesh and carapace, each suit bathed in the emotions of all those who have ever worn it. The uninitiated that try to don such armour are flooded with centuries worth of memories of slaughter, fear, and death, thus making only those that prove their worth on the Path of the Warrior allowed to wear it.

A character who attempts to wear Aspect Armour without a Spirit Stone set their Max Agility to 30 as the armour refuses to respond to their movements and those that have not completed the Path of the Warrior must succeed on a -30 Willpower test when attempting to don the Armour or take 1d5+1 Insanity and roll on the Shock table. This test is repeated every 24 hours if the wearer does not take off the armour.

In addition, all Aspect Armour has an integrated Void Suit, Micro-Bead, and Photo-Visor, all of craftsmanship equal to that of the armour.

Crimson Hunter Aspect Armour

Particularly light, the armour of the Crimson Hunters is designed with their vehicles in mind, their spirit stone connected to circuitry that allows for better communion with their craft's systems. Crimson Hunter Aspect Armour may be used as a Grav Chute and as a pair of Magboots.

Dark Reaper Aspect Armour

Black as night and wearing the visage of death, Dark Reaper Aspect Armour is fearsome and heavy, the thicker plates aiding in grounding the warrior while internal gravity manipulators make carrying their heavy weapons an easier task. Dark Reaper Aspect Armour has an integrated Pan-Spectral Rangefinder and Grav-Stabilisers upgrade.

Dire Avengers Aspect Armour

The first of the Aspect Temples wear their lineage proudly, their blue armour the most akin to typical Asuryani armour yet sporting crested helms and worn with a regal bearing. Many choose to wear loincloths, rune-laced tabards, and banners to show their devotion to their Shrines, Craftworlds, and to the First Phoenix Lord, Asurmen. Dire Avenger Aspect Armour has an integrated Pan-Spectral Rangefinder.

Fire Dragon Aspect Armour

Notably thicker in design than other sets of Aspect armour, the orange-and-red toned armour of the Fire Dragons is well insulated and stiff, aiding them in the spreading of purging fire and defending them as they close in on their foes. Fire Dragon Aspect Armour has an integrated Energy Dispersal Plating upgrade.

Howling Banshee Aspect Armour

Crested in flaming red hair topping a skeletal figure, the Howling Banshees's armour is sinister and terrifying, their maw of the helm wide and capable of calling the souls of their enemies to their death. Loosely feminine in shape to mimic the daughters of Morai-heg and Khaine, the armour can be fitted for the use of masculine builds just as any other suit can be. Howling Banshee Aspect Armour has an integrated Banshee Mask built into its helmet.

Shadow Spectre Aspect Armour

Floating upon winds unseen, the armour of the Shadow Spectre is pallid wraithbone, as ghostly as unbound souls clad in ethereal robes. Their weightless nature seems antithetical to the heavy jetpack on their shoulders, yet the warriors floating to bring destructive light to the living with ease. Shadow Spectre Aspect Armour has an integrated Prescient Robe and Spectre Jump Pack.

Shining Spear Aspect Armour

Knightly in stature and bearing, the regalia of the Shining Spears is painted a gleaming white, pure in intention and motive. The thick armour alleviates the risk of fighting atop an open-topped bike and root the warrior into their mounts, their helmets augmented with scanners to direct their movements. Shining Spear Aspect Armour has an integrated Mount Lock upgrade and an Auspex built into its helmet.

Star Mantid Aspect Armour

Shining bright with near-gold wraithbone, every set of Star Mantid armour flows with solar-weave and a mass of trinkets, the cloth fluttering like insect wings as they pounce through the air and the trophies of hundreds of raids chattering against the armour. With their Tegemena set into their lower backs, the armour gives a view of a hungry insect, its carapace bejewelled and irregular. Star Mantid Aspect Armour has an integrated Spider Pads upgrade and a Good craftsmanship Tegemena.

Striking Scorpion Aspect Armour

Painted in muted greens and natural shades, the carapace of each Striking Scorpion is both heavier and built for stealth, uniquely rigid to better train the strength of the warrior within. Mandiblasters are set in the jowls of the armour's helm, allowing for the swift bite of the scorpion. Striking Scorpion Aspect Armour has an integrated Mandiblaster and Spider Pad upgrade.

Swooping Hawk Aspect Armour

With wings resplendent and spread wide, Swooping Hawk Aspect Armour is immediately recognisable by the their tall helms and wingspans. Thinner and less protective than other suits of Aspect armour to accommodate their flight, the Hawks survive by making use of the swiftness the armour provides. Swooping Hawk Aspect Armour has an integrated Auspex built into its helmet and Swooping Hawk Wings upon their back.

Warp Spider Aspect Armour

Seeming hunched over by the massive armoured backpack, the armour of the Warp Spiders houses the instrument of their irregular movement: the warp jump generator. The hulking figure is warded against the corruptions of the realm the warp, a requirement to keep any daemonic hangers-on to be brought back with the warrior within. Warp Spider Aspect Armour has an integrated Warp Blink Pack and Hexagrammatic Wards upgrade.

FORCE FIELDS

With knowledge and experience past down since the first wars with the Necrons, born from the knowledge that some enemies will simply ignore the physical barriers placed between their weapons and the Eldar's soul, force fields are liberally used by the Aeldari. The technology used by the children of Asuryan are more varied than those energies used by other species, playing to their typical tactics and natural celerity.

Unless otherwise stated, Aeldari force fields operate in the same manner as those force fields found in DARK HERESY (see page 169).

MISTSHIELD

Bathing themselves and their comrades in a scintillating field of light emanating from arm- or back-mounted field generators, Mistshields slow down the fire of incoming projectiles, reducing the harm done to the Corsairs within. While functionally useful, many felarchs opt for the use of Mistshields for the intimidating image they create: a group of shades approaching their prey, shrugging off attacks while spitting back death.

Mistshields grant their protection rating to all characters within 10m of the wearer from attacks outside of the 10m range and attacks that overcome the shield's protection rating have the attack's Damage reduced by the tens digit of the field roll (0 counting as 10). Mistshields only overload from attacks made against the wearer.

SERPENT'S SCALE & SHIELD

Too large to be carried on foot, Serpent's Scales are the mobile force generators typically mounted upon Grav Platforms, their technology the basis for the smaller, man-portable Mistshields. Their larger variants, the Serpent Shields, are integrated directly into vehicles, yet their added mass allows them to send out waves of force against nearby combatants, friend or foe alike.

Serpent's Scales grant their protection rating to all characters within 20m of the wearer from attacks outside of the 20m range and attacks that overcome the shield's protection rating have the attack's Damage reduced by the tens digit of the field roll (0 counting as 10). Serpent's Scales only overload from attacks made against the wearer or equipped Grav Platform.

Serpent Shields must be mounted on a vehicle or battlesuit and do not have the 20m range but attacks that overcome the shield's protection rating have the attack's Damage reduced by the combined digits of the field roll (i.e. 60 would reduce the damage by 16). In addition, the vehicle or battlesuit's pilot may spend a Full action to send out a kinetic pulse in a Blast area equal to the vehicle's Size trait, forcing all characters and vehicles within to succeed on a -20 Agility or Manoeuvrability test or be knocked back a number of meters equal to the Degrees of Failure on the test, be knocked prone if able, and roll on the Haywire table.

TABLE 4-8: ASPECT ARMOUR

NAME	LOCATIONS COVERED	AP	MAX AG	WEIGHT	AVAILABILITY
Crimson Hunter Aspect Armour	All	5	-	4kg	Extremely Rare
Star Mantid Aspect Armour	All	5	-	5kg	Extremely Rare
Swooping Hawk Aspect Armour	All	5	-	5kg	Extremely Rare
Dire Avenger Aspect Armour	All	6	-	6kg	Extremely Rare
Howling Banshee Aspect Armour	All	6	-	5kg	Extremely Rare
Shadow Spectre Aspect Armour	All	6	-	6kg	Extremely Rare
Dark Reaper Aspect Armour	All	7	-	8kg	Extremely Rare
Fire Dragon Aspect Armour	All	7	-	8kg	Extremely Rare
Shining Spear Aspect Armour	All	7	-	7kg	Extremely Rare
Striking Scorpion Aspect Armour	All	7	-	8kg	Extremely Rare
Warp Spider Aspect Armour	All	7	-	7kg	Extremely Rare

TABLE 4-9: FORCE FIELDS

NAME	PROTECTION RATING	WEIGHT	AVAILABILITY
Mistfield	30	4kg	Very Rare
Serpent's Scale	30	30kg	Rare
Shimmershield	40	4kg	Extremely Rare
Shadowfield (Personal)	50	5kg	Near Unique
Shadowfield (Vehicle/Emplacement)	50	50kg	Rare
Serpent Shield	50	50kg	Very Rare
Holo-Field (Personal)	Special	1kg	Extremely Rare
Holo-Field (Vehicle/Emplacement)	Special	10kg	Extremely Rare
Prescient Robe	Special	1kg	Extremely Rare
Prismatic Amulet	Special	-	Near Unique

SHIMMERSHIELD

Worn as a bladed vambrace, Shimmershields are particularly advanced force field generators favoured by Aspect Warrior Exarchs and particularly wealthy corsairs. Each shield is lined with psychic crystals able to scan and link to nearby sets of armour, bathing them in a protective aegis that acts as a personal Mistshield, allowing them to protect against even melee attacks.

Shimmershields grant their protection rating to all friendly characters within 10m of the wearer and attacks that overcome the shield's protection rating have the attack's Damage reduced by the combined digits of the field roll (i.e. 60 would reduce the damage by 16). Shimmershields also act as a Shield with the Power Focus upgrade. Best craftsmanship Shimmershields may instead be taken as a Shimmerstone, reducing the weight to - and increasing its protective range to 20m but cannot be used as a Shield.

SHADOWFIELD

Instead of relying wholly on field generation to protect them, the Drukhari integrate other means to keep their mortal forms safe. Shadowfields project more than a force field, projecting an inky darkness that swallows not only light but also most methods of sensor augury, spoofing signals to hide the wielders presence. Such Shadowfield projectors are heavy to allow for its multifaceted use, making man-portable projectors incredibly rare.

Shadowfields bathe the character or vehicle in an unnatural darkness and silence, making them immune to technological scanning equipment, granting them a +20 bonus to Stealth tests. The protection rating of a Shadowfield is reduced to 25 when attacked with a character with the Dark-sight or Unnatural Senses trait.

HOLO-FIELD

While not technically field projectors, Holo-field projectors create wild illusions and bend the light around the user when they move, making attacking them irritatingly difficult. When still, the user is then rendered all but invisible, the vehicle-sized projectors allowing for even titans to remain undetected by those nearby.

So long as they have moved since the beginning of their last turn, characters and battlesuits wearing a Holo-field gain a protection rating equal to their five times their Agility Bonus, vehicles gaining two times their Manoeuvrability instead, up to a maximum of PR 90. In addition, Holo-fields grant the user a +50 bonus to Stealth tests while standing still and grant them immunity to technological scanning equipment.

PRESCIENT ROBE

Weaves of psi-enriched cloth are woven into Prescient Robes, surrounding the wearer in a ghostly illusion akin to a Holo-field as they billow in the air. The most common wears of such robes are the Shadow Spectres, yet Anhrathe Soul Weavers and Way Seekers seek them out for use in their lightning raids.

Prescient Robes grant the wearer a protection rating equal to five times their Flyer or Hoverer traits while the character is hovering or flying, up to a maximum of PR 90.

PRISMATIC AMULET

Amulets said to be forged from warp energy stolen from the realm of the Architect of Fate, Prismatic Amulets take the psychic power of the wearer and use it to project a protective field around them. Such items are seen as cursed objects by some seers, though many others take up their use for their own protection.

Prismatic Amulets grant the wearer a protection rating equal to ten times their Psy Rating, to a maximum of 90. If the user pushes a psychic power why wearing a Prismatic Amulet, the protection rating increases by +10 for every additional Psy Rating gaining by pushing the power until the start of their next round. Prismatic Amulets only overload on a roll of 09 or 99.

ARMOUR MODIFICATIONS

The following armour modifications may be taken in addition to those found in Dark Heresy, some of which share similarities to Imperial technological upgrades:

AEGIS OF AHNAKH-YTH

Suits of the most magnificent armour seen in the Great Wheel, an Aegis of Ahnakh-Yth can withstand the harshest of treatment. Even the most basic of armour sets blessed by the protective energies of the Cosmic Spider can protect their wearers from weapons that would sunder those in powered armour. Aegis of Ahnakh-Yth armour gains +5 AP and reduces the Penetration of attacks made against the wearer by half (rounded up). In addition, they gain the Artifact quality and an Artifact trait from an appropriate Origin. This may lead to strange devices, such as Light Power Armour in Exodite style or a Mesh Cowl made as a Warpspawned Construct.

This modification cannot be acquired through a Requisition test, only able to be gained through an item looted on a mission.

Upgrades: Any armour.

ANTI-INCISION MATERIALS

Layers of tear-resistant materials, usually a tight weave of mesh links or exotic fibres like helpsider silk, over more resilient armour allows for better protection against arms that slice through typical armour. Anti-Incision Materials double the AP of the upgraded armour against attacks that deal Rending damage.

Upgrades: Any non-Power armour.

CHAMELEOLINE COATING

The polymorphic chains of Chameleoline have long been used to protect vehicle from the prying eyes of enemies, though few batches of the material have a scent tolerable enough to paint armour with like those made by the Aeldari. Chameleoline Coating grants the worn armour the effects of a Chameleoline Cloak.

Upgrades: Any armour.

CHEM-RIG

A favourite addition to a wrack's panoply, or at least favoured by their haemonculus, chem-rigs house multiple injection ports situated above the wearer's veins, able to pump whatever chemical enhancement they load into them with ease. Chem-Rigs may be loaded with up to 20 doses of an injected Drug or Consumable. One dose of a loaded chemical may be used by the wearer as a Free action on their turn.

Upgrades: Any Body armour.

TABLE 4-10: ARMOUR MODIFICATIONS

NAME	WEIGHT	AVAILABILITY
Aegis of Ahnakh-Yth	—	Unique
Anti-Incision Materials	—	Very Rare
Chameleoline Coating	—	Very Rare
Chem-Rig	+4kg	Scarce
Devotional Iconography	—	Rare
Diuturnal Mantle	+3kg	Extremely Rare
Energy Dispersal Coating	—	Extremely Rare
Exarch	—	Unique
Grav-Stabilisers	—	Extremely Rare
Hexagrammatic Wards	—	Extremely Rare
Hyper-Enriched Psi-Weave	—	Near-Unique
Impact-Reactive Plating	x1.5	Very Rare
Lumen-Heraldry	+3kg	Rare
Omni-Visor	+1kg	Extremely Rare
Powered Gauntlets	+1kg	Very Rare
Shock Gauntlets	+1kg	Rare
Wicked Barbs	+1kg	Scarce

DEVOTIONAL ICONOGRAPHY

The gods may have fallen but some still cling to their memories and teachings, wearing signs of faith upon their armour to guide them in times of struggle. Devotional Iconography grants the wearer a +10 bonus to Willpower tests against Fear and Pinning tests and may grant a +10 bonus to interaction tests against characters of the same faith.

Upgrades: Any armour.

DIUTURNAL MANTLE

Cloaks set with a specialised mistfield generator integrated into shoulder pads or plates, Diuturnal Mantles use their flowing capes to better resist attacks from particularly torrential forms of aggression. Corsairs favour their use, the field generators allowing their cloaks to billow with the dramatics favoured by the Anhrathe even in void of space. Characters wearing a Diuturnal Mantle gain +5 AP against attacks with the Beam, Blast, or Spray qualities.

Upgrades: Any Body armour.

ENERGY DISPERSAL COATING

Ravenously consuming high energy inputs across whatever it is applied to, energy dispersal materials spread out weaponise heat, light, and radiation across the wear's body. While undeniably useful, many complain of feeling cold why wearing such enhanced garb, kept at the inactive point of the coating's thermovoric components. Energy Dispersal Coating doubles the AP of the upgraded armour against attacks that deal Energy damage.

Upgrades: Any non-Power armour

EXARCH

Bearing the spirit stone of the first of those to wear the ancient suit of armour, Exarch armour house the souls of all those that have worn it before. Upon donning the armour, the wearer becomes subsumed by the legend of the armour, becoming one part of a gestalt whole, taking on the name of the immortal guardian of their Aspect Shrine. Exarch Aspect armour gains +2 AP and grants the wearer +5 Wounds. Additionally, every suit of Exarch armour gains an Artifact quality from the Asuryani Artwork table (see page XX), rolling 1d10 when first acquired to determine the trait.

This modification cannot be acquired through a Requisition test, only able to be gained through an item looted on a mission or by taking the Exarch elite advance.
Upgrades: Aspect armour.

GRAV-STABILISERS

Minute gravity manipulators attach to key points around a pair of boots, grav-stabilisers allow the wearer to keen on their feet even when put under extreme or limited acceleration. Grav-Stabilisers grant the wearer the Auto-Stabilised and Sturdy traits. Additionally, as a Full action, the wearer may treat themselves as being in normal gravity if in an area of low or high gravity until they use a Full action to turn off the grav-stabilisers.

Upgrades: Any non-Basic Leg armour.

HEXAGRAMMATIC WARDS

Similar to pentagrammic wards used to repel forces of the Immaterialium, hexagrammatic wards are used to manipulate warp energy, creating 'solid' barriers to warp matter and energy. Such wards are often carved, painted, or inscribed into armour to protect those within from corruption or active predation from daemons. Hexagrammatic wards allow their wearer to retain their AP when hit by a Warp Weapon or psychic powers that would otherwise ignore armour.

Upgrades: Any armour or shield.

HYPER-ENRICHED PSI-WEAVE

Bathed in the energy of the Sea of Souls and made to hunger, armour enhanced by psi-weave takes in the essence of its wearer, empowered by their force of will. Armour upgraded with Hyper-Enriched Psi-Weave increases its AP by half of the wearer's Willpower bonus (rounded up)

Upgrades: Basic or Mesh armour.

IMPACT-REACTIVE PLATING

Able to spread force applied through the aggressive application of high velocity mass, such as being shot with bullets without monomolecular edges or explosive shock waves, this specialised plating protects well against the weapons of the younger species. Impact-Reactive Plating doubles the AP of the upgraded armour against attacks that deal Energy damage.

Upgrades: Any non-Power armour.

LUMEN-HERALDRY

Proud are the remaining noble houses of the Aeldari, prouder still are some of those warriors and vagabonds out in the Anhrathe fleets. Many choose to forsake stealth in favour of announcing their renown for all to see with glowing marks upon their garb. When activated with a Half action, Lumen-Heraldry acts as a Glow-globe without a need to recharge and grants the wearer +10 to Charm and Command tests but inflicts a -30 penalty to Stealth tests

Upgrades: Any armour.

OMNI-VISOR

Worn over one or both eyes, Omni-visors make use of the best optical technology the Aeldari have to offer, able to scan and target their prey with style. Omni-visors treat all weapons wielded by the wearer as if they had the Rangefinder upgrade and can be used as an Auspex, able to scan whatever they can see through the Omni-visor.

Upgrades: Head armour.

POWERED GAUNTLET

With mounted power field foci upon their wrists, Powered Gauntlets are rare and dangerous devices, allowing the wearer to disrupt the matter of all they touch. While activated with a Half action, a Powered Gauntlet grants the wearer's unarmed attacks the Power Field quality and increase their Penetration by 5. While active, the wearer cannot hold anything in the gauntlet without damaging the object.

Upgrades: Any Arms armour.

SHOCK GAUNTLETS

Lines of shielded wiring line the fingers of these insulated gloves, allowing for discharges of powerful energy when the wearer strikes. While activated with a Half action, Shock Gauntlets grants the wearer's unarmed attacks the Shocking quality and change their Damage type to Energy. While active, the wearer cannot hold anything in the gauntlets without damaging the object.

Upgrades: Any Arms armour.

WICKED BARBS

Blades jut from vambraces, wrists, knuckles or clawed fingertips, letting the wearer revert to more base means of conflict. Wicked Barbs grant the wearer's unarmed attacks the Razor Sharp quality, increase their penetration by 3, and change their Damage type to Rending.

Upgrades: Any Arms armour.

GEAR

"ALL YOU WILL HAVE IS WHAT YOU CAN CARRY UPON YOUR BACK. GET USED TO THAT."

-Flai-reth, preparing a new Asuryani recruit

Even with all of their advanced technology and weaponry, the Aeldari cannot overcome the material reality that they must carry their gear to war. While Imperial gear is produced to industrial necessity and ornamental only so far as to aggrandise their corpse-seer and nobility, the Eldar have the luxury of time and a culture that does not demand obsequious dedication to dogma, letting them build objects with beauty in mind.

All Gear in DARK HERESY may be used by Corsairs, though will typically be crafted by Eldar hands. For Inquisitorial characters, increase the Availability of these pieces of gear by one or two steps, representing the more exotic nature of the items.

CLOTHING AND PERSONAL GEAR

The following are items worn or carried for personal use by the Aeldari who typically favour items that can interact with their psychic and swift natures:

Aeldari Jetpack

Sleek and mostly silent, the grav-impulse devices used by the Eldar make use of jet propulsion motors to stay aloft in bubbles of lessened gravity. Users gain the Flyer (8) trait while in Low or Zero Gravity but may fly in normal gravity when taking the Charge action. Particularly powerful jetpacks of Good craftsmanship can fly normally in normal gravity too, with Best craftsmanship packs able to operate even in High Gravity. Aeldari Jetpacks may also be used as Grav-chutes in any kind of gravity.

CLOTHING AND ORNAMENTATION IN AELDARI CULTURE

The Aeldari are a diverse people and have a wide range of beliefs on what is considered beautiful and fashionable. The following is a suggestion for how different craftsmanship of items might be found in the great cultures:

Asuryani Garb

Poor: Last decade's fad, mismatched colour schemes.

Common: Tunics of simple design, colourful makeup and jewellery, practical garb for their path.

Good: The current fashion made by the Path of the Artisan.

Best: Beautiful robes and gowns made by those Lost on the Paths of the Artisan and Shaper.

Drukhari High (and Low) Fashion

Poor: Slaveskin, scavenged finery, mass-produced Kabal garb
Common: Tabards and capes, accessories worn outside of their armour.

Good: Finest of xenos-hide, the flesh of alien royalty.

Best: The robes and finery of the Eldar Dominion.

Exodite Necessities

Poor: Scraps of hide, mon-keigh-like.

Common: Basic bindings, jewellery of ivory and bone.

Good: Dragon feather plumes, locally mined gemstones.

Best: Dragonlord trappings, icons of the world spirit.

Rillietann Outfits

Poor: Flat colours, obviously playing the part of a beggar.

Common: Tight bodygloves with expressive garb above, covered in motifs to their role's themes and meanings.

Good: Perfect, if disorientating, patterns and colours.

Best: Utterly unforgettable, whether due to terror or beauty.

Anhrathe Rebellion

Poor: Unkempt hair, mismatched armour.

Common: Melding of Asuryani and Drukhari styles.

Good: Flowing cloaks, tall and wild but well-styled hair.

Best: Looted artifacts from multiple worlds and cultures.

TABLE 4-11: CLOTHING AND PERSONAL GEAR

NAME	WEIGHT	AVAILABILITY
Aeldari Jetpack	8kg	Rare
Distinctive Mask	—	Extremely Rare
Psy-Collar	2kg	Very Rare
Psy-Dampener	1kg	Near Unique
Ritual Kit	2kg	Scarce
Spectre Jump Pack	7kg	Extremely Rare
Spider Pads	1kg	Scarce
Spirit Stone	—	Rare
Swooping Hawk Wings	10kg	Extremely Rare
Translator	1kg	Scarce
Trophy Rack	5kg	Average
Warp Blink Pack	6kg	Very Rare

Distinctive Mask

The pale masks of the Harlequins are feared throughout the universe. They are unnerving, beautiful, uncanny, representing whatever the narrative of the role they play. More than simply decoration, each mask allows the wearer to channel their wild personalities as if they were a War Mask, though the clerics of the Jackal God suggest they inspired the Paths instead. Every Distinctive Mask grants the user one of the following benefits:

- Gain the Fear (+1) trait.
- Gain the Unnatural Willpower (+1) trait.
- Gain the Unnatural Fellowship (+1) trait.
- Reduce all damage to the Head by half of the wearer's Renown Bonus (rounded up).

Some masks are more complex in the story they tell. Good craftsmanship masks grant two of the bonuses above or three if they are of Best craftsmanship.

Psy-Collar

Necessary for captive psykers being ferried into the Dark City, Psy-Collars use psychoshock matrices to keep psykers in a permanent state of lowered warp charge. Such devices are looked down upon in less dark corners of the Webway and real-space, merely owning them a sign of dark dealings or darker professions. Psy-Collars work as Explosive Collars (see DARK HERESY page 170) except it explodes with a Plasma Grenade blast (see page XX) and they reduce the effective psy rating of any character with the Psyker trait by 4 while they are wearing it, rendering them unable to cast psychic powers if their effective psy rating becomes 0. Higher craftsmanship collars increase the psy rating drained; a total of 5 for Good craftsmanship and 6 for Best craftsmanship.

Psy-Dampener

Made as innocuous pieces of jewellery such as bracelets or broaches, Psy-Dampeners generate a weak psy- or null-field around the user, hiding the psychic abilities and soul of those protected by them. The use of such devices is uncomfortable to psykers, yet a seer must use any means necessary to hide themselves when an enemy holds greater psyniscience. Activated with a Half action, Psy-Dampeners may reduce their psy rating by up to 5 while active, making them appear like a non-psyker when being examined by mundane or psychic means. In addition, Untouchable characters may use this item to reduce their null aura, making them undetectable as blanks and removing their penalty to Fellowship tests to non-blanks.

Ritual Kit

When a sorcerer prepares to enact a psychic ritual, they require a number of foci in order to channel the larger amount of warp essence necessary for such dark endeavours. Ritual Kits are collections of such foci, Aeldari kits typically filled with psychically charged crystals, objects of great emotional worth, and objects ancient and holding the weight of ages. Ritual Kits grant the user a +20 bonus to Focus Power tests that have an Extended or Special action cost. Kits with especially powerful components of Best craftsmanship grant a +30 bonus instead.

Spectre Jump Pack

Unlike the wings of the Swooping Hawks, the Shadow Spectre Jump Pack are built around more powerful grav-impulse engines, allowing them to ignore the constraints of gravity. Spectre Jump Packs grant the user the Flyer (10) and Hoverer (8) traits, allowing them to stop in place when flying. These devices are as silent as the grave, making no noise when in use.

Spider Pads

Attached to the wrists, knees, and toes, Spider Pads allow for even the most clumsy of souls to ascend sheer surfaces, an ability favoured by rangers when out in the wilds of the universe. Spider Pads grant a +30 bonus to tests to climb or stay attached to surfaces. They also allow the wearer to climb sheer, smooth surfaces, the bonus reduced to +10 in such cases.

Spirit Stone

Sometimes called a waystone, *carrecenad*, or the Tears of Isha, Spirit Stones are the Aeldari's greatest protection from She Who Thirsts. Bound to the wearer, Spirit Stones trap the souls of their bonded wearer when they cannot burn Fate to survive death, allowing them to be integrated into an Infinity Circuit or wraith body in the future. In addition, characters may carry extra Spirit Stones, able to use a Full action to draw the soul from a corpse beside them that had died within a minute into the stone in an act of great charity.

Swooping Hawk Wings

Spreading out in a array of feather gravitic plates, the wings of the Swooping Hawks allow them to dominate the skies. The feather plates vibrate as they fly, creating vibrant patterns of colour in the air with their passing. Swooping Hawk Wings grant the wearer the Flyer (12) trait and allow for safe, guided falling if the wings should become deactivated by any means.

Translator

In a great and well-populated galaxy, there are myriad languages used by its people, and no mortal soul could learn them all. Advanced translation devices are common amongst the Aeldari, especially amongst those who do not dare sully their tongues with the languages of the younger species. Translators come programmed with three languages, granting the user the Linguistics skill in the programmed languages. Best craftsmanship Translators are particularly advanced, coming pre-programmed with all common languages in the Great Wheel, the GM choosing if an encountered language is programmed in the Translator.

Trophy Rack

Defeating worthy foes is not enough for some; they need to wear trophies taken from their enemies. The most common trophies taken are helmets, though many choose to mount the entire head or skull also, or simply some noticeable element of their garb like a banner. Trophy Racks grant the wearer a +10 bonus to Intimidation tests but inflict a -10 penalty to Stealth tests as the trophies are quite noticeable.

Warp Blink Pack

Worn by the fearless and foolhardy, Warp Blink Packs are dangerous teleportation devices, allowing for rapid movements through quick jaunts through the daemonic realm. Every blink is a risk, the user gaining a brief glimpse of the Sea of Souls and tempting the attention of the creatures that roil within. Characters may choose to teleport when they move as a part on an action but must succeed on a +30 Willpower test or suffer 1 Corruption. Some Blink Packs of Best Craftsmanship have such refined jump generators that they allow characters to make Charge and Run actions as a Half action instead of a Full action and grant a +50 bonus to the Willpower test to use them instead of +30.

DRUGS AND CONSUMABLES

Many outsiders are surprised that even in the most conservative of Asuryani and Exodite sects the use of chemical substances for leisure and pleasure is common amongst the Aeldari. The Drukhari are especially known for their extensive pharmacopoeia, equally to enjoy themselves and to grant them an edge in combat.

The following items are available to Corsairs alongside those found in DARK HERESY, though most Aeldari consider the chemicals enjoyed by humans to be ill-refined at best and poisonous at worst. Many of the drugs are Addictive but all Drukhari Combat Drugs are tuned for the toxin-resistant physiology of the Dark Eldar, all of which are Addictive and cause all characters of non-Drukhari Origin that use them to suffer 1d10 Damage, ignoring Armour and Toughness, when first taking the drug and when the effects of the drug end.

Adrenalight

As the name implies, Adrenalight supercharges the adrenal glands of the imbiber, throwing the user into a flurry of action. The drug is favoured by wyches who prefer to swing their blades with such speed that their audiences can only view arcs of crimson blood flying from their arms.

For 1d5 hours after taking a dose, the user gains a +5 bonus to Initiative rolls and gets an additional hit whenever they succeed on a Swift Attack or Lightning Attack action. When the drug wears off, the user becomes sluggish, suffering a -5 penalty to Initiative tests and reducing their effective Agility Bonus by 3.

Concretus

The most popular form of coagulant used by the Haemonculi Covens, Concretus serum reacts rapidly to the effects of suddenly oxygenated blood, clotting bleeds both internally and externally. Such merciful relief comes at the uncomfortable feeling of the patient feeling a weight in their heart and a terrifying feeling of being unable to catch their breath, reactions the butcher priests find great amusement in. Characters infected with Concretus immediately lose the Blood Loss condition and become immune to it for the next 2d5 hours.

Corpse Obmulen

Brewed from the toxic, blood-drinking Grave Lotus often found in corpse pits within the Dark City, refined Corpse Obmulen acts as a powerful steroid, saturating the muscles of the imbiber and granting them supernatural strength. That is until the effects wear off and the substance feasts on its host tissue.

For 1d5 hours after taking a dose, the user gains a +30 bonus to Strength tests and deal an additional 3 Damage on all melee attacks. When the drug wears off, for the next 1d5 hours the user suffers 1d10 Strength Damage and 1d10 Toughness Damage every hour.

TABLE 4-12: DRUGS AND CONSUMABLES

NAME	WEIGHT	AVAILABILITY
Adrenalight††	—	Very Rare
Concretus	—	Scarce
Corpse Obmulen††	—	Scarce
Hypex††	—	Rare
Geist	—	Extremely Rare
Idea†	—	Very Rare
Murderer's Boon††	—	Scarce
Painbringer††	—	Average
PNP†	—	Scarce
Serpentin††	—	Extremely Rare
Soul Echo	—	Extremely Rare
Splintermind††	—	Very Rare
Vigil	—	Rare
Zepam†	—	Scarce

† Drug is Addictive
†† Drug is a Drukhari Combat Drug

Hypex

Originally designed to target a victim's nervous system and make their muscles become destructively hyper-mobile, Hypex was found to dramatically increase the effects and control of spinal reflexes, allowing for levels of bodily control otherwise impossible. Many Kabalites and Wyches adore the greater speed they can achieve under its effects, even with the risk of causing lasting muscles damage to themselves.

For 1d5+1 minutes after taking a dose, the user gains the Unnatural Agility (+3) trait and gain an additional Reaction on their turn. While the effect lasts, any time the user fails on an Evasion test, they suffer 1d10 damage, ignoring armour and toughness, as their muscles struggle under the sudden strain.

Geist

Found in use by those walking the Path of the Dreamer, Geist is brewed and controlled by those lost of the Path to allow their students to heighten their psychic awareness while meditating. The calm state is necessary as use in more stressful circumstances, like in combat, can drive even the weakest of seers to great and destructive acts.

For 1d5+1 minutes after taking a dose, the user gains a +20 bonus on all Psyniscience tests outside of combat but while in combat or in similarly stressful situations the user increases their effective psy rating on all psychic powers by 3, cannot reduce their effective psy rating in any way, and always roll on the Psychic Phenomena table with a +30 bonus after casting a psychic power.

Idea

First brewed by the corsairs of the Nova Spirits coterie, Idea floods the user's mind with violent euphoria, increasing the pattern recognition and spatial calculus at the expense of a mind vulnerable to over-stimulation. Under the command of an Idea addict, the Nova Spirits became greatly feared in the sectors they raided, yet fell to infighting as their Prince calculated his felarchs were bound to betray him.

For 1d5 hours after taking a dose, the user gains the Unnatural Intelligence (+2) and Unnatural Perception (+2) traits but suffer a -20 penalty on all Willpower tests. In addition, while under the effects of Idea, users that are hit with a photon flash grenade, a sonic weapon, or would gain the Blinded or Deafened due to an abundance of light or sound instead gain the Unconsciousness condition as their senses are overwhelmed.

Murderer's Boon

Gruesomely distilled from the cranial fluids of creatures under the effects of a cocktail of other drugs, Murderer's Boon inspires a killer instinct in the user, a desire to slay their foes with animal delight. Unenthusiastic gladiatorial slaves often find themselves dosed with the drug, stripping away moral compunction and leaving them hollow when they come from the high.

For 1d5+1 minutes after taking a dose, the user grants all of their melee attacks the Prove (+4) quality and increases the Damage dealt by their unarmed attacks by 3. When the drug wears off, the user enters a state of disassociative reflection on the suffering they inflicted, suffering a -20 penalty on all Intelligence, Willpower, Fellowship, and Renown tests for an hour.

Painbringer

Stimulating the user's circulatory system, Painbringer invigorates the user's body while stimulating their nerves, causing a sensation akin to a full body sunburn that reaches down to the bone. It is rare for a Drukhari to find satisfaction in their own pain, yet the drug allows them to shrug off outside afflictions with ease, making the combat drug quietly popular amongst Drukhari warriors.

For 1d5 hours after taking a dose, the user gains the Unnatural Toughness (+2) trait and gains a +20 bonus on all tests to resist weapon qualities or pain related effects. When the drug wears off, a flood of pain overwhelms the user, putting them under a Crippling (2) effect for the next hour.

PNP

Seen as a "work-slave" supplement and chemical alternative pain wards, by the Drukhari, PNP is a concoction of three chemical compounds that dulls pain to a frightening degree, allowing the indentured workers to continue their tasks even when they would otherwise keel over. For 1d5 hours after taking a dose, the user becomes immune to the Shock quality and automatically succeed on the Willpower test caused by being on fire or any test that would render them Stunned, but the user gains 1 level of Fatigue whenever they benefit from these effects.

Serpentin

Harvested from the corpses of fallen Wyches, Serpentin is said to contain an emphatic echo of the dead gladiatrix's abilities. Vials of Serpentin of prominent Wyches go for a high soul-price amongst the peoples of Commorrhagh, though most are jealously guard by the Succubi.

For 1d5+1 minutes after taking a dose, the user gains the Unnatural Weapon Skill (+4) trait and increase their effective Agility Bonus for the purposes of determining movement speed by 2. When the drug wears off, the essence of the dead Wych lingers, their death-echoes causing the user to be Stunned for 1d5 rounds.

Soul Echo

Souls of the tormented dead are condensed and stoppered into a small container by the torture-artisans of the Dark City, the process as secretive as it is appalling. Soul Echoes are a favoured trading good by the Drukhari, their Thirst can be quenched by shattering the fell object's housing. As a Half action, the user may shatter a Soul Echo, gaining 2d5 Pain Tokens but also gaining 1d5 Corruption. Characters without the Power Through Pain trait that use a Soul Echo instead gain 2d5 Corruption and 2d5 Insanity, tormented by the essence they cannot consume.

Splintermind

The mirror neurons of the Dark Kin are especially tuned to violent acts, their paranoia more than often correct. Splintermind invigorates those neurons and, though bolstering the user's nascent or atrophied psychic abilities, forces the mirror neurons of those that witness them to spark also, making them immediately more charismatic and emotionally perceptive.

For 1d5 hours after taking a dose, the user gains the Unnatural Fellowship (+3) trait and gains a +20 bonus on all Inquiry, Interrogation, Logic, and Scrutiny tests to understand another character's actions or intentions. When the drug wears off, the user is overcome with intense empathy, suffering a -20 penalty to all attacks and skill tests that could lead to the harm of another character for 1d5 days.

Vigil

A common drug used by rangers, Vigil keeps its user awake and focused, an unblinking stare common amongst its more frequent users. For 2d10 hours after taking a dose, the user gains the Unnatural Perception (+3) trait and does not suffer fatigue from exhaustion but immediately gains 1d5+1 fatigue when the drug wears off.

Zepam

A common aid to those walking the Path of the Artisan, Zepam steadies the nerves and hands, allowing for high degrees of accuracy when crafting. Some warriors have taken to their use in battle too, finding their accuracy much improved and appreciating its lack of side effects. For 1d5 hours after taking a dose, the user gains a +10 bonus on attacks benefiting from the Aim action and on Crafting and Sleight of Hand tests.

POISONS

Domain of murderous chymists and fallen healers, the poison arms race has been ongoing in Aeldari society since before the Fall, every alchemist seeking to outdo the work of their competitors and those that came before them. As with combat drugs, poisons are typically the domain of the Drukhari, though the use of such deadly concoctions can be seen throughout all Aeldari societies, as much as the more noble amongst them pretend otherwise.

All of the following poisons, unless otherwise stated, can either be requisitioned for weapons with the Toxic quality or in a vial for the use on non-Power melee weapons, as ingested poisons, or to be applied with an Injector. The effects of a poisons in a similar manner as the Toxic trait, though instead of dealing 1d10 additional damage they inflict their listed effect instead (e.g. a Toxic (4) weapon loaded with Burnscour would cause a -40 Toughness test to resist the poison's effect).

When requisitioned for Toxic weapons, the corsair receives a single clip of the weapon's standard ammunition or adds the poison's effect to the weapon's base profile. Poisons for non-Toxic melee weapons comes in a vial with 5 doses, each dose capable of applying the poison's effects to a weapon for 1d5+1 rounds as a Half action, grant the weapon the Toxic (0) quality. Poison cannot be applied to melee weapons with an active Power Field trait.

Some poisons requisitioned in a vial may also be used as contact or ingested poisons. Contact poisons may be layered on an item, the effect occurring once an entity touches the contacted item with their bare skin. Ingested poisons are added to food or drinks, the effects of the poison occurring when somebody eats the spiked item. Only one dose of the poison is needed to use the contact or ingested effect, further doses increasing the penalty to the Toxic trait by -5 for each additional dose.

Azure

Potent spores from azure cap mushrooms are packed into a carrier fluid, Azure is a potent hallucinogen, leaving behind the telltale signs of a faint blue tinge across the victim's veins and eyes should they die before their immune system fights it off.

Azure decreases the Toxic quality of its applied weapon by 1 (to a minimum of 0). When failing a Toxic test against Azure, characters roll on the Hallucinogenic Effects table (see DARK HERESY page 146) at the start of their next round, the effect lasting for a number of rounds equal to the Degrees of Failure on their Toxic test. Azure may be used as an ingested poison.

Burnscour

Distilled from the many forms of toxic pollen found on a particularly dangerous Death World, Burnscour saps the vitality from what it touches, making the afflicted easy prey for predators.

When failing a Toxic test against Burnscour, characters take 1d10 Strength and Toughness Damage plus the Degrees of Failure on their Toxic test. Burnscour may be used as a contact and ingested poison.

TABLE 4-13: POISONS

NAME	WEIGHT	AVAILABILITY
Azure	—	Scarce
Burnscour	—	Very Rare
Deaden	—	Rare
Disextract	—	Very Rare
Essence of Purest Vitriol	—	Extremely Rare
Exodus	—	Extremely Rare
Final Breath	—	Rare
World-Gone-Grey	—	Rare
Heartfire	—	Extremely Rare
Liquid Agony	—	Extremely Rare
Nightmare	—	Very Rare
Rebellion	—	Near Unique
Silver Anathema	—	Very Rare
Spinebark	—	Rare
Quiver	—	Very Rare

Deaden

Used by beastmasters and agents of Archons who desire to fill their menageries with unique beasts, Deaden extract is a powerful soporific that places the afflicted into a deathlike sleep. Even the rarest of beasts, the nobility of rival Kabals, are may fall into Deadens dreamless sleep.

Unlike other poisons, Deaden still deals 1d10 damage, ignoring Armour and Toughness, but if a character would die from the attack they are instead rendered Unconscious for a number of days equal to the Degrees of Failure on the Toxic test. Deaden may be used as an ingested poison.

Disextract

Liquid anxiety, Disextract uses a natural synaptic irritant exuded by Medusae to sap the minds of the afflicted, turning everything into a confused state before being rendered a thoughtless husk.

Disextract increases the Toxic quality of its applied weapon by 1. When failing a Toxic test against Disextract, characters take 1d10 Intelligence Damage plus the Degree of Failure on their Toxic test. This poison repeats the Toxic test every round until the test is succeeded.

Essence of Purest Vitriol

A product of the Stryxis, a species that despise the Eldar and are despised in kind, Purest Vitriol is such a powerful acid that little can contain it. Thus, the fumes produced by the solvent are collected instead, the corrosive extremely deadly to all life.

Essence of Purest Vitriol increases the Toxic quality of its applied weapon by 1. When failing a Toxic test against Essence of Purest Vitriol, characters suffer from the Crippling (X) quality for 1d5+1 rounds, X being equal to the Degrees of Failure on the Toxic test.

Exodus

Blood explodes from the victims of Exodus, a toxin formed of a crystalline alkaloid that increases blood pressure to a deadly degree. Bloody tears are the hallmark of this poison, a vision portrayed in many pieces of Aeldari artwork.

Exodus increases the Toxic quality of its applied weapon by 2. When failing a Toxic test against Exodus, characters immediately suffer from the Blood Loss condition. Exodus may be used as a contact or ingested poison.

Final Breath

Taken from the stingers of a form of megarachnid that lay their eggs in paralysed pray, Final Breath has been refined to only constrict the afflicted respiratory system. Foes turn blue in the face for the poisoner before they fall, much to their amusement.

When failing the Toxic test against Final Breath, characters immediately suffer from the Suffocation condition, immediately taking one level of Fatigue and being treated as if there is no fresh oxygen supply around them. The character may take a Free action every turn to take a Toughness test with a penalty equal to ten times the Toxic rating of the weapon resist this effect, gaining another level of Fatigue if they fail. Final Breath may be used as an ingested poison.

World-Gone-Grey

Attacking not only a foes body but their spirits too, World-Gone-Grey compels the victim's brain to produce a unique neurotransmitter, flooding them with depressive feelings and sapping their will.

When failing a Toxic test against World-Gone-Grey, characters take 1d10 Willpower Damage plus the Degree of Failure on their Toxic test. This poison repeats the Toxic test every round until the test is succeeded.

Heartfire

This hemovore takes root within the veins of the living after being introduced through a wound, quickly spreading and proliferating in its prey's heart like a spreading flame. The Heartfire fungus is less virulent while the host is at rest, forcing them to act slowly and carefully lest their hearts clog with mushroom flesh.

When failing a Toxic test against Heartfire, characters suffer from the Crippling (1d10) quality, taking Toughness Damage instead if they would trigger the Crippling effects. This effect lasts until the character is treated with Best craftsmanship De-Tox or receives Extended Care.

Liquid Agony

Pain distilled and perfected, Liquid Agony overwhelms the victim with such intense pain that they can do nothing but convulse in true suffering.

When failing a Toxic test against Liquid Agony, characters are Stunned for a number of rounds equal to the Degrees of Failure on the Toxic test. Liquid Agony may be used as an ingested poison.

Nightmare

Mixing a powerful stimulant with a milder hallucinogen, Nightmare was designed to literally inject fear into the enemies of Commorragh, this artificial terror just as sweet to the Drukhari Thirst.

Nightmare increases the Toxic quality of its applied weapon by 1. When failing a Toxic test against Nightmare, characters immediately roll on the Shock table is if they failed on a Fear test, adding +10 to the Shock roll for every Degree of Failure on the Toxic test.

Rebellion

Carcinogenic to the ultimate degree, Rebellion turns all biological matter it comes across cancerous then invigorates the rapidly reproducing cells, rapidly destroying the host body. So deadly is this genetic transmutation serum that many place it beside the Glass Plague in turns of deadliness, though without the risk to the soul of the infected.

When failing a Toxic test against Rebellion, characters take 2d10 Damage ignoring Armour and Toughness instead of 1d10.

Silver Anathema

Taken from a planet hosting naturally evolved ferrous-based lifeforms, Silver Anathema is a metal-eating bacteria capable of consuming and poisoning that which normally could not become poisoned.

Silver Anathema decreases the Toxic quality of its applied weapon by 1. Weapons with applied Silver Anathema ignore immunity to the Toxic trait granted by the Machine trait and vehicles damaged by them automatically take the Toxic damage.

Spinebark

Made from the sap of the Spinebark tree, this poison rapidly hardens upon the victim's flesh or within their wounds, reducing their mobility as the almost metallic resin settles over them.

When failing a Toxic test against Spinebark, characters take 1d10 Agility Damage plus the Degree of Failure on their Toxic test. Spinebark may be used as a contact poison.

Quiver

An electrocorrosive toxin that sets muscle tissue twitching, Quiver is favoured by duellists who enjoy watching their opponents skill grow worse and worse. This effect is not limited to melee weapons, however, as the shaking caused by Quiver makes handling a gun equally difficult.

When failing a Toxic test against Quiver, characters take 1d10 Weapon Skill and Ballistic Skill Damage plus the Degrees of Failure on their Toxic test.

TOOLS

The following are tools more likely to be used by the Aeldari, especially by the rangers who have greater need for superior scouting equipment:

Grenade Flight Pack

Strapped around the wearer's leg, Grenade Flight Packs are loaded with typical hand-thrown grenades that can be fired below the user while they are flying above their enemies. Grenade Flight Packs may be loaded with 3 grenades of their choice which may be dropped directly below as a part of a Charge, Full Move, or Run action while Flying at Low or High Altitude, striking ground level. Good and Best craftsmanship packs may hold more grenades, 6 and 12 respectively.

Hand-Held Targeter

Just as a member of the Imperial Guard might use a Hand-Held Targeter to paint enemies for their artillery corps, so too do rangers use similar if more advanced devices to strike their foes. As a Full action, the user may target a character within visual range, granting all friendly attacks against the target with weapons with the Blast or Indirect a +10 bonus until another character is targeted.

Neurostatic Generator

Using the same sonic mechanics as the masks of the Howling Banshees, Neurostatic Generators are traps utilised by sadistic hunters that cry out psychosonic waves all around them, sending those caught within into spasms of nerve-shredding terror. Able to be planted and activated as a Full action, any character that moves within 5m of a Neurostatic Generator must succeed on a Fear (2) test. Greater craftsmanship generators increase the Fear rating by 1 for every step above Normal.

Pan-Spectral Rangefinder

Often mounted upon the user's shoulder, arm, or head, Pan-Spectral Rangefinders are complex targeting devices able to link to the user's weaponry and feed information between all devises, allowing the user to review a large amount of information at once. Pan-Spectral Rangefinders grant all of the user's ranged weapons the benefit of the Rangefinder upgrade. Good craftsmanship variants of this equipment also grant the user's weapons the Motion Predictor upgrade and those of Best craftsmanship may be used as an Auspex of the same craftsmanship.

Pathfinder Report

Knowledge is power and shared widely by the Pathfinders, those rangers of foremost skill amongst the Aeldari. The reports they produce allow for accurate planning for raids, be it for the betterment of the Aeldari, the riches of a few, or to slay a threat to all mortal peoples. Pathfinder Reports can be requisitioned for any star system, granting the reader a +10 bonus to Navigation and Lore tests as the report tells of key facts about the location. Poor craftsmanship variants may have outdated information while Best craftsmanship grant a +20 bonus instead.

TABLE 4-14: TOOLS

NAME	WEIGHT	AVAILABILITY
Grenade Flight Pack	2kg	Very Rare
Hand-Held Targeter	1kg	Scarce
Neurostatic Generator	3kg	Extremely Rare
Pan-Spectral Rangefinder	2kg	Extremely Rare
Pathfinder Report	—	Rare
Site-to-Site Homer	3kg	Near Unique
Tegmena	1kg	Extremely Rare
Webway Path Attuner	1kg	Very Rare

Site-to-Site Homer

Teleportation is a dangerous mode of transport, travelling through the Warp is never truly safe, yet there are some ways to mitigate the risks. The use of Site-to-Site Homers, beacons able to be locked on by teleportarium sensors, allows for far more stable arrivals when taking an aetheric jaunt, practically removing the risk of appearing within solid matter. Whats more, Aeldari beacons can be used as Webway Borers, small devises that allow for the creation of temporary portals into the Webway or to allow a direct connection to nearby linked Webway gates, removing the risk altogether. Site-to-Site Homers allow for the user and any character within 5 to 10 meters of them to instantly be transported back to their Vessel or any linked teleportarium nearby as an Extended action taking three turns to complete. They also allow for any forms of linked teleportation technology within 1km to teleport to them instead of using their normal range. Devises may be linked to a Site-to-Site Homer either during Downtime or as an Extended 10 minute action.

Tegmena

Cylindrical in shape, a Tegmena is a device commonly worn on the lower back acting as a portable anti-gravity generator, not so strong as to allow for complete gravitational control but certainly to reduce its pull. Activated with a Half action, Tegmena reduce the gravity effecting the user by one step: High to Normal, Normal to Low, and Low to Zero. While the user is in Low or Zero gravity, the user may move as if they have the Flyer trait so long as they start and end their movement against a solid surface, able to cling to such surfaces while the Tegmena is in effect. High craftsmanship variants come with unfurling solar-sail wings, allowing for Tegmena to be used as Aeldari Jetpacks while in Low or Zero Gravity.

Webway Path Attuner

A compass is useless in the Webway and few can trust the ancient maps from the times the paths were clear. Webway Path Attuners are a favoured answer, crystals imbued with a sympathetic connection to the subrealm, allowing the user to get a feeling for the path ahead. These Attuners grant the user a +10 bonus to Navigation (Webway) tests, with greater craftsmanship variants allowing for greater insights into possible threats on the route as the passages whisper into the Attuner's wielder.

RUNES

Core to the Eldar's mastery of psychic abilities, runes allow for a level of control over the forces of the Warp that other species could only dream of mastering. While most seers learn to manifest runes as they channel their psychic powers, many still choose to carry runes when the risk of a power gone awry is great. Some runes may be inscribed onto wraithbone and retain their effects, allowing any individual with psychic abilities to activate them.

Runes make use of the user's own psychic capabilities in order to manifest their abilities. Any character with the Psyker aptitude may use the effects of runes but all runes have greater effects when used by those of a greater psy rating. A character may attune to a number of runes equal to half of their psy rating (rounded down) during Downtime.

The effects of runes are considered to be psychic powers and any test made with them are treated as Focus Power tests but never trigger Psychic Phenomena or Perils of the Warp.

Rune of Deception

Cegorach's influence leers out from the Rune of Deception, watchful for what jests its wielder might play under his perfidious cloak, hiding them until the punchline is ready to be sprung.

The Rune of Deception may be activated as a Full action, creating an area around the user with a radius equal to 2 times their psy rating that turns all characters within invisible to all perceptions outside of the area, deactivating once a character within the area makes an attack. Characters without a psy rating that use this Rune only render themselves invisible.

Rune of Evasion

As harmful fates converge on the seer, they hold aloft the Rune of Evasion, dodging through the ravenous strands of finality as if on the Hawk's wings.

The Rune of Evasion allows the user to re-roll a Evasion test or Protection Rating roll they make once per turn. At psy rating 4, the influence of the rune grows, granting the user an additional Reaction on their turn that may only be used to make a Dodge, Parry, or Jink test.

Rune of Fleetness

Hoec was known to avoid conflict, even if he could not ultimately escape his fate. The Rune of Fleetness inspires swiftness, the seer knowing to temper their celerity with wisdom to avoid Hoec's fate.

The Rune of Fleetness treats the Agility Bonus of the user as being 2 higher when determining their movement speeds. At psy rating 5, the user learns to impart the rune's fleetness onto their mounts, granting +10 to the tactical speed of any vehicle they are within, doubles their cruising speed, and increasing the Agility Bonus of any mount they are riding by 2.

TABLE 4-15: RUNES

NAME	WEIGHT	AVAILABILITY
Rune of Deception	1kg	Extremely Rare
Rune of Evasion	1kg	Very Rare
Rune of Fleetness	1kg	Rare
Rune of Protection	1kg	Rare
Rune of Reaping	1kg	Extremely Rare
Rune of the Mon-keigh	1kg	Extremely Rare
Rune of the Phoenix	1kg	Very Rare
Rune of the Warp	1kg	Extremely Rare
Rune of the Young King	1kg	Near Unique
Rune of Vigour	1kg	Very Rare
Rune of War	1kg	Extremely Rare
Rune of Warding	1kg	Rare
Rune of Witnessing	1kg	Rare
Rune of Wrath	1kg	Very Rare

Rune of Protection

The web of the Cosmic Spider extends from this rune, protecting the souls of those within from predation just as the warp spiders protect the Webway and Infinity Circuits.

The Rune of Protection grants the user a +20 bonus on tests to resist or oppose psychic powers, including on Deny the Witch tests. At psy rating 5, the strands of web spread wide, granting all friendly characters within 10 times the user's psy rating the effects of the rune.

Rune of Reaping

Just as Ynnead must feed from Aeldari psychic essence to finally be born, this nascent rune allows the user to drink in the essence of those that would do harm to them, empowering themselves as their foes falter.

Once per round when an enemy successfully hits the user of the Rune of Reaping with a melee attack or a psychic power with the Attack subtype, the user may force the attack to make an Opposed Willpower test. If the enemy loses they take Damage that ignores Armour and Toughness equal to the difference in Degrees of Success on the Opposed test and the user is healed a number of Wounds equal to their psy rating (to a minimum of 0).

Rune of the Mon-keigh

Despised for its representation of the mythic Koldonic cannibals, the Rune of the Mon-keigh inspires a hunger for violence, briefly devolving those afflicted by its twilight power into bestial monstrosities.

As a Full action, the user may force a target within 10m to make an Opposed Willpower test. If the target fails, they enter into the Frenzied state for a number of rounds equal to the user's Willpower Bonus and are compelled to attack their allies. A willing target may choose to fail the Opposed test. At psy rating 5, the rune also grants the target's attacks an increase to their Damage and Penetration equal to half of the user's psy rating.

Rune of the Phoenix

A symbol of hope, the Rune of the Phoenix is the banner for many an Aeldari cause that seek to rebuild the Eldar Empire, rising again from the Ashes of the Fall in brilliance and splendour.

Whenever the user of the Rune of the Phoenix would spend a Fate point to remove damage, they remove an addition amount of damage equal to half of their Willpower Bonus (rounded up). At psy rating 6, when the user removes damage in this way, they also remove damage of a number of friendly characters equal to their psy rating within 5 times their Willpower Bonus meters.

Rune of the Warp

A dangerous rune to channel, the Rune of the Warp allows the user to blink through the Sea of Souls as if they were a Warp Spider, the rune creating a bubble to protect those from most of the corruption of the Sea of Souls.

As a Full action, the user may make a +0 Willpower test to teleport up to ten times their Willpower Bonus meters in any direction of their choosing, still teleporting if they fail but gaining 1 Corruption per Degrees of Failure on test. The user may also bring a number of other characters equal to double their psy rating with them as they teleport.

Rune of the Young King

Bleeding crimson essence from the etchings upon the wraithbone core, the Rune of the Young King calls for sacrifice and glory and war. Few but the most trusted Farseers and Exarchs are granted the rune as only they can withstand Khaine's call until the time is right.

The Rune of the Young King treat their Fate Threshold as being equal to their Renown Bonus plus half of their psy rating (rounded up) but the user may not burn Fate to survive fatal injury, the rune dooming them to death in combat.

Rune of Vigour

A rune commonly found in use by Warlocks, the Rune of Vigour keeps its user refreshed, breathing the vitality of Kurnous into their tiring bodies when they are forced into long, gruelling conflicts.

The Rune of Vigour allows characters resting to remove Fatigue to remove levels of Fatigue equal to half of their Willpower Bonus (rounded up) and require only three consecutive hours of rest to remove all Fatigue. At psy rating 6, the rune's effects also benefit all characters resting within 10 times the user's Willpower Bonus meters of the user.

Rune of War

Channelling on the war power of the Dragons, the Rune of War allows its user to achieve physical feats otherwise impossible for them, the experience exhilarating but risking taking a toll on their body.

As a Full action, the Rune of War allows the user to grant themselves a number of levels of the the Unnatural Strength, Unnatural Toughness, or Unnatural Agility traits equal to half of their psy rating (rounded down, to a minimum of 1) for 1d5 plus their Willpower Bonus rounds. Any time they make a skill test using the same Characteristic as their Unnatural trait, the user must succeed on a -10 Willpower test or suffer 1 level of Fatigue.

Rune of Warding

Buzzing with the wings of the dreaded psychneuein, the Rune of Warding irritates the minds of those its power is set against, making summoning psychic energy more difficult and likely to be disrupted.

As a Full action, the user can target a psyker within 10 times their Willpower Bonus meters and force them to make an Opposed Willpower test. If the target fails the test, they receive a -5 penalty to Focus Power tests and a +5 bonus their results on Psychic Phenomena tests for the difference in Degrees of Success on the Opposed roll (to a maximum of -30 and +30 respectively). A character may have a number of targets under this effect equal to half of their psy rating (rounded down).

Rune of Witnessing

A viewing point into the most likely strands of fate around the user, the Rune of Witnessing feels the coming of disaster, alerting their wielder and granting them reprieve, even if they are the cause.

The Rune of Witnessing grants the user a +20 bonus on any test caused by Psychic Phenomena and Perils of the Warp. In addition, the user may increase or decrease the results of their own rolls on the Psychic Phenomena and Perils of the Warp tables by up to the effective psy rating of the Focus Power test that caused the roll.

Rune of Wrath

The fires of Draoch-var burn in the heart of the Rune of Wrath, bathing the hands of the user in ethereal fire and turning any weapon they wield into a mirror of heroic Ulthanes's Firesabre.

The Rune of Wrath increases the Damage of weapons wielded by its user by half of their Willpower Bonus (rounded up). At psy rating 5, the user may spend a Half action to grant any weapon they are holding the Flame quality, surrounding their victims in barely visible fire.

SERVICES

"JUST BECAUSE I WALK THE PATH OF SERVICE DOES NOT MEAN I MUST FULFIL THE ORDERS OF A LOWLY WRETCH LIKE YOU."

-Quain, to denying aid to an Exodite warrior

Upon an Aeldari vessel, abundance is the norm. Smaller crews and greater life support technology means the services that Imperials might have to beg, steal, or barter for are readily available to an Eldar. Instead, the Eldar — and especially the Anhrathe — offer more specialised services directly given by their practitioners, leveraging their renown to convince others to come to their aid.

Unlike the basic services found in DARK HERESY, Aeldari services require more than just an Requisition test in order to obtain. While the initial Requisition test allows the Corsair to find a character offering the service, the Corsair must also meet a Minimum Renown in order to convince the service provider they are worth giving aid to, then pay a Renown cost.

Requisitioning a service requires the Corsair take the Personal Acquisition Downtime action (see page XX) or during mission acquisitions, using table XX to determine the duration the Corsair may use the service and the amount of personnel they receive from reinforcement services.

ANHRATHE SERVICES

Calling upon the aid of their fellow Corsairs, the Anhrathe make use of old bargains, promises of loot, and gentle coercion to move others to action. The coterie is bound by ideological ties yet no soul works for free amongst the fleets.

Bounty Hunt

Renown Minimum: — **Renown Cost:** 1/2
The Corsair seeks out grievances targets of note, drawing the whispers and direction of those with bloody revenge or pragmatic execution on their mind. The Corsair receives an Average/Major Objective for their next mission to capture or kill a specific Elite/Master character respectively. If the Corsair manages to complete the Objective, they are refunded the Renown Cost and gain an additional +1/+2 Renown for the mission.

Courtly Favours

Renown Minimum: 40 **Renown Cost:** 2
Peer ([Prince's Court]) talent lowers Renown Cost by 1
Using their connections to gain access to people otherwise out of reach, the Corsair gains a Contact with one of the Powers of the Fleet (see page XX) of their choice, arranging an introduction in a safe environment.

TABLE 4-16: AELDARI SERVICES

SERVICE	AVAILABILITY
Anhrathe Services	
Bounty Hunt	Scarce
Courtly Favours	Very Rare
Commission Banner	Near Unique
Deal a Deadly Fate	Rare
Dreams of Spoils	Very Rare
Nightfire Strike	Scarce
Rapid Insertion	Scarce
Voidscarred Coterie	Average
Asuryani Services	
Aspect Warfare	Extremely Rare
Bahzhakhain	Very Rare
Bonesong	Scarce
Forewarned	Rare
Soul Assurance	Scarce
Starfall	Very Rare
Storm Cadre Support	Scarce
Wraithwalk	Extremely Rare
Drukhari Services	
Devious Schemes	Scarce
Hekatarii Patronage	Rare
Kabal Hitsquad	Scarce
Pain-Adept Ministrations	Rare
Send a Message	Extremely Rare
Shrine of Suffering	Common
Take Credit	Scarce
Tox-inurement	Very Rare
Exodite Services	
Aeolian Bonesinging	Very Rare
Dragonstrike	Extremely Rare
Totemic Attunement	Rare
Wild Hunt	Scarce
Rillietann Services	
Black Lore	Rare
Blood Performance	Extremely Rare
Commission a Dance	Unique
Enforce Cooperation	Very Rare

Commission Banner

Renown Minimum: 70 **Renown Cost:** 3
Peer (Fellowship of Felarchs) talent lowers Renown Cost by 1
The Corsair submits their personal heraldry to the ruling powers of the Fleet, granting them the following item:
Personal Banner (1kg): While wearing this item on their back, the Corsair gains +1 Renown whenever the Corsair completes a Mission, and gains a +10 bonus to Charm, Command, and Intimidate tests.

Deal a Deadly Fate

Renown Minimum: — **Renown Cost:** 2
Peer (Rangers) talent lowers Renown Cost by 1
A Fate Dealer is hired to strike down the Corsair's foes, following the Corsair and their Coterie at a distance. Once per mission, the Corsair may use a Full action to mark a character they can see as the target of the Deadly Fate. If the target is a Master type character, they must succeed on a -20 Dodge test or suffer 1d5+1 Rending or Energy Critical damage to the Head through the Fate Dealer's expert means. If the target is an Elite or Minion type character, they are instead killed outright instead of taking the Dodge test.

If the Corsair requisitions this service with a single mission duration, they may make the Full action to mark a Deadly Fate once per objective instead of once per mission.

Dreams of Spoils

Renown Minimum: 50 **Renown Cost:** 3
Peer (Circle of Dreamers) talent lowers Renown Cost by 1
As those that practice the Way Seeker and Void Dreamer arts delve deeper into the Immaterium, they gain a wilder form of divination than the structured psykana of the Fareers, inspired by the desires and avarice that the Anhrathe are notorious for to guide them to items of great worth. Requesting a divination from the Circle of Dreamers, the Corsair ensures the presence of a single Artifact that can be found on an upcoming mission, given cryptic insight on the nature of the Artifact and where it might be found.

Use the Artifact Generation tools (see page XX) to create this Artifact.

Nightfire Strike

Influence Minimum: 30 **Renown Cost:** 2
Once per mission, the Corsair can use a Targeter, either the weapon upgrade or a Hand-Held Targeter, to nominate an area or target within visual range as a Full Action to be hit by a Nightfire Missile strike. At the start of the Corsair's next turn, all characters within a Blast (10) area of the target must make a -20 Agility test to avoid the Blast. On a failure, characters take 2d10+10 Energy damage with Penetration 5 and are put on Fire.

If the Corsair requisitions this service with a single mission duration, they may make the Full action to call another Nightfire Strike once per objective instead of once per mission. If no character in the Corsair's party has a Targeter or Hand-Held Targeter, they are given a Hand-Held Targeter for the mission.

Rapid Insertion

Influence Minimum: 30 **Renown Cost:** 2
Gaining the aid of the vessel's fastest vehicles and pilots, the Corsair allows their Coterie to strike a mission location with no chance of being observed by onlookers. The Corsair and their Coterie do not test Subtlety for entering new locations for the service's duration.

Voidscarred Coterie

Influence Minimum: — **Renown Cost:** 2
Calling upon veterans of the fleet, the Corsair finds the aid of the Voidscarred, a term granted with reverence and fear. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:
Single: A single Voidscarred character (see page XX)
Team: Three Voidscarred and a Venom for their transport
Squad: A full Voidscarred coterie with a Wave Serpent transport
Platoon: Three Squads, two of which have three Vypers instead of a Wave Serpent

WHO'S FLYING THIS FALCON?

Some Reinforcement services come with a dedicated transport. It is assumed that any transport the service provides has its own crew to operate it, not requiring a member of the Reinforcements or the Corsairs to pilot it. If none of the NPCs in the granted Reinforcements have the Operate skill appropriate to their transport, an additional character with the same profile as the rest of the Reinforcements is included with the Operate (All) skill who will not leave the vehicle unless it is destroyed.

ASURYANI SERVICES

Slow to act but dedicated to whatever task is set before them, the Asuryani are more likely to readily grant aid to their fellow Eldar, especially if the divination of their seers direct them to action.

Aspect Warfare

Renown Minimum: 50 **Renown Cost:** 4
Peer ([Aspect Temple]) talent reduces Renown Cost by 1
The Aspect Warriors are the greatest fighting force amongst the Eldar- amongst all of the galaxy's species, they would say. To call upon an Aspects shrine for aid requires great pride or necessity, while calling upon a cadre of the Blades of Khaine, warriors from multiple shrines, requires influence greater than most can embody. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:
Single: A lone Aspect Warrior (see page XX) from a single shrine
Team: Five Aspect Warriors from the same shrine
Squad: Nine Aspect Warriors of the same shrine led by an Exarch or five Aspect Warriors from different shrines, either option bringing a Wave Serpent

Bahzhakhain

Renown Minimum: — **Renown Cost:** 2
The Bahzhakhain, called the Tempest of Blades or simply Swordwind, is a martial tradition of striking swiftly with overwhelming force. Some Asuryani seek a psychic blessing of the Swordwind before combat, emboldening their spirits as they embody the Tempest. The Corsair may invoke the Bahzhakhain at the beginning of an objective, granting themselves and their Coterie a +10 bonus on all Weapon Skill, Athletics, and Parry tests for the Service's Duration.

Bonesong

Renown Minimum: — **Renown Cost:** 1
Those walking the Paths of the Artisan and Shaper are keen to master the art of creation, those deeper on the Paths finding the process of perfect that which already exists is a greater challenge than starting their work from the beginning. The Corsair may choose a weapon, suit of armour, or piece of gear they own and increase its Craftsmanship by one step (i.e. Common to Good, Good to Best).

Forewarned

Renown Minimum: 40 **Renown Cost:** 2
Peer (Seer Councils) talent reduces Renown Cost by 1
Seeking the advice of the seers, the Corsair places their trust in the runes of fortune they cast, asking for insight on what is to come. For the Service's Duration, at the start of a mission, the Corsair gains an insight for every objective they have chosen to fulfil, giving them a hint on how to accomplish their tasks.

Soul Assurance

Renown Minimum: 30 **Renown Cost:** 1
Many choose to pay an Assurance to rangers and seers to ensure their remains are collected should they fall in battle so that they might find some comfort knowing they will not be lost to She-Who-Thrives. For the Service's Duration, the Corsair ensures that if they die their remains - and most importantly their Spirit Stone - are retrieved if not already destroyed, brought back to Vessel by trustworthy agents.

Starfall

Renown Minimum: — **Renown Cost:** 2
Sister blessing to the Bahzhakhain, the Starfall represents violent destruction and the means to avoid it. Many pilots amongst the Asuryani centre themselves with thoughts of the Starfall, to become a shining comet none can escape. The Corsair may invoke the Starfall at the beginning of an objective, granting themselves and their Coterie a +10 bonus on all Ballistic Skill, Acrobats, and Dodge tests for the Service's Duration.

Storm Cadre Support

Renown Minimum: — **Renown Cost:** 2
While typical guardians will not mobilise for anything but the most pressing of needs for their Craftworld, Storm Guardians are ready to aid those that call for their help with earnest need. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:
Team: Five Storm Guardians (see page XX)
Squad: Ten Storm Guardians with a Grav Platform
Platoon: Two Squads with either a two Wave Serpent transports or two Falcon transports

Wraithwalk

Renown Minimum: 60 **Renown Cost:** 4
Peer (Wraiths) talent reduces Renown Cost by 1
The dead are risen on the orders of the living, the Wraiths called upon to see the enemies of the Eldar slain. This call is made rarely, the dead deserving their peace and the living finding their presence unnerving, yet none can deny their destructive capabilities. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:
Single: A lone Wraithguard (see page XX)
Team: Four Wraithguard or Wraithblades, led by a Spiritseer
Squad: A Wraithlord and a paired Spiritseer

DRUKHARI SERVICES

The idea of serving another without obligation is an alien concept to the Drukhari, seen as a sign of weakness. It is a mindset that many Drukhari suffer to shake once becoming Anhrathe. Those that thrive the fastest with their new freedoms are those that accept the earnest dealings for their services as simply that: earnest.

Devious Schemes

Renown Minimum: — **Renown Cost:** 2
For every group out in the Great Wheel, there is another that would see them gone. The Corsair reaches out to the enemies of a faction, seeking their advice on how best to deal with their shared foes. The Corsair chooses a faction (i.e. a group available to take for an Enemy/Peer talent); they gain a +10 bonus on all attacks and Interaction tests against members of that faction for the service's duration, playing on the advice of the faction's enemies.

Hekatarii Patronage

Renown Minimum: — **Renown Cost:** 2
Peer ([Wych Cult]) talent reduces Renown Cost by 1
Outside of Commorragh and its grand arenas, Wyches must find what work they can to keep themselves sharp, many Anhrathe warbands happy to invite such murderers on their vessels to enjoy their bloody performances on and off the battlefield. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:
Team: Five Wyches (see page XX)
Squad: Ten Wyches, five Reavers, or a Beastmaster
Platoon: Two Squads led by a Hekatrix

Kabal Hitsquad

Renown Minimum: 30 **Renown Cost:** 2
Peer ([Kabal]) talent reduces Renown Cost by 1
Requesting the aid of a Kabal is rarely done by those with good intentions. At least those sympathetic — as much as a Drukhari can be — to the Anhrathe know working with a Coterie can be a risky but lucrative investment, worth throwing a few warriors at most times. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:
Team: Five Kabalite Warriors (see page XX)
Squad: Ten Kabalite Warriors with a Trueborn and Raider transport
Platoon: A Squad and five Hands of the Archon

Pain-Adept Ministrations

Renown Minimum: — **Renown Cost:** 1
Peer ([Haemonculi Coven]) talent reduces Renown Cost by 1
With such small amounts of willing patients, informed consent being a requirement to operate in the Anhrathe fleets, the Haemonculi and Acothysts of the Covens are often keen to lend their superior intellect to new works. For the service's duration, the Corsair gets all possible benefits of the Extreme Conditioning Downtime action (see page XX).

Send A Message

Renown Minimum: 40 **Renown Cost:** 2
Terror is best fostered over time, fermented with small, harrowing acts. Many Drukhari are happy to play the part of building this growing fear, heading out ahead of a corsair raid to foster paranoia, whisper stories of ghosts and monsters descending from the sky, allowing for a greater reaping of pain when the raiders arrive. For the service's duration, all characters of a chosen faction treat the Corsair as having the Fear (+1) trait and take a -10 penalty to all Fear and Shock tests.

Shrine of Suffering

Renown Minimum: 50 **Renown Cost:** 2
Hidden away in the darkest corners of Anhrathe vessels and freeports, Shrines of Suffering are bastions of terror, generators of pain that allow the Dark Kin to exist in realspace without feeling the Thirst growing. How they operate is best not reflected upon. The Corsair immediately gains 5 Pain Tokens and for the service's duration they gain 1 Pain Token at the start of every mission and objective.

Take Credit

Renown Minimum: — **Renown Cost:** 2
It is easy for corsairs to make enemies, their reckless actions and nature quick to cause offence or transgressions. A boon for these Anhrathe is that there are plenty of Drukhari who seek out hatred and are happy to take credit for all acts of depravity. The Corsair requests that their own actions in a previous mission be claimed by another, protecting them socially from any act they do not want known and reducing the Corsair's Enemy talent with one faction by 1. This reduces the Corsair's Renown by 1 as normal for losing an Enemy talent rank.

Tox-inurement

Renown Minimum: — **Renown Cost:** 2
To make another soul immune to the effects of toxins is anathema to the Dark Kin, not only due to the chemical arms race they practice but as to not give a possible future enemy an edge against them. Temporary aid is fine, though. Given temporary inoculations against noxious attacks, the Corsair gains a +30 bonus to tests to resist diseases, poisons, and become immune to the negative effects of Drugs and Consumables for the service's duration.

EXODITE SERVICES

Even with their cultural belief in self-reliance, the Exodites understand that no Eldar is alone and a clan only survives so long as people work together. Even those that take to wandering the stars keep this perspective; a ship's crew is simply a temporary clan and should be supported as such.

Aeolian Bonesinging

Renown Minimum: 50

Renown Cost: 3

Calling upon the worldsingers of the Exodites is a difficult task, so few of them exist and fewer that find would work with decadent outsiders, yet their ability to shape natural elements as well as wraithbone makes their aid an ultimate boon to any craftsperson. During their next Crafting Downtime action, the Corsair gains a +30 bonus to all tests and their creations are immune to effects that would render them inoperable without destroying them (i.e. the Haywire trait, the Tech Scorn Psychic Phenomena, etc).

Dragonstrike

Renown Minimum: 60

Renown Cost: 4

Peer ([Exodite Clan]) talent reduces Renown Cost by 1

Calling upon the most noble of warriors and blood, a summoning for a Dragonstrike requests the mighty knights to walk. This often includes grant the knights a gift, showing respect, and promising worthy combat. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:

Single: One Exodite Knight (see page XX) piloting an Exodite Battlesuit

Squad: Two Exodite Knights piloting Exodite Battlesuits

Platoon: Three Knights piloting Exodite Battlesuits

Totemic Attunement

Renown Minimum: —

Renown Cost: 1

Not every world has a world spirit, woven into the earth through crystalline veins and arteries, but Exodite seers can feel the natural ebbs and flows of the bestial essence of a world and attune themselves, or willing allies, to that power. For the service's duration, all Corsairs gain a +20 bonus to Awareness and Survival tests made against native flora and fauna on the chosen planet.

Wild Hunt

Renown Minimum: 30

Renown Cost: 2

Peer ([Exodite Clan]) talent reduces Renown Cost by 1

A horn is blown and a wild hunt is called. Exodite warriors rarely leave their worlds yet when a veseel comes to the *Lilaethan* they may find entire bands of brothers and sisters seeking to leave with them. Such bands can be rowdy upon a vessel yet are far more so on the battlefield. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:

Team: Five Exodite Warriors (see page XX) mounted on Antlersons or Dragons

Squad: Nine Exodite Warriors led by a Worldsinger, all mounted on Antlerdons or Dragons

Platoon: Two Squads with an Exodite Knight mounted on a Carnosaur or Last Shadow

RILLIETANN SERVICES

The Harlequins serve all Eldar. Often, this does not feel like the truth, the priesthood of the Jackal god's "aid" can seem like meddling, yet the Rillietann do not act without reason. This makes those that seek out their services treated with wry, knowing smiles, as if they always knew the request was bound to occur.

Black Lore

Renown Minimum: —

Renown Cost: 3

To ask the Rillietann for the knowledge of the Black Library can be as enlightening as it is confusing. The Corsair asks one question of the Rillietann on any subject. They receive three answers to the question, the first being a direct answer, the second a warning of hidden dangers or threats, and the third a prediction for the future given in vague, prophetic prose.

Bloody Performance

Renown Minimum: 60

Renown Cost: 2

Peer ([Harlequin Masque]) talent reduces Renown Cost by 1

A Harlequin is a performer of the most dangerous sort, expressing their art in violent beauty. The Rillietann choose where they perform, any request for them to act considered carefully on if the corsair's mission makes for a good stage for them to act. The Corsair gains a number of Reinforcement NPCs depending on their Personnel modifier of the service:

Single: A Trooper (see page XX)

Team: Four Troopers with a Death Jester or Shadowseer, with a Voidweaver transport

Squad: A Solitaire

Commission A Dance

Renown Minimum: —

Renown Cost: 5

Convincing the Harlequins to take up their story as a performance, the any lowly Eldar may try and have the Rillietann carry their story throughout the galaxy. Why some cadets are approved while some Princes are denied is left to the whims of the jesters. The Corsair gains an additional +1 Renown after every successful mission they complete. The Corsair may only take this service once and its duration is always Until Slain (already included in the Renown Cost).

Enforce Cooperation

Renown Minimum: 50

Renown Cost: 1

The presence of a Harlequin can defuse any situation, usually by being overwhelmingly charismatic, directly murderous, or precisely larcenous. The Corsair may choose a faction to which they have the reduces their Enemy talent with a faction by 1. This reduction does not reduce the Corsair's Renown.

CYBERNETICS & FLESHCRAFTS

"YOU CAN ALWAYS BUILD UPON PERFECTION."

-A common Haemonculi saying (about themselves)

Blood and sinew are replaceable. Many amongst the Aeldari hold that they were perfectly created by the Pantheon, being faster, taller, and more psychically adept than the other "naturally evolved" species of the Great Wheel. This has led to a culture that eschews the use of cybernetics for the most part, any lost limbs replaced with cloned flesh or, to some particularly dogmatic few, left without as to build their strength in the face of adversity. To this end, even beyond the Haemonculi Covens the practice of fleshcrafting is a popular art amongst the Eldar, from those dedicated to Isha on the Path of the Healer to Anhrathe physicians that push the boundaries of what could be considered Aeldari.

Not all are so willing to abandon the benefits of cybernetics, be it out of pragmatism or aesthetic choices. Aeldari cybernetics are quite unlike those used by the other species, their technological and biological understanding allowing for perfectly nerve-synced bionics with sleek, unobtrusive designs. Some outsiders may not even recognise they are looking at an augmentation on first glance.

Unable to be easily removed from a Corsair's body, cybernetics and fleshcrafts are designed to be easily maintained, halving their Personal Upkeep (rounded up).

BIONIC AUGMENTATIONS & IMPLANTS

The following are cybernetic implants used by the Aeldari and their mercenary forces, favoured by Corsairs for the aid they can bring to a raid and, to an equal degree, their ability to bolster a corsair's image.

Corsairs may requisition any Bionic Replacement from Dark Heresy (see page 180) though Poor craftsmanship variants are rarely found of Aeldari make. In addition, all bionic augmentations and implants may be requisitioned as a fleshcraft instead of a bionic, increasing the Availability by two steps but making them immune to effects that would otherwise deactivate cybernetics.

Aetheric Wave-Vanes

Radical even amongst the Anhrathe for the risk they pose to the use, Aetheric Wave-Spurs were first encountered in use by Imperial astropaths, the meter-long poles grafted to the psykers' backs allowing them to channel more psychic energy than they should have been capable of. The captured spurs were examined, taken apart, and studied, leading to some radical artisans to create a smaller, more aesthetically pleasing design for the seers reckless enough to test them, often shaped to look like scything blades or faolchú wings. This implant is grafted into the forearms or shoulder blades, allowing the user to gain an additional +1 psy rating when Pushing a psychic power, though their use forces the user to make a Psychic Phenomena roll no matter what they rolled on the Focus Power test.

TABLE 4-17: CYBERNETICS

NAME	AVAILABILITY
Aetheric Wave-Vanes	Extremely Rare
Artisan Implants	Rare
Biomonitor	Scarce
Bone Lacing	Very Rare
Cosmetics	Abundant
Datavoric Interface	Very Rare
Integrated Weapon Mount	Rare
Mechadendrite Hive	Extremely Rare
Mechatendril	Scarce
Ocular Targeting Matrix	Extremely Rare
Pain Ward	Rare
Slayer Mechadendrite	Rare
Tox Binders	Very Rare
Twitch-Mask	Very Rare

Artisan Implants

Those dedicated to the art of non-psychic creation see their bodies as just an array of tools to see their will done. Why not improve upon the available tools? They weave advanced batteries into their bones, allowing their nerves to act as wires for motive force, and granting them greater empathy with machines. This implant grants the user the Mechanicus Implant trait. Fleshcraft Artisan Implants are needed for fleshcrafted cybernetics that would need the Mechanicus Implant trait to use, made up of particularly arcane organs and hypertuned nervous- and neural-tissue.

Biomonitor

Favoured by Haemonculi for their stranger experiments, Biomonitor track all the biological functions of the user, keeping detailed records to better treat possible injuries or find what elements of their physiology need improving. This implant grants a +10 bonus to all Medicae tests made against the user, the data aiding in their healing, able to track and display the user's medical history. Good craftsmanship Biomonitor gather even more esoteric data on the user, such as their genetic data or psychic state, and can automatically diagnose any disease or affliction they are suffering from. Additionally, Good craftsmanship Biomonitor integrate an auto-injector capable of being loaded with 5 doses of a Drug or Consumable, able to be used as a Free action by the user.

MACHINE CULT IMPLANTS & MECHADENDRITES

Some cybernetic systems in DARK HERESY were only available to members of the Adeptus Mechanicus, interacting directly to their Mechanicus Implants. While many Eldar deny reliance on technology, they are not so dogmatic in denying their use, allowing anybody to requisition them without penalty.

Mechadendrites, the additional limbs worn upon a Tech-Adept's cybermantle, are rarely used by the Aeldari, yet Haemonculi and some artisans make ready use them, be they made of metal or flesh. Aeldari mechadendrites do not require the Mechanicus Implants trait but do still need the required mechadendrite talents to be effectively.

Bone Lacing

Aeldari bones are quite unlike those in most carbon-based life, being lighter in weight and meshing with their muscles, making the bones weaker but better suited to support the swift actions and movements of the Eldar. To counteract this weakness, some Aeldari choose to reinforce the fibrous channels of their skeletons with a specialising lacing, strengthening their bodies with only some impact to their celerity. This implant grants the user the Unnatural Toughness (+1) trait but reduces their Unnatural Agility trait by 1 if they have it.

- Poor Bone Lancing causes further damage to the supportive ligaments around the bones, permanently reducing the user's Agility by 1d10.
- Good craftsmanship Bone Lacing comes in two variants: gaining Unnatural Toughness (+2) or removing the penalty to their Unnatural Agility trait.

Cosmetics

Not all implants need to have a use other than looking appealing. The most common of such "implants" are piercings, yet some go further, integrating lumen-patches into their skin for mobile tattoos or setting synthetic feathers into their skin to take on an avian appearance, anything to build the aesthetic they desire. This implant has no mechanical effect, though Good craftsmanship variants may grant a +10 bonus to Interaction tests to those that would find them appealing.

Datavoric Interface

Though most forms of non-Aeldari technology are beneath their notice, the myriad forms of security technology make for quite the irritating road blocks for some corsairs, and thus some prepare accordingly. Datavoric Interfaces use data-feeding meme-spirits to allow the user to manipulate technology, reading the user's intentions and enforcing them on their targeted devices. This implant requires an interface port (see Dark Heresy page 182) and grants the user a +20 bonus on Security tests to hack into any technology the interface port is attached to and negates any penalties to using technology not familiar to the user.

Integrated Weapon Mount

Fully integrating a weapon into a corsair's body is a common reckless act, many a freeport cyber-artisan happy to take in likely inebriated or foolhardy voidsmen and granting them a weapon sure to start and end many a story. This implant grants a non-Heavy ranged weapon or non-Two Handed melee weapon the Integrated trait and implants it into the user, typically in the arm or behind the shoulder. This weapon may be concealed and revealed with a Half action, causing anybody attempting to find the weapon while concealed to take a -20 penalty on any related skill test. A character can replace the integrated weapon with any other weapon of the same class during Downtime or during Extensive Care.

Mechadendrite Hive

Bulky to the point of being obstructive, Mechadendrite Hives allow the implanted user to better control their artificial limbs, usually through a tech-spirit, slaved grey-matter, or embedded spirit stone acting as a neural aid. This implant allows the wearer to have a maximum number of mechadendrites installed equal to double their Toughness Bonus and reduces the Personal Upkeep of all mechadendrite cybernetics or fleshcrafts by 1 (to a minimum of 1). The bulk of a Mechadendrite Hive reduces the user's Agility permanently by 2d10, weighed down by the mass, though this is ignored with Good or Best craftsmanship variants.

Mechatendrill

Disconcertingly dexterous, Mechatendrills are tentacle-like mechadendrites ending in tools useful to artisans and engineers, allowing them a level of speed and precision unseen in hyper-evolved Aeldari hands. These mechadendrites grant the user a +5 bonus on all Crafting and Repair tests, this bonus increasing for every Mechatendrill up to a +20 maximum. This is a utility mechadendrite.

Ocular Targeting Matrix

A rare form of bionic eye, Ocular Targeting Matrices make use of advanced artificial nerve bundles similar to those found in the Aeldari spine to aid the user in dispatching foes from a distance. Once the user consciously focuses on a target, the matrix fixates upon them, sending impulses into the user's body to automatically twitch to the right angle to hit their target. This implant allows the user to take a Half action to target a character they can see, granting the user the Unnatural Ballistic Skill (+2) trait and making all attacks against the target count as benefiting from a Half Aim action. While focused in this way, the user suffers a -20 penalty on all Perception tests other than to perceive the target. Greater craftsmanship Ocular Targeting Matrices even allow the user to track the target if they enter concealment by any means other than entering cover with total concealment or by the use of a psychic ability.

Pain Ward

Favoured by gladiators and slavedrivers, Pain Wards are unique devices linked to the user's spine, reducing some automotive responses of their body to allow them to work through even the worst forms of pain without suffering from shock until the effects become too much. This implant makes the user immune to the Shock quality, and automatically succeed on the Willpower test caused by being on fire and any test that would cause them to be Stunned, but any time they benefit from this effect they gain 1 level of Fatigue.

Slayer Mechadendrite

Wicked blades top the impulse-driven arms of the Slayer Mechadendrites, rarely seen outside of those wielded by eccentric Wyches or particularly bellicose Haemonculi, creating a wall of blades between them and assailants. These mechadendrites inflict a -5 penalty to all Melee attacks made against the user, this penalty increasing for every Slayer Mechadendrite up to a -20 maximum.

In addition, when implanted with any number of Slayer Mechadendrites, the user is treated as having a Whip with the Mono upgrade, the Flexible, Integrated, and Razor Sharp qualities, and gains +3 damage for every additional Slayer Mechadendrite they have after the first (i.e. three Slayer Mechadendrites count as a single weapon with 1d10+6 Rending damage). This is a weapon mechadendrite.

Tox Binders

Designed as a specialised form of autosanguine, Tox Binders are implanted into the user's heart, releasing a liquid that targets foreign toxins and damage tissue, destroying contamination and aiding in healing. Most members of the Drukhari ruling class replace their Tox Binders often, ensuring that most new poisons cannot bypass their protections. This implant grants the user a +10 bonus on tests to resist diseases, poisons, and the Irradiated and Toxic qualities. The effects of cybernetic Tox Binders stacks with the same effect from fleshcrafted Tox Binders. Particular powerful Tox Binders of Good or Best craftsmanship make the user immune to the effects of the Irradiated (2) and Toxic (2) qualities.

Twitch-Mask

Muscle contractors and nerve-impulse devices are lined into key points of a face wearing a Twitch-Mask beneath their skin, allowing the wearer to disguise themselves to greater effect. This plant grants the user a +20 bonus on all Disguise tests. Twitch-Masks of higher craftsmanship allow for a level of cosmetic control impossible otherwise, granting the user the Unnatural Fellowship (+1) trait as they sculpt their visage into ethereally beautiful or terrifying sights.

FLESHCRAFTS

The laws of biology and chemistry and totally revealed to the Aeldari and have been for millions of years before the Fall. The Eldar form was perfect, all within the Empire proudly recognised that, yet there were always those that sought new and exotic ways to express themselves. The art of fleshcrafting was exalted during this era, with all manner of interesting changes to the mortal body found and indulged in to slake the appetites for new sensations.

Like cybernetics, fleshcrafts can be requisitioned as normal cybernetics also, though they increase their Availability by one step instead of two as the the process of emulating nature is well understood by most advanced artisans and tech-wrights. All Fleshcrafts require the use of the Intensive Care Downtime action to equip.

Acidic Blood

Adapting the gene-code of the user to accept blood of an extreme acidic quality, those with Acidic Blood often find their veins turning black, every cut they suffer spraying their foes with burning ichor. Such an alteration requires a total genetic rewrite of the user, the process long and making some consider the recipient to no longer be of their original species. This implant grants the user the Toxic (1) trait, though the damage caused by the trait is reduced by the user's Toughness. Higher craftsmanship Acid Blood is particularly powerful, acting as if the user carried the attack's weapon with a Power Field and potentially destroying their weapon.

Carcinised Carapace

A unique exoskeleton is grown and implanted over the recipient's body, grown from bone tissue, paired with adapted lungs within the carapace to allow the user to breath underwater, granting them an almost crab-like look. This implant grants the user the Amphibious and Natural Armour (+2) traits, which may be stacked with two additional Carcinised Carapace implants.

- Poor attempts at growing a Carcinised exoskeleton do little to improve the density of bone tissue used, reducing the Natural Armour gained to (+1) instead.
- With greater levels of craftsmanship, this implant increases its Natural Armour gain to (+3) instead and also grants the Unnatural Toughness (+1) trait.

Centauroid Form

Implanting additional motive limbs, any good fleshsmith will tell you, come with a number of issues one must address, such as a shifted centre of balance and difficulties finding armour that will fit. This implant is the one most likely to be adapted to cybernetic use, the tech-adepts of humanity having a strange fondness for skittering legs that many Aeldari find confusing at best. This implant grants the user the Quadruped trait. Good and Best craftsmanship implants tend towards the more arcane, often taking on centipede like constructions, granting an additional +1 to their base movement rate.

TABLE 4-18: FLESHCRAFTS

NAME	AVAILABILITY
Acidic Blood	Near Unique
Carcinised Carapace	Very Rare
Centauroid Form	Rare
Chem Gland	Scarce
Fangs and Claws	Average
Growth Hyper-Acceleration	Extremely Rare
Haemonculi Total Conversion	Unique
Magnificent Horns	Rare
Polymelic Grafting	Very Rare
Pseudo-Navigator Eye	Near Unique
Raptor Talons	Rare
Reinforced Nerve Bundles	Extremely Rare
Sanguiphage	Very Rare
Scourge Wings	Very Rare
Tailored Pheromones	Extremely Rare
Transgenic Chimerae	Near Unique
Void Adaptation	Extremely Rare

Chem Gland

Once an artificial chemical has been synthesised, most Haemonculi are quick to produce Chem-Glands to continue to secrete the substance, usually implanted into a slave. These glands can release the chemical consciously by the user, with a long line of combat drug glands available in most Aeldari ports. When making a requisition test for this implant, choose a Drug or Consumable that can be injected or ingested. As a Half action, a Chem Gland allows the user to make a +20 Toughness test, gaining the effects of the chosen Drug or Consumable on a success and being unable to use the implant again until the next Downtime on a failure. Every time the user succeeds on the Toughness test, they suffer a stacking -10 penalty to future tests, resetting during Downtime. The Availability of this implant is equal to the Drug or Consumable it secretes.

Fangs and Claws

Sharp teeth and wicked nails make for an intimidating sight to some and an intriguing quirk to others, many Anhrathe falling into the latter group. This implant grants the user the Natural Weapons trait or the Deadly Natural Weapons trait if they are of greater craftsmanship, replacing the user's teeth and nails with rending fangs and claws.

Growth Hyper-Acceleration

Common amongst wracks, the process of Growth Hyper-Acceleration causes a pain that few other than the disciples of agony can handle, causing bones and muscles to snap and elongate into a larger form. When the process is done, the user finds themselves a hulking example of their species, rarely anything but a musclebound caricature of what they used to be. The user gains the Size (+1) trait, likely requiring new gear to fix their greater stature.

- Poor Growth Hyper-Acceleration tends to impact the user's mind as their grey matter is poisoned by the experience, causing the user to permanently lose Id10 Intelligence and Id10 Fellowship.
- With greater craftsmanship placed into the process, Growth Hyper-Acceleration grants a permanent increase to the user's Strength and Toughness by Id10 each.

Haemonculi Total Conversion

Seen as the true sign that a pain-adept can truly be called a Haemonculus, the Haemonculi Total Conversion is a process of completely recreation of the user's physiology, becoming a wholly unique being dedicated to the art of Shiamesh. Every conversion is unique and fluid, tinkered with constantly for their particular needs. This series of implants grants the user the Undying trait and during Downtime they may grant themselves 5 points of the Unnatural Characteristics trait to any of their Characteristics (to a maximum of +3 in any one Characteristic). This implant cannot be requisitioned, it must be crafted by a character with the Mastery (Medicae) talent.

Magnificent Horns

Taking on the grandiose guise of the powerful creatures of Aeldari myth, Magnificent Horns come in many shapes and sizes, all made to strike a regal presence and inspire fear in the wearer's foes. This implant grants the user the Brutal Charge (+2) trait, their swift attacks going through their enemies.

Polymelic Grafting

Few species have the advanced neurological systems required to operate more than four limbs, many struggling even to operate all four at a time, yet the Aeldari mind is quick to adapt to gaining additional limbs. Polymelic Grafting attaches an extra pair of arms to the user, requiring extensive reworking of their shoulders and ribs to fit, yet dexterity is rarely impacted by the process once they are used to the new bone structure. This implant grants the user the Multiple Arms (+2) trait, able to be taken two additional times to a total of Multiple Arms (+6).

Pseuo-Navigator Eye

Some amongst the Imperial posit that the Navigators created, not naturally born, through the great artistry of the Dark Age of Technology. The masters of Aeldari genecraft laugh at this, for mankind has learned and forgotten so much in the span of a some ancient Haemonculi's lives, finding the process of recreating such genes an intermediate challenge. This implant grants the user the first skill rank in the Psyniscience skill if they do not already have it and grants them a +20 bonus on Navigate (Warp, Webway) and Psyniscience tests. Glimpsing the Warp for the first time, however, can drive any soul wild, causing the user to gain 3d10 Insanity.

Raptor Talons

Replacing feet with raptorial claws holds little benefit to most, yet those who would take to the sky to do battle find the ability to perch on surfaces with ease to be worth the trade. This implant allows the user to walk and stand still on non-sheer walls and ceilings as if they had the Crawler trait, also allowing them to end Flying movement adjacent to any such surface.

Reinforced Nerve Bundles

The Aeldari already have a superior nervous system as designed by their creators but, the genesmiths know, superior does not mean perfect. Reinforced Nerve Bundles are integrated into the user's spine, granting them an additional boost to their celerity. This implant grants the user the Unnatural Agility (+1) trait, or Unnatural Agility (+2) if they gain an implant of greater craftsmanship.

Sanguiphage

Once brewed to be the downfall of a Kabal, the Sanguiphage is a virulent form of mildly psychoactive fungus, each fungal cell a part of a greater hive mind able to set individual cells alight in a great conflagration. The Haemonculi Drizuit planned to infect the Kabal of the Ruby Fangs with the spores, situating herself at the top of an army of thralls forced. Drizuit now lies dead yet the network remains, allowing those with blood thicker with the Sanguiphage to control others through the threat of a painful, fiery death. This implant grants the user a +20 bonus on Interaction tests against characters with a lower craftsmanship Sanguiphage implant. In addition, the implant allows the user to take a Full action to target characters within 50 times their Willpower Bonus meters that they are aware of that have lesser craftsmanship implants, forcing them to succeed on a Toughness test with a -20 penalty for every craftsmanship step their implant is compared to the user's (to a maximum of -50). On a failure, the target takes levels of Fatigue equal to the Degrees of Failure on the test, being set on fire should they fail by three Degrees or more and dying if they reach their Fatigue Threshold. Once implanted, this implant cannot be removed unless by taking the Intensive Care Downtime action with the aid of a character with the Mastery (Medicae) talent.

Scourge Wings

The ground does not deserve to touch the superior form of the Scourge. Or so the Scourges are wont to say. More than simply feathers and muscle, the procedure to implant Scourge Wings also involves the subtle reshaping of bone tissue and implanting of lighter-than-air materials throughout the body, allowing for the newly winged soul to fly high and far. This implant grants the user the Flyer (Agility Bonus) trait.

Tailored Pheromones

Insidious and alluring, Tailored Pheromones stem from altered sweat glands, mostly centred around the neck and forehead, that give off an odourless but powerful vapour, unnoticeable by most but subconsciously suggesting the user should be listened to. This implant grants the user a +20 bonus to Interaction tests against biological creatures within five times the user's Toughness Bonus, though characters wearing respirators and void suits are immune. Superior craftsmanship blends of this implant condition even the user to be more charismatic, granting them the Unnatural Fellowship (+1) trait.

Transgenic Chimerae

To be rendered more like the other species of the galaxy is the ultimate form of humiliation to many Eldar, a punishment meted out by the Kabals to those who deserve worse than death but may still be useful. To become a Transgenic Chimerae is to take on the genes of other species, though even taking on the genetics of other forms of Eldar is possible. This implant allows the user to select a character Origin (see page XX), gaining one of the Origin's traits and allowing the user to be treated as that Origin for the purposes of prerequisites (i.e. count as Asuryani for the Battle Focus talent).

- Poor Transgenic Chimerae take on the otherwise disruptive or negative elements of the donor species, causing the user to permanently lose 2d10 from the Origin's negative characteristic modifier.
- Superior craftsmanship Chimerae meld their donor genes perfectly with their own, granting them either all of the Origin's traits or permanently gaining Id10 in both of the Origin's positive characteristic modifiers.

Void Adaptation

Few things can survive in the void of space, yet only a few are needed to find what allows for such dogged perseverance. Such findings, and the result of their application, allow for Void Adaptation, a process which turns the adapted soul into the rarest form of organism: a true extremophile. This implant treats the user as always having a Best craftsmanship void suit, with greater craftsmanship variants granting the user the Undying trait for the purposes of space based hazards.

ARTIFACTS

"THIS WEAPON IS OLDER THAN BIOLOGICAL LIFE ON YOUR MISERABLE PLANET. FIND FULFILMENT IN THAT YOUR END COMES FROM SUCH A LEGEND."

-Prince Lurhenirh, wielder of the Ruby Comet shuriken caster

Through the millions of years of Aeldari dominance, untold numbers of heroes, villains, and more complex souls have come and gone, leaving behind treasures innumerable since the time of the War in Heaven. Still inspired by the living pantheon, weapons and armaments of such legend were forged, used, and disappeared, though most are still remembered in the myths and songs of the Eldar.

Artifacts are particularly powerful treasures, all of them one of a kind items, even they come in similar shapes or functions. There may be many Artifact power swords, yet the Lost Stinger's enraging bite and the Rimetongue's cold aura certainly show their unique abilities. Some are weapons, others suits of armour, some are even vehicles of ancient but venerable design that have survived for millions of years. The one thing that unites them all is the strands of fate that wind around them.

All Artifacts are exceptionally durable, entropy's grasp loose on items on items so blessed by fate. It takes great effort to destroy such items, only being lost or damaged beyond use through particularly destructive or complex narrative means (i.e. directly hit by a titanic Volcano Cannon, needing to be thrown into the warp-crucible from which it was forged, etc). Vehicles and battlesuits that would be destroyed through losing Wounds instead are rendered unusable until they are repaired during Downtime.

Additionally, when a character would burn a Fate point to avoid dying, they may choose to destroy the artifact instead, the imbued destiny within the artifact ending in the wielder's protection.

ARTIFACT GENERATION

Corsairs are likely to find all manner of unique Artifacts as they explore the galaxy. It is the GM's choice whether to create bespoke Artifacts using the following guidelines or using the following steps to randomly determine what an Artifact will be.

STEP 1: DETERMINE ARTIFACT ORIGIN

All Artifacts come from somewhere, forged by some artisan's hands, be they mortal or immortal. Due to their ancient history and reverence for storied items, the Eldar host the widest array of Artifacts, though the enterprising humans may make for a close second. When generating an Artifact, roll on TABLE 4-19: ARTIFACT ORIGIN or choose a result from the table.

TABLE 4-19: ARTIFACT ORIGIN

d10 ROLL	RESULT
1-2	Aeldari Empire Remnant
3-4	Asuryani Artwork
5-6	Drukhari Experiment
7	Exodite Wildcraft
8-9	Xenos Treasure
10	Warpspawned Construct

Aeldari Empire Remnant

Relics of the great civilisations of the Eldar before the Fall, the source of such relics span millions of years. Such Remnants often pay homage to the Pantheon, yet many others venerate those later heroes and villains of their kind.

Asuryani Artwork

The first Asuryani Artworks were formed some time before the Fall, when the first of the Eldar that disapproved of the depravity of their kin made their exodus from the Empire's core. These are tools of survival and mourning, forged from necessity but with grace.

Drukhari Experiment

The tinkers of the most manic and depraved of Dark Eldar artisans, the Experiments of the Drukhari are icons of pride and evil. No Experiment was created with good or moral intentions, blessed by the Dark Muses to inflict their creator's cruelty upon the galaxy.

Exodite Wildcraft

To call the Exodites ignorant and primitive is to only consider surface aesthetics. The Wildcrafts of the Exodite are works of beauty and efficiency, proving their ethos clearly: dedication to the mastery of the self will lead to mastery of the environment.

Xenos Treasure

The Aeldari are not alone in the universe, as much as many wish they were. Many are the Treasures of the multitudes of sentient species, from the archaic works of the orks to the hypertechnology of the necrons, such Artifacts keenly collected by Anhrathe antiquarians.

Warpspawn

The Warp does more than corrupt, it also provides. Warpspawn Artifacts are those whose presence in realspace is an anomaly, bringing the logic of the Sea of Soul's irrealty where it should not exist, full of psychic power and dark influence.

STEP 2: DETERMINE ARTIFACT TYPE

The first clue for the use of an Artifact to any would-be relic hunter is in the item's shape; a sword is a sword no matter how baroque, even if its particular construction is strange. Artifacts come in four categories: weapons, armour, gear, and vehicles. When generating an Artifact, roll on TABLE 4-20: ARTIFACT TYPE or choose a result from the table.

Melee Weapon

Once the GM has determined that the Artifact is a melee weapon, they roll on TABLE 4-21: MELEE WEAPONS and determine what form of melee weapon the Artifact takes. The weapon should be of a kind used by the Origin of the Artifact or any weapon of that weapon type if that Origin species does not normal use such weapon types (i.e. a Drukhari Force weapon).

Ranged Weapon

Once the GM has determined that the Artifact is a ranged weapon, they roll on TABLE 4-22: RANGED WEAPONS and then roll on 4-23: RANGED WEAPON CLASS to determine what form the the Artifact takes. The weapon should be of a kind that used by the Origin of the Artifact or any weapon of that weapon type if that Origin species does not normal use such weapon types (i.e. an Asuryani Bolt weapon). The GM may choose whether this ranged weapon is a Thrown, Pistol, Basic, Heavy, or Vehicle classification.

Armour

Once the GM has determined that the Artifact is a piece or full suit of armour, they roll on TABLE 4-24: ARMOUR TYPE and then roll on 4-25: ARMOUR FORM to determine what form of armour the Artifact takes. The armour type determines what material the armour is made of and its function while the artifact form determines where the Artifact protects.

Gear and Tools

Once the GM has determined that the Artifact is a piece of gear or a tool, they roll on TABLE 4-26: GEAR AND TOOLS to determine what form of equipment the Artifact takes. Gear and Tools Artifacts are defined by their use, the GM choosing a piece of equipment that best suits the result on the roll.

Vehicles and Battlesuits

Once the GM has determined that the Artifact is a vehicle or battlesuit, they roll on TABLE 4-27: VEHICLES AND BATTLESUITS and determine what form of vehicle or battlesuit the Artifact takes. The Artifact should be of a kind used by the Origin of the Artifact or any weapon of that weapon type if that Origin species does not normal use such weapon types (i.e. a Xenos Treasure Wraithform).

TABLE 4-20: ARTIFACT TYPE

d10 ROLL	RESULT
1-2	Melee Weapon
3-4	Ranged Weapon
5-6	Armour
7-8	Gear and Tools
9-10	Vehicles and Battlesuits

TABLE 4-21: MELEE WEAPONS

d10 ROLL	RESULT
1-2	Low-Tech Weapon
3-4	Chain Weapon:
5-6	Shock Weapon
7-8	Power Weapon
9	Force Weapon
10	Exotic Weapon

TABLE 4-22: RANGED WEAPONS

d10 ROLL	RESULT
1	Low-Tech Weapon
2	Solid Projectile Weapon
3	Las Weapon
4	Flame Weapon
5	Plasma Weapon
6	Melta Weapon
7	Monofilament Weapon
8	Launcher Weapon
9	Bolt Weapon
10	Exotic Weapon

TABLE 4-23: RANGED WEAPON CLASS

d10 ROLL	RESULT
1-3	Pistol
4-7	Basic
8-9	Heavy
10	Vehicle

TABLE 4-24: ARMOUR TYPE

d10 ROLL	RESULT
1-2	Basic
3	Flak
4-5	Mesh
6-7	Carapace
8	Power
9	Aspect
10	Force Field (do not roll on TABLE 25: ARMOUR FORM)

TABLE 4-25: ARMOUR FORM

d10 ROLL	RESULT (PROTECTED LOCATIONS)
1	Helmet/Hood (Head)
2	Gauntlets (Arms)
3	Breastplate (Body)
4	Leggings (Legs)
5	Coat (Arms, Body)
6	Cape/Robe (Arms, Body, Legs)
7-10	Suit (All)

TABLE 4-26: GEAR AND TOOLS

d10 ROLL	RESULT
1	Clothing and Ornamentation (e.g. Clothing, cosmetic cybernetics, distinctive masks, jewellery, trophy racks)
2	Crafting and Tech Use (e.g. Combi-tools, data-slates, lascutters, multi-keys, psytronome shapers)
3	Cybernetics and Fleshcraft (e.g. Bionic replacements, chem-glands, internal reservoirs, mehadendrites)
4	Exploration and Survival (e.g. Backpacks, multicompasses, rebreathers, survival suits, void suits)
5	Healing and Poisons (e.g. Filtration plugs, injector/inhalers, medi-kit, respirators/gas masks, tox dispensers)
6	Mobility and Speed (e.g. Aeldari jetpacks, granelts & lines, grav chutes, magboots, spider pads)
7	Psykana and Sorcery (e.g. Banishing rod, divination tools, psy foci, ritual kits, runes, warp blink packs)
8	Senses and Optics (e.g. Auspex/scanners, chronos, comm leeches, magnoculars, preysense goggles)
9	Stealth and Subterfuge (e.g. Chameleoline cloaks, pict recorders, psy-dampener, stummers, synskin)
10	Weapon and Armour Upgrade (e.g. Hyper-enriched psy weave, omni-visors, sacred inscriptions, suspensors, targeters)

TABLE 4-27: VEHICLES AND BATTLESUITS

d10 ROLL	RESULT
1	Wheeled (e.g. Autocarriages, Telurus Heavy Trikes, Tauros Assault Vehicles, Veloxic Bikes)
2	Tracked (e.g. Baneblades, Chimera Armoured Transports, Leman Russ Battle Tanks, Rhinos)
3	Walker (e.g. Sentinels, War Walkers, Wasps)
4	Skimmer (e.g. Falcons, Jetbikes, Land Speeders, Raiders, Wave Serpents)
5	Flyer (e.g. Aquila Landers, Darkstars, Eagles, Ravens, Vampire Raiders, Valkyries)
6	Knight or Titan (e.g. Bright Stallions, Fire Gales, Phantom Titans, Shadow Stalkers)
7	Wraith (e.g. Aspect Shells, Catigators, Wraithguards, Wraithlords, Wraithknights)
8-10	System or Upgrade (e.g. Auto-Repair Hulls, C&C Suites, Enlightened Cogitators, Ghostwalk Generators)

STEP 3: DETERMINE ARTIFACT RENOWN

Artifacts are not created equal nor are they judged fairly beside one another. A Corsair Prince may wield a weapon of great history and power yet they would look up at the mythical Cronewords of Morai-Heg with envy. As such, Artifacts can be judged by the stories they are linked to, the length and complexity of their histories hinting at how powerful they may be.

All Artifacts are considered to be of Best craftsmanship but also three tiers of Artifact Renown: Storied, Legendary, and Mythical. When generating an Artifact, roll on TABLE 4-28: ARTIFACT RENOWN or choose a result from the table.

TABLE 4-28: ARTIFACT RENOWN

d10 ROLL	RESULT
1-5	Storied
6-9	Legendary
10	Mythic

Storied Artifacts

The most numerous form of Artifact, Storied Artifacts have proved themselves worthy of being remembered through one great act, such as being used to slain a great monster or being instrumental in seeing a mighty feat by its user complete. Storied Artifacts gain either one Origin Trait or two Quirks during Step 4 of Artifact Generation and grant the wielder +5 Renown while they wield the item.

Legendary Artifacts

More than the topic of a single song, Legendary Artifacts are those wielded by the greatest heroes of the Aeldari people, such as the Armour of the Last Runes or the Sceptre of the Dark City. Legendary Artifacts gain one Origin Trait and one Quirk during Step 4 of Artifact Generation and grant the wielder +10 Renown while they wield the item.

Mythic Artifacts

So well known throughout the galaxy, by Aeldari and mon-keigh alike, Mythic Artifacts are those that are scarcely believed to be real. The Blade-Wraiths forged by Vaul are the greatest example, even the shards of such weapons used to craft Artifacts of Mythic power. Mythic Artifacts gain either two Artifact Traits and a Quirk or one Artifact Trait and two Quirks during Step 4 of Artifact Generation and grant the wielder +20 Renown while they wield the item.

STEP 4: DETERMINE ARTIFACT TRAITS

The Traits an Artifact holds are what grant them their abilities beyond what is typical for a more common example of its type. They are powerful — if often situational — boons that give their stories weight. When generating an Artifact, roll on the table related to its Artifact Origin (see page XX) and the Quirk table (if applicable) or choose the results from the tables.

If a Trait grants the effects of another piece of equipment, they gain the benefit of the Best craftsmanship variants of the equipment.

STEP 5: FINISHING TOUCHES

An Artifact is not an Artifact without a story to grant it fateful weight. Once the Traits and Quirks of the Artifact are determined, consider what the weapon does mechanically, consider what it or its past users may have done, why the Artifact lives on in the minds of the people of the galaxy, and grant it a suitable name.

In addition to the considered narrative questions, grant the Artifact the Artifact trait (see page XX) and change its Availability to Unique.

EXAMPLE

Hraile's player has paid for the Dreams of Spoils Service before a mission to raid a Rogue Trader's pleasure palace, hoping to find some jewel of the Trader's collection. The Games Master, having already created an Artifact, decides to generate a new one.

For Step 1, the GM chooses not to roll for the Origin and decides to make it a Xenos Treasure to fit with the Rogue Trader theme. For Step 2, the GM rolls a 5, Armour, and so rolls an 8 and a 6, a Power Cape/Robe, choosing Light Power Armour as the basis of the item. The GM does not want to make this Artifact outshine the Mythic centrepiece of the Rogue Trader's collection, so at Step 3 they decide to make it a Legendary Artifact. They roll a 5 on the Xenos Treasure Trait table, the Artifact having Crystalline Complexity, and a 2 on Quirks making the Artifact Compact.

With Step 5, the GM notes down the presence of the Rubiderma in the Rogue Trader's collection, a skin-tight bodysuit woven with a startlingly red crystal weave, able to resist most laser weapons targeting the wearer while protecting them from scanning equipment. The Void Dreamer tells Hraile they see a body, bloody and red, who could not be harmed by the fires of rage, its flesh puppeted by the souls of kings and queens, protecting them for thousands of years. She is warned it is kept not with other treasures but in a vain lord's private care who crawls into the body rarely. Hraile thanks the Dreamer and prepares to invade the Rogue Trader's private chambers.

ARTIFACT TRAITS

TABLE 4-29: AELDARI EMPIRE REMNANT TRAITS

d10 ROLL	RESULT
1-2	Oghyr Slayer
3-4	Construct-Bound
5-6	World-Shaping
7-8	Indulgent Tool
9	Of House Eldanesh
10	Relic of the Pantheon

Oghyr Slayer

The Aeldari remember their most ancient conflict with the Yngir and their Silvered Host of Oghyr as the War in Heaven, portrayed in the Dance of Asuryan. These are the eldest of relics, crafted to aid in the slaying of the deathless Necron and their C'tan overlords.

Melee Weapons: The Remnant is blessed with an entropic bite, gaining +5 Penetration and causing creatures hit by it to lose the Regeneration trait until the end of their next round.

Ranged Weapons: The Yngir ate stars, thus the Aeldari fed them poisoned comets. The Remnant gains the Bane (Machine 7) and Haywire (0) qualities.

Armour: The Oghyr's stripped away armour from their foes, yet this Remnant endured. The Remnant gains the effects of the Energy Dispersal Plates upgrade and the AP of the Remnant cannot be reduced or lowered (i.e. by the Corrosive trait).

Gear and Tools: The powers of the Yngir were corporeal, wholly material, and the heroes of the age had to hide their tricks from all senses but psyniscience. This Remnant cannot be detected by non-psychic technology and is invisible to characters with bionic eyes or the Machine trait.

Vehicles and Battlesuits: The first of the god-machines walked against the giants of metal and they remember their enemies attacks well. This Remnant inflicts a -20 penalty on all attacks made against the Vehicle or Battlesuit if made by a character with the Machine trait or by Vehicle class weapons.

Construct-Bound

The Empire's reliance on the labour of automatons is decried by the Asuryani as one of the causes of the Fall. This Remnant hosts a construct-spirit, an AI to aid in its use which remains quite reliable.

Melee and Ranged Weapons: Given time to calculate all possible combat variables, the construct within the vessel may guide the user as they attack, granting any attack benefiting from an Aim bonus the Proven (7) quality.

Armour: Nerve-like nano-wiring weaves throughout the armour, the spirit within reshaping its host to better reduce incoming damage. The Remnant gains +3 AP and went hit by an attack action that causes multiple hits (Swift Attack, Semi-Auto ranged attacks, etc) the Remnant doubles the armour's AP for all hits after the first.

Gear and Tools: The majority of Construct-Bound Remnants are automated tools housed in AI-driven drones, hovering beside their bound users. The Remnant is a drone that acts like a Utility Mono-task Servo Skull except it grants the user a +20 bonus to skill tests involving the item built within it.

Vehicles and Battlesuits: Some outsiders posit that the wraith constructs of the Asuryani were once the bodies of their AI constructs, citing their vehicles being used for drone warfare in the past. The Asuryani do not care to comment. The Remnant gains the Co-Pilot Spirit and Power of the Machine Spirits traits.

World-Shaping

When the Aeldari ruled the galaxy, they reshaped millions of worlds into Paradise planets with World-Shaping Remnants like the Genesis-Engines, bending all life to their needs and will.

Melee and Ranged Weapons: As the Eldar found new worlds to tame, they set out to cull those elements of native populations not useful to their visions, such Remnant weapons gaining +5 Damage and the Bane (Beasts, Plants 7) quality.

Armour: Some worlds required time to get into a habitable state, requiring tending to while their atmospheres remained thick with toxins or contaminants. The Remnant gains +2 AP and acts as a Void Suit if covering All locations, a Rebreather with unlimited oxygen if covering the Head, or granting a +10 bonus to Survival tests if neither other option applies.

Gear and Tools: As exploring alien worlds became a lost art during the Empire's reign, some took to purposefully destabilising ecosystems to test themselves against the angry wilds. The Remnant grants the user a +20 bonus on all Survival tests to deal with wild plants and animals.

Vehicles and Battlesuits: To reshape and entire planet took the effort and power of durable machines able to break the earth to create something new. The Remnant gains +20 Integrity and the Damage Control trait.

Indulgent Tool

As the Empire descended into hedonistic corruption, the high artistry of the Empire's Remnants were turned to the esoteric and terrifying, growing ever more deranged in their design and usage.

Melee Weapons: As duellists began to care less for perfected strikes and more for putting on a show of suffering, they laced their weapons with mind- and nerve-shredding devices, granting such Remnants the Hallucinogenic (2) and Shocking qualities.

Ranged Weapons: Cruelty and spectacle became the norm in all forms of conflict in the pre-Fall millennia, the use of flayer-beams and monofilament packed explosives common. The Remnant's damage types becomes Rending, gaining +5 Penetration if it is already Rending, and gains the Felling (+4) quality.

Armour: Though the Wych Cults were born after the Fall, many would be well at home in the arenas of the Empire, wearing the regalia of the greatest show-murderers. This Remnant changes the armour's Max Agility to - and grants the user a +20 bonus to Agility based skill tests.

Gear and Tools: Many drugs still in use in Commorragh were derived by those brewed during the Empire, though the old users found more novel ways to indulge in their vices. The Remnant generates 5 doses of one Drug or Consumable chosen at Artifact Generation during Downtime and may also be used as an Injector/Inhaler.

Vehicles and Battlesuits: Excitement and speed go hand in hand in most cultures, especially so in Dominion whose citizens were already inclined towards celerity. The Remnant gains the Enhanced Motive Systems trait if it did not already have it, otherwise increasing a vehicles Tactical Speed by half of its current Tactical Speed (rounded up) or increasing the user of a battlesuit's Agility Bonus by 3 for the purposes of determining movement rates.

ARTIFACT FORCE FIELDS

Artifact force fields are rare, most armour Artifact traits not reflecting the possibility they may take the form of an aegis of energy. To this end, force fields grant any Artifact trait that would grant a bonus to AP or the effects of an armour upgrade to any piece of armour the user is wearing beneath the field instead.

Of House Eldanesh

This Remnant was passed down from the mythic line of House Eldanesh, once headed by one of the first and greatest heroes of the Eldar. This relic carries a shard of his heroism.

Melee Weapons: Eldanesh was a trickster-hero, every strike made where his enemies least expected. When making an attack with this Remnant that benefits from a Feint action, the weapon gains the Vengeful (5) quality.

Ranged Weapons: A master of many weapons, Eldanesh was just as much a master of the bow as well as the blade, his eye keen and aim so true he could pierce anything. This Remnant deals and additional +1d10 Damage and ignores any Force Field the target benefits from when benefiting from the Aim action.

Armour: Though his armour ultimately failed to protect Eldanesh from Khaine's wrath, its shards were collected and passed down to artisans to forge anew, imbued with the hero's glory. The Remnant acts as a Shimmerstone and gains the effects of a Storied Dominance of Asuryan.

Gear and Tools: A favoured child of Isha, Eldanesh was blessed by her love more than any other mortal, granting this Remnant the effects of a Storied Love of Isha.

Vehicles and Battlesuits: The Great Hawk once bore the broken remains of Eldanesh to the Homeworld's firmament, this Remnant carrying a shard of her grief and his authority. The Remnant gains the Command and Control trait and the benefits of the Star Engines upgrade.

Relic of the Pantheon

A trinket of Vault, a strand of Lileath's hair, or a gift from Asuryan; this Remnant is said to be touched by the Gods themselves, perhaps even holding a shard of their true divinity.

Melee Weapons: Made from a shard of the Ninety Nine Blades of Vault, or even being a Blade itself, this Remnant can strike down any foe, gaining the effects of the Blade of Vault upgrade and ignores any Force Field worn by a target of an attack with it.

Ranged Weapons: The hunting spirit of Kurnous is imbued into the Remnant, every shot taken made with the Hunter's blessing. The Remnant gains the effects of the Bow of Kurnous upgrade and doubles the weapon's Range.

Armour: All the gods had their favoured mortals, the ban on divine contact forgotten during the War in Heaven, and the gods protected their favourites jealously. The Remnant gains the effects of the Aegis of Ahnakh-Yth upgrade and gain the effects of any one Storied Pantheonic Artifact (see page XX).

Gear and Tools: The tools of the gods were many, operated by psychic means. This Remnant becomes a worn trinket with Wt -, its use treated as a Psychic Phenomena using Willpower as the base characteristic.

Vehicles and Battlesuits: The Cosmic Serpent's brood inspired a great many artisans to craft vehicles in their honour, some even directly blessing the Eldar's creations. The Remnant gains the effects of the Child of Dromlach upgrade and gains an integrated Displacer Field, any Corruption gained from its use instead dealing 1d5 damage to the vehicle or battlesuit.

TABLE 4-30: ASURYANI ARTWORK TRAITS

d10 ROLL	RESULT
1-2	Hand of Prophecy
3-4	Bane of the Mon-keigh
5-6	Complex Runework
7-8	Infinite Connection
9	Experience of the Anhrathe
10	Mark of Khaine

Hand of Prophecy

The casting of the runes and visions of the crux of fate foretold this Artwork's significance, empowered with the weight of what it will do as well as what it has done.

Melee and Ranged Weapons: The runes of the Young King and Ynnead hang over this Artwork, its future bathed in the execution of those tied tightly by fate's threads. The Artwork gains +5 Damage and +5 Penetration on all attacks against Elite and Master type characters.

Armour: The wearer of this Artwork finds aid in the Raven, the Crone's Gaze, seeing their coming doom and nimbly avoiding it. The Artwork gains +3 AP and once per mission when the wearer of this Artwork would have to burn Fate to survive an attack, the user does not burn Fate and sets their current Critical damage to 0.

Gear and Tools: The Sword inverts within this Artwork, promising aid in times of great need. Once per mission after failing a skill test, the user of this Artwork may choose to have rolled a 01 on the test instead.

Vehicles and Battlesuits: The inverted Moon hangs over this Artifact, denoting it as a chariot of heroes that will not fail to bring their operate to where their destiny lies. This Artwork ignores all Critical damage effects to Motive Systems or the Legs other than the 10+ result.

Bane of the Mon-keigh

Often mistaken to mean just the Imperials, "mon-keigh" is a pejorative for any who act monstrous or disgusting, creatures this Artwork was forged to fight

Melee and Ranged Weapons: The Artwork has seen the downfall of untold numbers of species and yearns to witness more. Before a mission, the user of the Artwork may choose one species, the Artwork gaining the Bane ([Chosen Species] 7) quality and granting the user a +10 bonus on attacks against characters and vehicles of the chosen species.

Armour: Having felt the lash of many a threat to the Eldar, the Artwork has grown resilient against such aggression. The Artwork gains +5 AP against attacks made by weapons with a non-Aeldari Species quality and Force Fields never overload against attacks made by those same weapons.

Gear and Tools: A true sign of the superiority of Aeldari ingenuity over the other species, this Artifact bolsters the user against the aggression of the mon-keigh against them. While wearing the Artwork, the user gains a +20 bonus on all Opposed tests made against non-Aeldari characters or technology.

Vehicles and Battlesuits: Crafted with malice and spite in the hearts of the craftsfolk, this Artwork radiates an aura of hatred for the enemies of the Asuryani. The Artwork gains the Fear (3) trait against non-Aeldari characters within 50 meters of it. This effect is treated as a Psychic Phenomena.

Complex Runework

Runecraft allows the Asuryani to practice the eldritch arts far more safely than other species, though the risk of using the Warp's power ever remains. This Artwork is an example of the art's height.

Melee Weapons: With a psy-helix matrix so sensitive it may even draw power from non-psykers, this Artwork can make any wielder hold the power of a seer. The Artwork gains the Witch-Edge trait, treating psykers as having +3 psy rating for the purposes of the weapon's effects.

Ranged Weapons: A crystalline lattice weaves down the barrel of this weapon, allowing the user to grant the weapon's projectiles a measure of the user's psychic might. The use of the Artwork may choose to grant the Witch-Edge quality before making an attack but reduces its RoF to S / - / - when doing so.

Armour: No wearer is safer from the predators that lurk in the Sea of Souls than those wearing this Artwork, layers of runes overlapping to ward off daemonkind. The Artwork gains the effects of the Hexagrammatic Wards, Pentagrammatic Wards, and Hyper-Enriched Psi-Weave upgrades.

Gear and Tools: Though many seers end up walking the Path until their end or becoming Lost, those that leave find their greater psychic abilities can be of great use to the other Paths. This Artwork counts as a psy-focus that increase the user's effective psy-rating by 3 when using psychic powers related to the Artwork's use (i.e. Molten Beam with a lascutter, Warp Perception with preysense goggles, etc).

Vehicles and Battlesuits: The plating of the Artwork is protected against mundane and incorporeal harms, the runes etched into its armour channelling great power. The Artwork grants all armour locations +10 AP and the benefit of the Hexagrammatic Wards upgrade.

Infinite Connection

From within the Infinity Circuits of the Craftworlds, the dead stir and speak; Artworks connected to the afterlives channel this necromantic power to terrifying effects.

Melee Weapons: Built following the unique construction of the Ghost arms, the favoured weapons of the Wraiths, these weapons glow with spectral light that unnerves all who fall in its radiance. This Artwork gains +3 Damage, the Power Field quality, and grants the use a +20 bonus to Parry tests.

Ranged Weapons: Even the Drukhari are reticent to embrace D-weapon technology, the warp-weapons of the Wraiths a risk few would trust. The creators of such Artworks take that risk, granting the weapon the Dimensional Weapon quality and granting an additional 1d10 Damage if its base profile only rolls 1d10 Damage.

Armour: Layers of warp spider silk and wraithbone wards make this Artwork seem equal parts wargear and funerary garb, making the user a vision of death that protects the soul within. The Artifact gains +4 AP and reduces all Corruption gained by the user by 2 (to a minimum of 1).

Gear and Tools: Just as the ancient AI constructs used minute drones to carry them, so to might some Artworks play host to the soul of the honoured dead. The Artwork counts as a Mono-Task Servo-skull that a Spirit Stone may be equipped into, the Artwork containing a Grizzled Coterie NPC (see page XX) when first acquired and whose Characteristics and Skills can be used for skill tests while using the Artwork.

Vehicles and Battlesuits: More than simply a Wraith construct, this Artwork is a hive of spirits, all working in tandem to see the enemies of their living operates slain. The Artwork gains the effects of the Spirit Stone Integration upgrade and grants all weapons mounted on it the Accurate quality.

Experience of the Anhrathe

Coming from all walks of Aeldari life, most corsairs come from the Craftworlds, some returning with Artworks or forging their own with the inspiration gained during their reckless wandering.

Melee Weapons: On their travels, a corsair is likely to encounter many forms of fighter, this Artwork taking on the lessons of its creator to push their wielder to acts of inspired bladework. The Artwork gains +1 Damage and +1 Penetration equal to the user's Insanity bonus (i.e. +3 for 37 Insanity).

Ranged Weapons: The lasblaster is the most common weapon in organised use of the Anhrathe, many corsairs coming to enjoy weapons that can spit out swift death and forging their Artifacts accordingly. The Artwork increases its Semi-Auto rate by +2 and its Full-Auto rate by +4 and gains the Gyro-Stabilised quality.

Armour: On grav-impulsed wings, wears of this Artwork descend, swift and deadly as they feed their avarice like a bird of prey. The Artwork gains the effects of a Shadowfield (Personal), Aeldari Jetpack if protecting the Body, and increase the user's Flyer trait by 3 if they already have it.

Gear and Tools: Terrorising the stars and the places between realities, the creators of these Artworks used them to help guide their way and survive in such inhospitable non-climates. The Artifact grants the user a +20 bonus to Navigate and Survival tests dealing with Stellar or Webway environments or threats.

Vehicles and Battlesuits: The Anhrathe are reckless in many ways and the operation of their vehicles is no exception, those that survive to become Artworks being those that can survive their handlers. The Artwork gains +20 Integrity and grants its operator two additional Reactions on their turn that can only be used to make Dodge or Jink actions.

Mark of Khaine

Imbued with an echo of Khaine's wrath, this Artwork once belonged to one of the Young Kings, a warrior whose body and soul were given to rouse an Avatar from its slumber.

Melee and Ranged Weapons: Most weapons used by an Exarch are passed down their line, used by many bodies but suffused with a growing martial essence passed into the weapon. The Artwork gains an additional +1d10 Damage and increases all Critical damage caused by an attack with it by 2.

Armour: More than a suit of armour, the Artwork is a repository of souls in the same manner as an Exarch's set, each wearer feeling the call to protect those within as they guide them to greater heights. The Artifact gains +5 AP, the Exarch quality, and grants the wearer the Weapon Training (All) talent, counting for weapons of all types, including Exotic.

Gear and Tools: While in hand, this Artwork radiates fury, the desire to make the holder's hands as red as Bloody Handed Khaine's overwhelming to those who cannot withstand such bloodlust. The Artwork grants the user the Battle Focus and Frenzy talents if they do not already have them, granting an additional +10 bonus to attacks while in a Battle Focus or frenzied state if they do.

Vehicles and Battlesuits: The legendary steed Alean bore Khaine into battle, the creature's form never stated within the myths yet its capacity to destroy rivalled its bound rider. The Artifact grants all weapons equipped to it +1d10 Damage and +5 Penetration, including the weapon's Ram and unarmed attacks.

TABLE 4-31: DRUKHARI EXPERIMENT TRAITS

d10 ROLL	RESULT
1-2	Shaimesh's Treachery
3-4	Lhilitu's Seduction
5-6	Arrogance of Vileth
7-8	Hekatii's Grace
9	Qa'leh's Slaughter
10	Vect's Dominance

Shaimesh's Treachery

Cruel brother to the Cosmic Serpent, Shaimesh is venerated by murderers and the Haemonculi, his malign influence spews with the use of such Experiments, poisonous and foul.

Melee and Ranged Weapons: The Lord of Poisons brews the most virulent of toxins, Experiments made in his name striving to be the bane of all life. The Experiment gains the Toxic (+2) quality and inflicts a -20 penalty to resist the effect of its Toxic quality or any applied poisons.

Armour: Many tricks are built into Shaimeshi Experiments, many a soul felled by the unexpected strike fired from a gauntlet, breastplate, or kneecap. The Experiment gains a pair of Drukhari weapons, ranged or melee, with the Integrated quality and gaining the effects of the Compact upgrade built into the structure of the armour.

Gear and Tools: Loyal only to their wielder, the Experiment is able to bite those who would dare try and use it without showing proper respect. The Experiment generates 5 uses of one poison chosen at Artifact Generation during Downtime and may also be used as an Injector, automatically injecting any character other than its bound user upon picking it up.

Vehicles and Battlesuits: Some say Shaimesh still lives, the dark serpent slinking into the void to hide until the time to spread his poison once more. The Experiment emulates this, gaining +10 Manoeuvrability and the effects of a Shadowfield (Vehicle) that does not reduce its protection rating due to Dark Sight.

Lhilitu's Seduction

Consort of the Void, Lhilitu's followers are sought for their mastery of the arts of seduction and poisoning, with this Experiment reflecting the dark temptations she summons in her followers and victims.

Melee and Ranged Weapons: Experiments inspired by the Consort find the most circuitous means to kill those they despise, the surprise of its use coming when they least expect. The Experiment is perfectly silent and gives no visual signs when used, causing tests forced on its targets by the weapon's qualities a -20 penalty.

Armour: Lhilitu's umbral followers hold a sacrosanct belief in keeping aesthetically pleasing to hide their true abilities. The Experiment looks like exquisite clothing, granting the wearer the Unnatural Fellowship (+2) trait and its true nature hidden as armour hidden.

Gear and Tools: Ornamental and holding a wordless beauty, the Experiment allows its bearer to be a work of silent art, controlling who is worthy to hear their voice. The Experiment counts as a Stummer that grants the user a +20 bonus to interaction tests made against those within the Stummer's area of effect.

Vehicles and Battlesuits: When a disciple of Lhilitu arrives in an area, they ride only the most beautiful and luxurious of craft, the Experiment carrying their hangers-on with them. The Experiment gains the effects of the Euphoric Sustainers upgrade and either the Expanded Passenger Compartment upgrade or two Sidecar upgrades.

Arrogance of Vileth

Scions of Vileth are known for their arrogance, the Dark Muse being emblematic of the Dark Kin's leadership beneath the Archons, with Experiments like these being symbols of control.

Melee Weapons: No Archon should put in more effort than necessary to deal with the rabble, the Experiment designed to facilitate this apathy. When making a Standard attack with the Experiment, the weapons gains Damage and Penetration equal to the user's Fellowship Bonus.

Ranged Weapons: Every battlefield exists within the galaxy and thus belongs to the wielder of the Experiment, every soul upon it dancing to their will. The Experiment gains +3 Damage, increases its Full-Auto rate by +2, and allows the user to ignore immunity to Pinning when targeting characters with Suppressing Fire.

Armour: Encouraging statuesque domination over all those around them, this Experiment generating a complex personal mistfield that operates only while stationary. The Experiment reduces all Damage taken by the wearer by 8 if they have not taken an action with the Movement subtype since the start of their last round.

Gear and Tools: More than a simple tool, the Experiment is a symbol of the user's authority and control, demanding all that look upon them to grovel and obey. The Experiment becomes one-handed if it was not already and grants the user a +10 bonus on interaction tests and attacks of any type while wielding the Experiment in their hand.

Vehicles and Battlesuits: Equal parts throne and mode of transportation, the Experiment protects its operate as any good servant should for their master. The Experiment gains a Master crew space, granting the individual in the Master space the Unnatural Fellowship (+2) trait and the effects of a Power Field (Personal). If the Experiment only has a Driver crew or is a battlesuit, the driver/operator gains these effects.

Hekatii's Grace

A bloody reflection of Morai-Heg, Hekatii is the inspiration of the Wych Cults, the Experiments made in her name as sadistic as they are graceful.

Melee Weapons: Said to move so swiftly that her victims died never seeing the flash of her weapons, this Experiment was forged to reward the swiftness of its wielder. When making a Swift Attack or Lightning Attack, he Experiment gains Damage and Penetration equal to half of the user's Agility Bonus (rounded up).

Ranged Weapons: The only further way to take another life is to look your victim in the eye, or so Hekatii proclaimed, making ranged Experiments dedicated to her rare but cruel. When making an attack at Point Blank range, the Experiment gains the Crippling quality with a rank equal to the user's Weapon Skill Bonus.

Armour: Valuing risk, followers of Hekatii have been known to make use of unique grav-impellers in their Experiment suits, able to propel themselves with greater killing force the lighter they are. The Experiment grants the wearer the Brutal Charge trait equal to 10 minus the armour's AP.

Gear and Tools: When integrated into the user's martial performances, this Experiment adds to their aesthetic in impressive and terrifying ways, drawing the eye and inspiring admiration and fear. The Experiment grants the user a +20 bonus to Trade (Performancer) and Intimidate tests and gain +1 Degrees of Success on every test made as a part of the Arena Combat Downtime action.

Vehicles and Battlesuits: Few vehicles or battlesuits could be said to be as swift as the Hekatii Experiments, the greatest of them used at the height of the Dark Olympiad. The Experiment doubles its tactical movement and triples its cruising speed if a vehicle and increases the base movement rate of battlesuits by 5.

Qa'leh's Slaughter

The Mistress of Blades inspires her devoted acolytes to great martial heights; Experiments dedicated to her serve to empower slaughter they compel in her name.

Melee Weapons: Lesser foes are a mere annoyance to the wielder of this Experiment, cutting them down barely worth their notice. The first time a Minion type character is killed by the Experiment on the user's turn, the user gains an additional Half action on their turn that can only be used to take Attack actions.

Ranged Weapons: As the name implies, the Mistress of Blades was not known for her use of ranged weapons, though some tell of her favour for the use of shuriken. The Experiment changes its Damage type to Rending, gains +5 Penetration, the Razor Sharp quality, and gain the effects of one Custom Ammunition available to Shuriken weapons, chosen at Artifact Generation.

Armour: Qa'leh did not need a knife or sword to slay; every inch of her body became a scything blade for her use, this Experiment emulating her incredible capacity for violence. The Experiment grants the wearer's unarmed attacks +5 Damage, +5 Penetration, and the effects of the Wicked Barbs upgrade.

Gear and Tools: To be without a weapon is to show your willingness to be killed, so say the teachings of Qa'leh, this Experiment a weapon first with a secondary use attacked. The Experiment counts as a Great Weapon with the effects of a Power Focus upgrade, able to extend into and retract from the two-handed weapon as a Half action.

Vehicles and Battlesuits: Every inch of the Experiment's hull is covered in rending microblades, aiding the operator in using the hull itself as a weapon. The Experiment grants the operator a +20 bonus to Hit and Run, Ram!, and unarmed attacks while operating the Experiment.

Vect's Dominance

Older than the Fall, the Living Muse Vect controls the Dark Kin and their Dark City with a mastery of intrigue, having created many Experiments to maintain his steel grip on Commorragh.

Melee and Ranged Weapons: Every enemy and traitor slain by this Experiment is a reminder that all should know their place, inspiring such thoughts in the user's subordinates. The Experiment gains +5 Damage and whenever an attack with it kills a character the user may make an Inspire test, gaining a +20 or +40 bonus to the roll if the enemy was an Elite or Master type enemy respectively.

Armour: No foe deserves to touch the wielder of the Experiment, let alone attack them, bathing them in an aegis of contempt. The Experiment grants the user a Power Field (Personal) and removes any bonuses to attack the wearer while they are unaware of the attack.

Gear and Tools: Hidden away in the Experiment is a powerful tool of destruction, the user never without an innocuous tool that might smite their opposition. The Experiment counts as a Drukhari Heavy weapon with the Digital upgrade.

Vehicles and Battlesuits: Within the Experiment's engine sits a shield array amplifier, able to take a single generator and layer its effects akin to a might battleship's void shield arrays. The Experiment gains +10 AP in all locations and the effects of the Layered Shield Generator upgrade that recharges after 1d5 rounds.

TABLE 4-32: EXODITE WILDCRAFT TRAITS

d10 ROLL	RESULT
1-2	Maiden's Bounty
3-4	Treasure of the Crone Worlds
5-6	Draconic Myth
7-8	Knightly Raiment
9	Royal Lineage
10	Blessing of the World Spirit

Maiden's Bounty

Many Wildcrafts of the Maiden Worlds, the Paradise worlds moulded by the Genesis engines, are the result of the quirks in the Aeldari terraforming process, the materials holding anomalous properties.

Melee and Ranged Weapons: The instincts of the Wildcraft's wielder embolden its use, encouraging the warrior to embrace their inner beast. The Wildcraft gains Damage and Penetration equal to the user's Perception Bonus.

Armour: Forged from exotic materials found within the mantle of Genesis-formed worlds, this Wildcraft is as resilient as Adamantine. The Wildcraft gains +5 AP and when hit by a melee weapon without the Artifact, Force, Power Field, or Warp Weapon quality that rolls a 1 on Damage, the Wildcraft destroys the weapon.

Gear, Tools, Vehicles, and Battlesuits: Protected by means that even the greatest of seers are unsure of, the Wildcraft protects itself from any threat that would render it inoperable by any means other than complete destruction. The Wildcraft is immune to the Haywire effect and any ability that would render it inoperable without completely destroying it.

Treasure of the Crone Worlds

Source of the supremely important spirit stones, Crone Worlds are harvested by Knights and Rangers for their crystal bounty, this Wildcraft found on one such expedition to the old Empire's core worlds.

Melee Weapons: This Wildcraft was formed through the great psychic tumult caused by the birth of She-Who-Thirsts, a conduit of psychic might. The Wildcraft gains the Force quality, the quality able to be used by characters without the Psyker trait, treating their psy rating as half of their Willpower Bonus (rounded up).

Ranged Weapons: At one time, the Wildcraft was host to a foul daemon, its passing turning its loading and firing mechanisms into something unnatural. The Wildcraft gains the Tainted quality and has an unlimited clip.

Armour: Spun from the same substance that forms spirit stones, the Wildcraft is beautiful to behold, even if some would consider its use to be particularly gauche. The Wildcraft gains AP equal to the wearer's Willpower Bonus and makes the wearer immune to the effects of Psychic Phenomena and Perils of the Warp results that do not automatically kill the wearer.

Gear and Tools: What refuges there are to be found in the Crone Worlds are warded by runes to abjure the corruption beyond their sanctuaries, runes like those found on this Wildcraft. This Wildcraft reduces all Corruption the user gains by 1 (to a minimum of 0).

Vehicles and Battlesuits: Having witnessed the Fall, the Wildcraft holds nothing but perfect hatred for the predators of the Warp and those that might summon them. The Wildcraft grants all weapons equipped to the Bane (Daemons, Psykers 7) quality and a +20 bonus on attacks against creatures with the Daemonic or Psyker traits.

Draconic Myth

Every Exodite world has its own mythic history of mighty beasts and foes, requiring mighty Wildcrafts to fell or tame for the Aeldari to truly dominate their world.

Melee and Ranged Weapons: Wielded by a valiant warrior atop a loyal mount, this Wildcraft remembers the thrill shared of two hearts beating as one in the thrill of combat. While riding a mount, the Wildcraft gains Damage and Penetration equal to the Size trait of the user's mount and gains a +10 bonus on attacks.

Armour: The remnants of a great dragon was used in the forging of this Wildcraft, its hide long and thick, able to impart a measure of protection on the user and their mount. The Wildcraft gains +5 AP and grants the wearer and their mount an additional +5 AP against attacks with the Beam, Blast, and Spray qualities.

Gear and Tools: Legend tells of this Wildcraft's maker designing it for their trusted animal companion, aiding their already impressive skills. The Wildcraft us designed for use by Familiars, granting Familiars a +30 bonus to use the Wildcraft.

Vehicles and Battlesuits: Many forms of dragon are pack animals, this Wildcraft designed to help them hunt with their larger pack leader. The Wildcraft gains additional carrying capacity equal to double its Size and the effects of either the Rapid Assault Ports upgrade or the Command Node upgrade.

Knightly Raiment

The Knights of the Exodites are a new development in the history of the Eldar, but the earliest of them wielded great Wildcrafts that aided in taming their worlds.

Melee and Ranged Weapons: A weapon of incredible size, the Wildcraft is designed for the use of a towering lord of war to turn against others of similar stature. The Wildcraft gains the Titanic (1, 2, or 3) quality and the Bane (Titanic 7) triat, Titanic meaning any target of Size 7 or greater.

Armour: Painted with the sigils and heraldry of a high Exodite clan, the Wildcraft is designed for integrate with the clan's Knight's, allowing for an ease of use and, if needed, escape from the cockpit. The Wildcraft grants the wearer the effects of a Grav Chute, an MIU Interface, and increases the base movement rate of any battlesuit they pilot by 3.

Gear and Tools: When not walking to war, some Knights are equipped with tools of immense size, this Wildcraft able to scan for miles or cut through mountains. The Wildcraft is designed for the use of a battlesuit, the GM deciding how the increase in size alters its use (i.e. an Auspex that can scan for kilometers or a lascutter that can cut holes through mountains).

Vehicles and Battlesuits: A true lancer, the Wildcraft is tasked with the destruction of enemy vehicles, hunting Banekblades and Annihilation Barges as well as smaller Chimerae and jetbikes. The Wildcraft grants all weapons equipped to it the Bane (Battlesuits, Vehicles 7) trait.

Royal Lineage

Swearing fealty to the Monarchs of their world, Exodites look up in great respect and awe at the Wildcrafts wielded by the Kings and Queens, many taken from the Empire during the exodus.

Melee Weapons: Carrying the greatest of power weapons with them as they forsook their old Dominion, these Wildcrafts wield disruption fields so potent they may even shatter other weapons of their kind. The Wildcraft gains 1d10 Damage and the Power Field quality, the weapon able to break weapons with the Power Field quality as if they did not have it when parried.

Ranged Weapons: Taking on the appearance of a great bow or arbalest, the Wildcraft uses its arms to generate energy, propelling its ammunition with great velocity, striking like a bolt of lightning. The Wildcraft doubles their Range and may choose to sacrifice the doubled range to gain the Beam quality when making an attack.

Armour: No Exodite Monarch worth their throne is weak, in body or spirit, their Wildcraft mantles bolstering their physical fitness to help strike down threats to their people. The Wildcraft gains +4 AP and grants the wearer a +10 bonus on all Strength, Toughness, and Agility tests while wearing the armour.

Gear and Tools: A Monarch can always rely on their subjects to come to their aid, this Wildcraft designed to expect such help and lead in the task at hand. The Wildcraft grants the user an additional +20 bonus on tests using it to which they are benefiting from the Help action of another character.

Vehicles and Battlesuits: The Monarch's Knight is always the mightiest upon an Exodite world, its passage a symbol of hope and victory for all who witness it. The Wildcraft gains +20 Integrity and all friendly characters that can see the Wildcraft gain the benefits of the Inspired action.

Blessing of the World Spirit

Throughout a network ancient stone pillars and menhirs, the World Spirit of the Exodites whispers, granting great and terrible knowledge of the theirs Wildcrafts to those that would listen.

Melee Weapons: The Dragon's spirit lurks within the Wildcraft, urging its user to embrace its fury, to cut down their enemies, and bathe in their still warm blood. The Wildcraft grants the user the Frenzy talent if they did not already have it and while Frenzied the Wildcraft gains +1d10 Damage, the Vengeful (6) quality, and increases the wielder's base movement rate by 2.

Ranged Weapons: Much like those Wildcrafts of Royal Lineage, this Wildcraft takes on the form of a bow, every draw back of its arms generating a bolt of the World Spirit's energy, those struck feeling the influence of the great spirit ravage them. The Wildcraft gains the effects of the Bow of Kurnous upgrade, gains the Crippling (2) and Shocking qualities, and reduces its RoF to S / - / -.

Armour: The World Spirit and its Wildcraft remember Gea and her quiet tenacity, weaving for its chosen mortals a shred of her dignity and power. The Wildcraft gains +5 AP and gains the effects of a Storied Fortitude of Gea

Gear and Tools: Shaped by inspired Worldsingers out of fallen menhir stone and crystal root, the Wildcraft becomes one with its user, stone becoming as flesh. The Wildcraft is implanted like and gains the effects of a cybernetic immune to the effects of the Haywire quality.

Vehicles and Battlesuits: Etched with totemic runes and clan fetishes, the Wildcraft emanates an aura of wild empathy, the world around it empowering its existence and abide its passing. The Wildcraft gains the effects of the Artisan Hull upgrade and all characters with the Bestial trait treat the Wildcraft and its operate as allies unless otherwise attacked first.

TABLE 4-33: XENOS TREASURES

d10 ROLL	RESULT
1-2	Mad Construction
3-4	Ethereal Grace
5-6	Crystalline Complexity
7-8	Biotechnical Mastery
9	Hypertech
10	Ancient Peerage

Mad Construction

It is a wonder how some species of the galaxy managed to escape from their homeworlds, often with strange Treasures that befuddle those who find them with their wild combination of natural and unnatural laws.

Melee Weapons: Gravity warps around this Treasure's killing edge or face, its housing heavy and every swing and strike heavier. The Treasure gains the Graviton quality and increases its Size quality by 1.

Ranged Weapons: Unstable mass and energy projectors line the Treasure's housing, projecting their means of slaying with intense force. The Treasure gains +5 Penetration and the Maximal quality but gains the Overheats (2) quality also.

Armour: Whoever designed this Treasure ensured no soul might touch them, every attack sending a lance of wild energy through abusing the third law of motion. Whenever a protected location of the Treasure is hit by an attack, the attacker must succeed on a -10 Toughness test or suffer 3 Damage that ignores armour and toughness. If the triggering attack causes multiple hits, the attack takes an additional -10 penalty to the Toughness test per every additional hit.

Gear and Tools: The Treasure is manic in its use, so keen in its duty that every success is perfected, though every failure is worsened by its grief. Whenever the user of the Treasure succeeds of a skill test using the Treasure, the user treats their roll as having been 01, however whenever the user fails on the test they are treated as having rolled 100 instead.

Vehicles and Battlesuits: Operating the Treasure is akin to driving an unbroken steed, its motive systems wilful and requiring greater wrangling to operate. The Treasure automatically succeeds on all Evasion reactions but inflicts a -10 penalty on all Agility tests made by its operator.

Ethereal Grace

The Aeldari are renowned for their unnatural agility, yet there are some creatures out in the Great Wheel with greater, unearthly grace, reflected in their Treasures.

Melee Weapons: This Treasure lashes out with beautiful arcs, every intended strike leading to another. The Artifact gains the Flexible quality and doubles the number of hits from any Attack action.

Ranged Weapons: Death is not spat out by this Treasure, it flows out like a perfect stream, cleaning the universe with every life wiped away in the torrent. The Treasure gains +3 Damage and ignores the penalty to taking Semi-Auto and Full-Auto attacks, granting a +20 bonus to such attacks instead.

Armour: Every joint and plate that makes up this Treasure bestows its user with a fragment of its creator's swiftness, urging them to survive not by withstanding pain but by avoiding it. The Treasure changes its Max Agility to - and grants the user and additional Reaction on their turn that can only be used on the Dodge action per location covered by the Treasure, gaining +4 Reactions if the Treasure is a Force Field.

Gear and Tools: A totem of some long-gone avian species, the Treasure imparts a spirit of freedom into the holder, urging them to fly fast and far. The Treasure grants the user the Unnatural Agility (+1) trait and increases the user's Flyer or Hoverer trait by (+3) if they have them.

Vehicles and Battlesuits: There is no greater example of perfect movement than those shown by this Treasure, even the Aeldari finding its movements uncanny. The Treasure sets its Manoeuvrability to +50 if it is a vehicle and grant the operate a +30 bonus to all Evasion tests if it is a battlesuit.

Crystalline Complexity

Like wraithbone psychoreactivity, there are many unique qualities of crystal that have been exploited in the Treasures of the xenos to great and powerful effect.

Melee Weapons: The lightweight gemstone that makes up this Treasure retain a sharp edge that resonate when they strike a foe, akin to a mono-edged chainsword. The Treasure gains +5 Penetration, halves its Wt (rounded up), and gains either the Razor Sharp or Tearing quality.

Ranged Weapons: An arcane lens and laser generator built into the Treasure allows it to fire a searing beam of energy into the foe before its loaded projectile strikes, melting armour and opening the way for its payload. The Treasure gains +5 Penetration and if the Treasure's Penetration is higher than a hit target's AP the Treasure deals additional damage equal to the difference.

Armour: Every surface of the Treasure is covered in an energy-resistant lattice of crystal, drinking in light and heat like water. The Treasure gains +4 AP and the effects of the Energy Dispersal Plate upgrade.

Gear and Tools: Whatever species found the psychic crystals that make up this Treasure must have had a level of control on par with the Eldar to make such an alien rune. The Treasure is considered a Rune (see page XX), granting the user the ability to cast the Assail psychic power without having the Psyker trait, any character being able to treat their psy-rating as being equal to their Intelligence bonus. Casting Assail in this way cannot cause Psychic Phenomena or Perils of the Warp.

Vehicles and Battlesuits: The hull of this Treasure is constructed of living crystal, similar to necrodermis, reknitting itself when damaged. The Treasure gains +10 Integrity and the effects of the Auto-Repair Hull upgrade.

Biotechnical Mastery

Scoffed at by the Haemonculi, who claim to have mastered the art of fleshcraft, many species had created Treasures of flesh and bone themselves, some which many pain-clerics quietly steal and study themselves.

Melee and Ranged Weapons: How a species managed to create a biological system able to generate a disruption field or graviton blast confounds all who try to study the Treasure, as is how they turned it into a symbiotic entity. The Treasure is a fleshcraft, gaining the Integrated quality, treating melee attacks with the Treasure as the user's unarmed attack, and granting ranged attacks an infinite clip but also the Recharge quality.

Armour: Needles and nerve-tines line the inside of the Treasure, integrating into the wearer's nervous and immune system to improve upon both. The Treasure gains +3 AP and grants the user immunity to poisons and the Toxic trait.

Gear and Tools: A macro-parasite, the Artifact weaves itself into the user's body, extending out when commanded to its bound user in exchange for access to the user's blood and consumed nutrients. The Treasure is a fleshcraft and may be used as two utility mechadendrites chosen at Artifact Generation. The user does not need the Mechadendrite Use (Utility) talent to use this Artifact.

Vehicles and Battlesuits: Not simply a vehicle, the Treasure is a great beast, still retaining internal rooms yet made of flesh and bone, akin to the dreaded tyranids. The Treasure gains the Living trait, the GM choosing a suitable character profile for the vehicle for its size and movement types (i.e. a Chimerae might use the profile of a Grox or an Jetbike use a Winged Leonid (see page XX)).

Hypertech

Without psychic abilities and warptech, few societies develop beyond their home star, but the Treasures of those that can show their great technological superiority.

Melee and Ranged Weapons: Just as the Aeldari made use of a subrealm between realspace and the Warp to transport themselves, some species find their own unique ways to move through the stars, some even turning method into a weapon. The Treasure gains the Maximal quality and, while making an attack with the Maximal quality it also gains the Dimensional Weapon quality, throwing those destroyed by it into a strange and unknown realm.

Armour: Motive force flows through the Artifact, akin to the mighty suits of Astartes power armour, outfitted with systems that speak to the resources available to its creators. The Artifact gains +5 AP and gain effects of different pieces of gear and upgrades depending on what locations it protects:

- Head: Gain the Omni-visor upgrade.
- Arms: Gain the Powered Gauntlet upgrade.
- Body: Gains two Utility Mechadendrites usable without the Mechadendrite Use talent.
- Legs: Counts as Magboots.
- All: Any three of the above options.

Gear and Tools: This Treasure was designed to link with a user of advanced craftsmanship themselves, interface ports lining the item for neural connectivity and fine usage. The Treasure gains a collection of interface ports, allowing a character with an Interface Port or MIU cybernetic to connect to it, granting the user an additional +20 bonus when connected in this way.

Vehicles and Battlesuits: A slaved AI is built into the internal cogitators of the Treasure, bound to service to its operator and able to manage and optimise the use of further upgrades to its host chassis. The Treasure gains the Co-Pilot Spirit trait, possessed by a Grizzled Coterie NPC, and reduces the Personal Upkeep of all upgrades attached to the vehicle by 2 (to a minimum of 1).

Ancient Peerage

Haughty, the Eldar have few positive words for any other civilisation, yet those they show any respect to prove their worth through their greatest Treasures.

Melee and Ranged Weapons: Through a means completely alien to any but its creator, this Treasure's wrath cannot be denied by any shield. Damage inflicted by this Treasure cannot be reduced in any way (i.e. Armour, Toughness, the Machine trait) and ignores any Force Field protecting the target.

Armour: By means of the highest warpcraft, the Treasure becomes a nexus of fate, damage inflicted upon it spread across all possible versions of the user while wearing it. The Treasure gains AP equal to the wearer's Renown Bonus, this AP unable to be reduced by weapons without the Force or Warp Weapon qualities.

Gear and Tools: No task is too difficult while this Treasure is in use, all obstacles and distractions deflected by such a perfect tool. All skill tests using this Treasure cannot suffer from negative penalties.

Vehicles and Battlesuits: Along with its typical motive systems, the Treasure hosts a perfect teleportation drive, its methods impossible to understand yet clear to use by the operator. When taking an action with the Movement subtype, the operator may choose to have the Treasure teleport instead, allowing it to reach anywhere within movement range. In addition, the vehicle counts as a Site-to-Site Homer, teleporting back to the Vessel when it would be rendered inoperable, every crew and passenger able to choose whether they are taken with it or not.

TABLE 4-34: WARPSPAWN TRAITS

d10 ROLL	RESULT
1-2	Telekine
3-4	Biomantic
5-6	Farseeing
7-8	Thermal
9	Cronostrife
10	Exalted

Telekine

Perhaps the most common of sorcery, the ability to move objects with just the power of will can be found in many Warpspawn, often yet not always to destructive ends.

Melee Weapons: A veil of force surrounded this Warpspawn, gravity flexing the light around it and pushing back any would-be attack. The Warpspawn gains the Power Field quality and grants the wielder the ability to Parry ranged attacks from weapons of the same Size quality or less. If the wielder has the Counter Attack talent, they may counter a parried ranged attack back at the original attack using the attacking weapon's profile and using Weapon Skill as an Alternate Characteristic.

Ranged Weapons: The projectiles loosed by this Warpspawn are thrown far further than naturally possible, striking foes at unnatural speed. The Warpspawn gains +5 Damage, triples its Range, and forces Protection Rating rolls caused by its attacks to roll twice and choose the worse result.

Armour: Generating a true field of force, the Warpspawn protects its user from harm, ensuring their soul is protecting at all costs. The Warpspawn grants the user immunity to Impact damage and damage caused by the Blast quality.

Gear and Tools: More than a simple tool, the Warpspawn is capable of generating a dome of force around its operator, protecting them as they work. The Warpspawn allows the user to cast the Telekine Dome psychic power without being a psyker, the user treating their psy rating as equal to their Willpower Bonus.

Vehicles and Battlesuits: A lack of propulsion device is not necessary to this Warpspawn in order for it to fly, instead simply lifting from the ground by the operator's will. The Warpspawn vehicles allow the operator to use a Half action to turn the Warpspawn into a Flyer or Skimmer as a Half action, and battlesuits gain the Flyer and Hoverer traits equal to their base movement rate.

Biomantic

Flesh twists in the presence of the Warpspawn, be it strengthened or weakened, creating rough monstrosities and unearthly beauty.

Melee and Ranged Weapons: Acid salivates from the Warpspawn, be it against its edge or from the substance of its projectiles, eager to digest its foes. The Warpspawn gains the Corrosive and Felling (3) qualities.

Armour: The wearer of this Warpspawn feels it slowly become a part of their body, a host to a powerful organ that would see its body survive. The Warpspawn grants the wearer immunity to Blood Loss and grants the Regeneration trait equal to half of their Toughness bonus. In addition, if the user loses a limb while wearing the Warpspawn, the user regrows the limb in 1d5 hours, the flesh strange and daemonic.

Gear and Tools: Melding into the flesh of the user, the Warpspawn shapes itself into a form worthy of they who wield it. The Warpspawn is a fleshcraft, gaining the abilities of another fleshcraft chosen at Artifact Generation, the effects of both its core use and the fleshcraft form combining in strange ways.

Vehicles and Battlesuits: The command throne of the Warpspawn is alive, the true brain of the vehicle waiting to integrate with a thinking operator, melding the senses of both together, becoming one body with two minds. The Warpspawn grants the operator the Unnatural Perception (+2) trait and granting a +10 bonus to all tests made while operating the Warpspawn.

Farseeing

The Well of Eternity is tumultuous, all souls liable to turn mad trying to divine the future within it. With the aid of keen Warpspawn, though, the future might be known.

Melee Weapons: Distance becomes nothing to the wielder of the Warpspawn, the user able to attack their enemies from a distance as if they were directly before them. The Warpspawn increases the reach of attacks with the weapon by 3 times the wielder's Perception Bonus, the attack still considered a melee attack but being unable to be parried.

Ranged Weapons: As the user of the Warpspawn looks down its scope, they see all possible futures of the target at once and let the weapon choose which to strike. When making an attack with the Warpspawn against a character within Long Range, the wielder may choose to automatically succeed on the test and ignore any Force Field protecting the target.

Armour: As the wearer of this Warpspawn is attacked, they find an unnatural intuition of how the assailant struck, able to protect themselves in proportion to the preparation taken on the attack. When hit by an attack, the Warpspawn reduces damage taken by the Degrees of Success on the attack roll.

Gear and Tools: Spying the most likely chance at failure, the Warpspawn gently guides the user away from such embarrassment. Whenever the user uses a Fate point to re-roll a skill test using the Warpspawn, it grants the user a +50 bonus on the re-roll.

Vehicles and Battlesuits: The Warpspawn's perception reaches our and away from its hull, the operator gaining a strange sense of all that surrounds it while sitting into the cockpit. The Warpspawn grants the operator the Unnatural Senses trait equal to 10 times the Warpspawn's Size trait and inflicts a -20 penalty on all attacks made against it from characters within the area of their Unnatural Senses.

Thermal

Whether sapping heat or burning bright, the Warpspawn controls the thermodynamics around it, spreading hoarfrost and infernos in its wake.

Melee and Ranged Weapons: Radiating a prismatic flame, the Warpspawn bathes those it strikes in a conflagration which oscillates between being as cold as the void and as hot as a star. The Warpspawn gains the Flame quality, can damage characters normally immune to the Flame quality, and damage dealt by its Flame quality deals 1d10+2 Damage instead of 1d10.

Armour: Donning the Warpspawn would allow even the weakest of children to be able to walk into the blistering fires of Khorne's forges and come out unscathed. The Warpspawn grants the user immunity to Energy damage and the Flame quality.

Gear and Tools: The Warpspawn grows accustomed to its bonded user through its travels, creating an aura around itself to protect them from the elements. The Warpspawn grants the user a +30 bonus on tests to avoid or resist the effects caused by low or high temperature.

Vehicles and Battlesuits: The engine of the Warpspawn belches fire, its hull radiating such heat that it ever gives off steam and smoke as air burns to its touch while its insides remain cool and comfortable. The Warpspawn gains +10 Integrity, becomes immune to the Flame quality, grants all crew and passengers immunity to the Flame quality, and grants all Hit and Run, Ram!, and unarmed attacks made by the Warpspawn or its user the Flame quality.

Chronostrife

Many psykers may be able to look into the passing of time, but very few can alter it, oft needing the aid of powerful Warpspawn to halt the passage of aeons.

Melee Weapons: The Warpspawn despises any path that sees it miss its intended target, allowing its user to briefly stutter time back a second to try again. The Warpspawn gains +5 Penetration and if an attack with the Warpspawn misses a target or the target succeeds on a Protection Rating test against it, the user may re-roll the attack or tests once with a +20 bonus.

Ranged Weapons: Witnesses to the Warpspawn's use swear it fires slower than its effects show, unaware that the weapon pulls possible attacks from other possible times into the present. The Warpspawn gains +5 Damage and gains the Storm quality, though it does not consume extra ammo when used.

Armour: Attacks that should hit the Warpspawn's wearer are instead passed on to a past version of the wearer that never came to be. Once per turn when the wearer fails an Evasion test while wearing the Warpspawn, they may re-roll the test with a +30 bonus, and the first time they fail or overload on a Protection Rating roll they may re-roll and choose the better result.

Gear and Tools: With this Warpspawn in hand, the user finds that they have much more time to commit to their endeavours, onlookers swearing they are moving at unnatural speeds. Whenever the Warpspawn's user takes a Downtime action that requires multiple skill tests, they gain an additional test for that action.

Vehicles and Battlesuits: A strange rune sits upon the Warpspawn's operation surface, calling out to its operator to show time who its master is. Once per mission objective, the operator of the Warpspawn may choose to activate the Warpspawn's effect as a Free action, gaining an additional turn immediately after the current one.

Exalted

Rightly feared, Warpspawn like these come directly from the dreaded forges of the Realm of Chaos, truly dark Artifacts that only the truly corrupt would wield.

Melee and Ranged Weapons: The Warpspawn whispers in the mind of its wielder, urging them to greater acts of cruelty and destruction and rewarding them for their offerings. The Warpspawn gains the Tainted quality and treats the wielder's Corruption as being double of what it truly is for the Tainted quality effect.

Armour: Sacrilege and chaos bathe the wearer of the Warpspawn in a protective layer of warp essence, allowing its exalted to continue their dark work. The Warpspawn gains AP equal to the tens digit of the user's Corruption.

Gear and Tools: A trap for a powerful daemon, the Warpspawn contains a powerful daemon, the user able to call upon them for aid in exchange for a lick of their immortal soul. The Warpspawn is possessed by an Elite type Daemon, the user able to ask the Daemon to grant them a +30 bonus on any skill test in exchange for taking 1d5 Corruption. The Daemon may also talk to the user, always seeking a way to escape the Warpspawn, surely granting a great and terrible reward if willing aided in its escape.

Vehicles and Battlesuits: Such a tool of destruction like this Warpspawn is at great risk of being destroyed by the forces of sanctity, its daemonic creator protecting it with a field of corruption. The Warpspawn gains a force field with a PR 90, overloading only on a roll on 09 or 90. The force field is repaired after a character is killed with weapon mounted on the Warpspawn, a Hit and Run or Ram! action, or an unarmed attack.

TABLE 4-35: ARTIFACT QUIRKS

d10 ROLL	RESULT
1-2	Compact
3-4	Imposing
5-6	Steady
7-8	Energetic
9	Potent
10	Invulnerable

Compact

Perfectly miniaturised, this Artifact may have been designed for either comfort or covert uses, easily hidden and stored where it is hard to see.

Melee Weapons: The Artifact is mounted upon the wielder's wrist, able to extend and unfold into its full state with a programmed command, often unfurling into blades but sometimes into weirder masses like hammerheads or scything talons. The Artifact gains the effects of the Compact and Forearm Weapon Mounting upgrades, becoming one handed if it is a two-handed weapon.

Ranged Weapons: Even the Jokaero cannot produce such a perfect digital weapon, the weapon miniaturised perfectly and retaining its full capacity for destruction. The Artifact gains the effects of the Digital upgrade without reducing its Clip.

Armour: Sleek and tight, this Artifact can be worn as a thin bodyglove, easily hidden beneath more casual garb and quite difficult to detect. The Artifact gains the effects and visual appearance of Synskin, reducing its Wt to - and inflicting a further -20 penalty to detecting the Artifact and its true nature.

Gear and Tools: Small enough to fit into the central gem of a ring, this Artifact is easily concealed while retaining its full range of operations, perfect for espionage and operation. The Artifact is the size of a trinket, hidden away in a normal article of clothing, allowing the use of its full effects while causing tests to detect it to suffer a -50 penalty, including any signs or signals it may give off (i.e. a comm-bead's signal or las-cutter's cutting beam).

Vehicles and Battlesuits: Deceptively compact, the Artifact has been reduced in size and contains integrated stunner fields, hard to spot and harder to shoot at. The Artifact reduces its Size trait by 1, inflicts a -30 penalty to tests made to detect the Artifact, and inflicts a -10 penalty on any attacks against it.

Imposing

Constructed with foul and cruel intention, merely viewing this Artifact summons feelings of dread, as if carrying its creator's malice with it.

Melee and Ranged Weapons: Taking an weapon and simply making it bigger does not always improve its function, yet this Artifact uses its size to great and terrifying effect. The Artifact gains +3 Damage and increases its Size trait by 1.

Armour: Particularly thick, the Artifact expands the wearer's silhouette, making them look all the more imposing as they stare down at their enemies. The Artifact gains +3 AP and if it covers at least the wearer's Body and Legs also increases the user's Size trait by 1.

Gear and Tools: Whoever designed the Artifact did not do so with good intentions, every surface containing some means to inflict suffering on another. The Artifact counts as a an Excruciator Kit that also grants its bonus to Intimidate tests.

Vehicles and Battlesuits: Whoever designed the Artifact wanted all that witnessed it to know that doom had come to claim them. The Artifact gains +10 Integrity, increases its Size trait by 1, and any weapons mounted upon it gain +5 Damage.

Steady

Balanced down to the atomic level, holding the Artifact reveals how easy it is to wield, a joy to wield for any that seek to make use of it.

Melee Weapons: The shape of the handle and the materials that made up its heft seem so light, every swing swift and perfect for deflecting incoming attacks. The Artifact loses the Unwieldy quality if it has it and grants a +20 bonus to Parry tests.

Ranged Weapons: Some element of the Artifact lends itself to accuracy; be it a superior scope, an auto-adjusting barrel, or a spirit of perfection possessing it. The Artifact gains the Accurate quality, the quality's damage increasing to 1d10+5.

Armour: The wearer of this Artifact find themselves better able to keep their balance, their weight easily shifting to centre mass through its subtle shifting. The Artifact grants the wearer the Sturdy trait.

Gear and Tools: The Artifact is perfect constructed for its purpose, truly a worker's dream to own. The Artifact grants a +10 bonus on any test to fulfil its use.

Vehicles and Battlesuits: Grav-stabilisers line key points of the Artifact, granting its operation an ease of use its operators adore. The Artifact gains +10 Manoeuvrability

Energetic

Supercharged, the Artifact is unable to truly contain its internal radiance, giving off great and dazzling displays in pursuit of its purpose.

Melee Weapons: Power foci make use of disruption fields to tear matter apart, while this Artifact makes use of a hybrid flare field also, causing a flash when struck. The Artifact gains the Power Field quality and when used to successfully Parry an attack, the release of light acts as a photon flash grenade burst centred on the wearer, not affecting the wielder.

Ranged Weapons: The firing mechanism of the Artifact has used of an incredibly rare accelerator, the projectile bursting from it retaining its initial velocity for longer. The Artifact treats all targets as being one range band closer to them (i.e. Short range as Point Blank, Extreme range as Long range, etc).

Armour: The surface of the Artifact is threaded with lumen-capacitors, allowing it to be used as a portable power bank. The Artifact grants the user the effects of the Luminen Capacitor and Internal Reservoir cybernetics, gaining a +10 bonus to the Luminen Capacitor's powering test for every location covered by the Artifact.

Gear and Tools: The Artifact builds up charges the more it is used, becoming more and more useful for its intended purpose. Whenever the Artifact is used to assist on a skill test, it grants a cumulative +10 bonus on further skill tests (up to a maximum of +50) until the end of mission or until the Artifact is used during a failed skill test.

Vehicles and Battlesuits: Few engines can output the motive force the Artifact can produce, allowing its operator to move at greater speeds. The Artifact increases its tactical movement by 5 and cruising speed by half of its current cruising speed (rounded up) and increase its base movement speed by 2 if it is a battlesuit.

Potent

Whether buy superior materials or arcane mechanics, this Artifact is particular powerful, going beyond the abilities normal for similar devices.

Melee and Ranged Weapons: Every attack made by the Artifact strikes harder than any of their more mundane counterparts. The Artifact gains +2 Damage and +2 Penetration.

Armour: Power-servos line the interior of the Artifact, grants it user the strength of one of far greater size. The Artifact grants its wearer the Unnatural Strength (+1) trait.

Gear and Tools: Elegant in design, the Artifact is particularly well suited to enact its purpose, able to output greater accuracy in its operation. Every successful test made using the Artifact gains one additional Degree of Success.

Vehicles and Battlesuits: Every weapon attached to the Artifact channels an element of its potency, striking with intensity. The Artifact grants any weapon equipped to it +5 Damage.

Invulnerable

Able to shrug off even the greatest of blows, the Artifact was designed to last. Perhaps it could even survive in the heart of a vibrant star.

Melee Weapons: A shield is integrated into the frame of the Artifact, allowing it to protect its use as they go to war. The Artifact grants the wielder +2 AP to their Body and the Arm they wield it in, +4 AP if the weapon has the Force, Power Field, or Witch-Edge qualities.

Ranged Weapons: The frame of the Artifact makes it particularly suited to overcharging it without risk. The Artifact gains the Maximal quality and loses the Overheats quality if it has it.

Armour: Forged from materials even the strongest disruption fields cannot full destroy, the Artifact always offers some protection to its wearer. The Artifact gains +3 AP, its AP cannot be reduced below half of its total (rounded up) do to Penetration or effects that ignore Armour, and if the Artifact counts as a void suit it never punctures due to attacks.

Gear and Tools: Loyalty is woven into the very essence of the Artifact, never to leave its bonded user's side. The Artifact always seems to be in arms reach of its user, even if taken away, mysterious appearing in hand when called upon.

Vehicles and Battlesuits: The armour plating of the Artifact is deceptively dense, able to withstand attacks that would otherwise puncture right through into its superstructure. The Artifact grants +10 AP to all locations.

ASPECTRAL ARTIFACTS

Tools of the spiritual and martial leaders of the Aspect Shrines, Spectral Artifacts are weapons wielded by Exarchs, each of a similar form but of unique significance to their particular Shrine. Each one is particularly powerful, a relic of Khaine to be respected and feared.

Aspectral Artifacts are considered Storied Artifacts, gaining all the usual rules for such Artifacts but only ever have one Origin Trait, never having Quirks.

RANGED ASPECTRAL ARTIFACTS

Dragon's Breath Flamer

With a soul-rending roar, the Dragon's maw opens and reins blistering death upon those that would defile its spirit. The Dragon's Breath flamers are tools of Fire Dragon Exarchs who favour the indiscriminate expurgation of their foes, heavier than the standard Aeldari flamer and capable of far greater destruction.

In addition, every Dragon's Breath Flamer gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Firepike

With an extended barrel and violent spirit, the firepike projects its wrath at a far greater range than the dragon fusion gun. While some Exarchs of the Fire Dragons might prefer the intimacy of the dragon axe or indiscriminate death of the dragon breath flamer, Shrines led by a wielder of a firepike tend towards the more strategic, careful, and stable.

Every Firepike gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Hawk's Talon

The vengeful Hawks of myth are said to be the spirits of the murdered, demanding retribution against those that made them victims, their talons ready to shred the guilt from the guilty. The Hawk's Talon is the ultimate form of the lasblaster, their channelling crystals enriched with the martial fury of Khaine.

Every Hawk's Talon gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Newy'n Grav-Blaster

So great is the hunger of the Star Mantid Queens that they crushed the bounty of whole worlds down to fit into their slaving maws, unwilling to wait to fill their cavernous guts and seeking a quick, filling meal. The Exarchs of the Star Mantids take this lesson to heart, taking up ancient grav-distortion blasters that turn their enemies into dense, bloody messes, felled by their own armour.

Every Newy'n Grav-Blaster gains an Artifact Trait from TABLE 4-29: AELDARI EMPIRE REMNANT TRAITS, rolling 1d10 when first acquired to determine the Trait.

Prism Blaster

Arcane even by the standards of the Aeldari, Prism Blasters are built through the same patterns as the weapons of the mighty Fire Prisms, acting as the nexus of the Shadow Spectre's infamous Ghostlight. The pulsing energy the blasters project tears through armour, destabilising its molecular structure in kaleidoscopic light, made even more powerful with the conjoined wrath of serving Prism Rifles.

While wielding a Prism Blaster, the Corsair may spend a Full Action to use its Ghostlight, granting a Prism Rifle within range +30m to its range and +2d10 damage on its attacks. This effect can stack with other Ghostlight effects up to +50m and +3d10 extra damage. Every Prism Blaster gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Spinneret Rifle

Unlike the blasts of suspended wire propelled by other monofilament weapons, the favoured rifle of the Warp Spider Exarchs operates similarly to the Harlequin's kiss, propelling a single strange of killer filament up to its range then retreating, uncoiling and shredding all those caught in its path.

Every Spinneret Rifle gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Star Lance

Just as Asuryan bore his mighty lance of starlight while riding upon the back of the steed Sunstorm, so to do those Exarchs of the Shining Spears who wish to emulate the Phoenix King's precise wrath with these enhanced laser lances.

Star Lances are wielded in one hand, not requiring the Brace action to use without penalty if the attack is made while riding a Mount or Bike. Additionally, when its Melee profile is used as a part of a Hit and Run action, the weapon's damage increases by 1d10 and its Penetration gains +6 Penetration. In addition, every Star Lance gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Sunrifle

Killing those below them as if the star above their heads was raining fire against the unworthy, Swooping Hawk Exarchs make use of sunrifles to cull enemy warriors under an unrelenting barrage of light. Collapsible by design, some Exarchs prefer to wield them as Sunpistols instead, keeping another hand free for another sacred instrument of death.

As a Full Action, the Corsair may turn the Sunrifle into a Sunpistol, becoming a Pistol class weapon and losing the Storm quality. It may be turned back into a Sunrifle with another Full Action. Every Sunrifle gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

TABLE 4-36: ASPECTRAL ARTIFACTS

NAME	CLASS	RANGE	ROF	DAM	PEN	CLIP	RLD	SPECIAL	WT	AVAILABILITY
Flame Weapons										
Dragon Breath Flamer	Basic	30m	S / - / -	2d10+4 E	5	20	Full	Fire Dragon, Flame, Spray, Artifact	5kg	Unique
Grav Weapons										
Newy'n Grav-Blaster	Basic	25m	S / - / 6	1d10+8 I	10	30	Full	Star Mantid, Graviton, Concussive (2), Artifact	6kg	Unique
Las Weapons										
Hawk's Talon	Basic	120m	S / 3 / 6	1d10+8 E	8	120	Full	Swooping Hawk, Gyro-Stabilised, Reliable, Artifact	5kg	Unique
Prism Blaster	Heavy	60m	S / - / -	2d10+8 E	12	60	Full	Shadow Spectre, Reliable, Artifact	8kg	Unique
Star Lance (Shooting)	Heavy	30m	S / - / -	2d10+12 E	10			Shining Spear, Reliable, Artifact	6kg	Unique
(Melee)	Melee	3m	-	1d10+12 I	4	20	2Full	Shining Spear, Unwieldy, Artifact		
Sunrifle	Basic	150m	S / 6 / 12	1d10+5 E	5	120	Full	Swooping Hawk, Storm, Artifact	4kg	Unique
Launcher Weapons										
Tempest Launcher	Heavy	500m	S / - / 6	2d10+4 X	10	120	2Full	Dark Reaper, Accurate, Reliable, Indirect (1), Storm, Artifact	22kg	Unique
Melta Weapons										
Firepike	Basic	60m	S / - / -	2d10+11 E	15	20	2Full	Fire Dragon, Melta, Beam, Flame, Reliable, Artifact	7kg	Unique
Monofilament Weapons										
Spinneret Rifle	Heavy	60m	S / - / -	1d10+8 R	12	-	-	Warp Spider, Beam, Crippling (2), Razor Sharp, Tearing, Artifact	4kg	Unique
Chain Weapons										
Biting Blade	Melee	2m		2d10+2 R	9	-	-	Striking Scorpion, Tearing, Razor Sharp, Artifact	10kg	Unique
Chainsabre	Melee	-		1d10+6 R	5	-	-	Striking Scorpion, Tearing, Balanced, Artifact	3kg	Unique
Power Weapons										
Diresword	Melee	-		1d10+5 R	7	-	-	Dire Avenger, Power Field, Balanced, Artifact	3kg	Unique
Dragon Axe	Melee	-		1d10+8 R	8	-	-	Fire Dragon, Power Field, Artifact	4kg	Unique
Executioner	Melee	2m		2d10+5 R	6	-	-	Howling Banshee, Power Field, Artifact	6kg	Unique
Mirrorsword	Melee	-		1d10+5 R	8	-	-	Howling Banshee, Power Field, Balanced, Artifact	2kg	Unique
Scorpion's Claw	Melee	-		2d10 R	8	-	-	Striking Scorpion, Power Field, Razor Sharp, Artifact	5kg	Unique
Triskele	Melee/Thrown	SBx6		1d10+6 R	6	-	-	Howling Banshee, Power Field, Artifact	1kg	Unique

Tempest Launcher

Ancient and venerable in design, the tempest launchers are the physical embodiment of overkill, twin-barrelled and filled with explosive death. Though the history of its creation is lost, the Dark Reaper Exarchs tell that it was the inspiration for the reaper launcher, downsized but retaining its killing spirit.

The basic ammunition for the Tempest Launchers are listed in TABLE 4-2: RANGED WEAPONS but may be loaded with other missiles. Tempest Launchers have an integrated Fire Selector upgrade, able to load 20 of each ammunition type. Every Tempest Launcher gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait. All effects of the Trait gained an imparted onto all loaded ammunition into the Tempest Launcher.

MELEE ASPECTRAL ARTIFACTS

Biting Blade

Modelled after the mighty Isirmathil, the diamond-tipped relic of the Phoenix Lord Karandras, each biting blade is a massive chainsword which best utilises the archetypal strength of the Striking Scorpions to crush and mulch the enemies of the Asuryani.

Biting Blades are two-handed melee weapons. When making a Standard attack with one, the weapon gains +1 Damage for every Degree of Success on the attack. Every Biting Blade gains an Artifact Trait from the Asuryani Artwork table (see page XX), rolling 1d10 when first acquired to determine the Trait.

Chainsabre

Favoured by Striking Scorpion Exarchs that prefer to slay their foes in a flurry of attacks instead of single killing blows, chainsabres are connected to baroque gauntlets with multiple miniaturised shuriken pistols built into the wrists. Each sting is painful, bringing a death by inches.

Chainsabres can be used as a Shuriken Pistol with the Twin-Linked quality and have an integrated Paired upgrade. Every pair of Chainsabres gain an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait, applied to both weapons in the pair.

Diresword

Asurmen secured the soul of his brother in his blade, the Sword of Asur, so that he could continue the fight against the Great Enemy even in death. The first Phoenix Lord's Exarchs follow his example, wielding blades with integrated spirit stones that slay the mind as the weapon parts the body.

After a successful attack action with a Diresword, the target must succeed on a +0 Willpower test, taking a -10 penalty for every hit. On a failure, the target takes 2d10 damage which ignores Armour and Toughness. Additionally, every Diresword gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Dragon Axe

A form of weapon rarely seen in the hands of the Asuryani, the first dragon axe was wielded by Fuegan whose weapon smoulders with the same burning hatred felt in its creation during the Fall. Each dragon axe carries the same heat as their spiritual ancestor, setting their foes alight as their Exarch channels their fury.

When an attack with a Dragon Axe triggers a Righteous Fury, the weapon doubles its Penetration and the target is immediately set on fire. Additionally, every Dragon Axe gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Executioner

Rare amongst Exarchic weaponry, every Executioner is unique in form, always a two-handed weapon but taking the form of swords, spears, scythes, or even axes and hammers. The particular construct of an Executioner tells any who view it the demeanour of the Howling Banshee shrine from which it came, its Exarch shaped by the weapon just as the weapon was shaped by its first Exarch.

Executioners are two-handed weapons and gain one of the following qualities when acquired: Accurate, Concussive (2), Razor Sharp, Tearing, Vengeful (8). Additionally, every Executioner gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Mirrorsword

Thicker in blade width but incredibly thin, the reflective sheen of the mirrorswords reflect the visage of their victims, the last thing they see being themselves. These blades are hotly sought after by cold traders, many a degenerate noble and cultist seeking a bonded pair.

Mirrorswords have an integrated Paired upgrade and grant the wielder of both Mirrorswords an additional Reaction on their turn which they can only use to Parry. Additionally, every Mirrorsword gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

Scorpion's Claw

Few sacred implements of the Aspect Warriors are as direct in their inspiration than the scorpion's claw, a great power fist in the shape of a crushing pincer. Mounted upon the back of their bulk are archaic shuriken catapults, granting the Exarch that wields it a new way to lacerate their foes as they crush them to death.

Scorpion's Claws may be used as a Shuriken Catapult and double the user's Strength bonus when determining the weapon's melee Damage. Additionally, every Scorpion's Claw gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 for both the melee profile and the Shuriken Catapult when first acquired to determine the Trait.

Triskele

Tri-bladed chakrams thrown by Exarchs of the Howling Banshees, the triskele cut through the air with deadly grace, dismembering those that have been marked for death by the blades of Khaine.

Triskele return to the hands of their user after being thrown and can be used to make Swift and Lightning attacks as a Thrown weapon. Additionally, every Triskele gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

PANTHEONIC ARTIFACTS

Holding an element of divinity within them, Pantheonic Artifacts are special items that have been imbued with the essence of the Aeldari Pantheon, akin to the mighty Avatar statues which host the essence of Khaine. Most come from the War in Heaven where the gods influence was greatest, though some are the remnants from their destruction at the hands of Slaanesh.

Pantheonic Artifacts come in the three tiers of Renown as typical Artifacts but gain particular effects based on their level instead of gaining Artifact Traits or Quirks. All Pantheonic Artifacts have Unique Availability and have a Wt of -.

Dominance of Asuryan

The Phoenix King managed to keep order amongst the gods, even if he struggled with his twin Khaine, through sheer force of dominant will, a will imparted into his Artifacts, usually taking the form of crowns, rings, and ceremonial mantles.

Storied: With the influence of the King of the Pantheon flowing through the wearer, Artifact grants the wearer the Peer (Aeldari +1) talent, increasing the rank of all other Peer talents with Eldar factions.

Legendary: The dominant persona of Asuryan speaks through the wearer, granting them a +20 bonus on all Command tests and all of the wearer's Coterie NPCs are always under the effects of the Inspire action.

Mythic: Eldar who glimpse upon the visage of the wearer might see a fleeting vision or the Phoenix King. The Artifact increases its Storied effect to grant the Peer (Aeldari +2) instead and removes any negative to Influence tests against Eldar characters the user has the Enemy talent with.

Finality of Ynnead

Ynnead is not yet born. Ynnead is not yet dead. Ynnead will be, and the finale of the Aeldari dance shall conclude with him. His Artifacts are all things linked to the grave.

Storied: The dread aura of Ynnead spreads out from the wielder of the Artifact, death following them and those around them. The Artifact grants the user the Baneful Presence trait with a rating equal to the 5 times the user's Willpower Bonus, only effecting enemies of the user and forcing them to suffer a -20 penalty instead.

Legendary: The Whispering God stirs the more he is fed the essence of the living, the wielder of this Artifact a psychopomp for enemy souls. Whenever the user of the Artifact inflicts Critical damage to a character, they increase the Critical damage by 3.

Mythic: Death is a temporary shackle for the wielder of this Artifact, able to slip into the form of a deathly shade and back again with frightening ease. As a Full action, the Artifact grants the user the ability to gain the Wraith trait of the Ghost Warrior elite advance (see page XX), though they are able to take Movement actions and are considered Incorporeal while a Wraith. While in this form, they can possess any spirit stone, battlesuit with the Ghost Warrior trait, and become corporeal again with another Full action.

TABLE 4-37: CYBERNETICS

NAME	AVAILABILITY
Dominance of Asuryan	Unique
Finality of Ynnead	Unique
Fortitude of Gea	Unique
Guile of Cegorach	Unique
Insight of Morai-Heg	Unique
Knowledge of Hoec	Unique
Love of Isha	Unique
Vision of Lileath	Unique

Fortitude of Gea

Few stories are told of Gea, the Consort of the Twins, whose laconic and unmovable nature served to high tempers of the Pantheon, a dependable third party. Her Artifacts take the form of ancient animal hides, robes, and scales.

Storied: Gea's fortitude flows into the bearer of her Artifact, allowing for little biological threats to afflict them. The Artifact grants the wearer a +20 bonus on tests to resist weapon qualities, poisons, and environmental hazards.

Legendary: The noble consort of both Asuryan and Khaine, Gea was a formidable social force, able to warm the cold wisdom of the Phoenix King and calm the rages of the Bloody Handed one. Whenever the user makes an Interaction test, the Artifact inverts any penalties they have on the test, gaining a bonus instead (i.e. a -30 penalty becomes a +30 bonus).

Mythic: It took the final consumption of She-Who-Thirsts to wound mighty Gea, destroying her requiring the birth of a new god. The Artifact grants the user the Stuff of Nightmares trait as they become more than mortal.

Guile of Cegorach

Still living and active, Cegorach hands out his Artifacts in ways that seem completely random, sometimes discarded to sit for thousands to millions of years before being found again. Such Artifacts tend to take the form of cloaks, masks, and gloves.

Storied: The Artifact can be used as a Disguise Kit that grants a +30 bonus instead of the usual +10 to Deceive tests, only usable by the wearer.

Legendary: The Artifact allows the user to shift their Size, able to change one Size category higher or lower than their own while disguised and able to accurately portray any sentient species of the same Size category.

Mythic: The Artifact allows the user to hide perfectly from the senses of others as a Full action, gaining the effects of the Invisibility psychic power, treating the effective psy rating of the power as 10 and being hidden from all physical and psychic senses.

Insight of Morai-Heg

Morai-Heg could only tell the Phoenix King that the fate of the gods was left in the hands of the Eldar, her Artifacts ways in which she tried to guide them to the true path. Her Artifacts tends to take the form of runestones, silver plates, and veils.

Storied: The cawing of the Crow Lady's messengers whispers secrets of the other realm to the user. The Artifact is considered a psy focus that grants a +30 bonus to Focus Power tests.

Legendary: The echo of the banshee's wails are heard in the user's dreams, whispering the dooms of their enemies into their ears. Whenever the user of the Artifact forces another character to make an Opposed test against them or use an Evasion action, the target suffers a -20 penalty to the test or action.

Mythic: Pulling hidden knowledge from the Artifact as the Crone pulled fates from her rune pouch of divine flesh. The user may use a Full action to grant the Artifact the effects of a Rune (see page XX), treating their effective psy rating as being 10 for the purposes of the Runes effects. This effect lasts until the user takes another Full action to grant the Artifact the use of a different Rune.

Knowledge of Hoec

Hoec the Wanderer travelled the both the Sea of Souls and realspace, known to sneak through the barrier between the realms to learn all he could. His Artifacts typically take on the form of boots, glasses, and crystal-tomes.

Storied: The Artifact the user the effects of preysense goggles and grant the user a +10 bonus to Navigate and Lore tests.

Legendary: The user gains the Imbued Knowledge talent except they also count as knowing all Forbidden Lore specialists also and gains an additional Degree of Success on Forbidden Lore tests.

Mythic: As a Half action, the user may slip into Hoec wander-ways, gaining the Incorporal trait until the the end of their next turn.

Love of Isha

One of the last living gods of the Pantheon, perhaps, Isha remains a symbol of hope to the Aeldari that one day they will rise again under the protection of her love. Her Artifacts take the form of shawls and gemstones, especially spirit stones.

Storied: The hope that Isha still lives emboldens the user of this Artifact, rendering them immune to the Fear (3) trait and a +10 bonus to all Willpower tests.

Legendary: Isha's adoration for her children wraps around them like an invigorating wind. The user of the Artifact gains +10 Maximum Wounds.

Mythic: Perhaps the most potent tear Isha ever spilt sits in the user's hands, her grief emboldening them to become the hero that they know their Mother wanted them to be. The Artifact grants the user the From Beyond trait and is also immune to gaining Corruption points.

Vision of Lileath

The Maiden holds a very well respected role in Eldar mythology, a symbol of youth, beauty, and the power of prophecy. Her Artifacts reflect this, taking the form of lengths of ribbon, flowing gowns, and viewing bowls.

Storied: The perception Lileath's Artifact grant the user a measure of protection, inflicting a -10 penalty on all attacks made against them.

Legendary: A measure of the Maiden's precognition allows the user flashes of possible futures. Whenever the user spends a Fate point to re-roll, they may roll an addition d100 and choose either result on the re-roll.

Mythic: Finding a mythical shard of Lileath's spite to her husband Kurnous who chose Isha over her, the act that would start the Dance of Asuryan. As a Half action, the user may choose a character within visual range, forcing them to beat the user on an Opposed Perception roll or be forced to re-roll every successful test they make until the start of the user's next turn.

ARTIFACT INSPIRATION

No Artifact is completely alike another, born from the desire to creator something new and glorious. To do so requires a level of intense focus, the process sometimes overwhelming as the craftsfolk is thrown into a fae mood, unable to do anything until the idea that was summoned has been brought into the material world. This wild fixation is called Artifact Inspiration, a state of mind that allows for the working of miracles.

Artifact Inspiration is, as the name suggests, something that inspires a character to create a particularly powerful item. This Inspiration takes on the form of one particular Artifact Trait, such as the Asuryani Artwork's Complex Runework trait or a Warpspawn Chronostrife trait, allowing somebody with the Forgelord elite advance to craft weapons, armour, gear, and vehicles with that trait. Such inspiration is finite however; after completing the item, the creator rolls 1d10, and if the result is equal or less than the number of items the user has made with the Inspiration, the Inspiration is lost, the manic energy grown stale and unusable by the forgelord.

Artifact Inspiration is usually a mission reward (see page XX) but could be looted through tomes of ancient forgemasters and artisans while on a mission. Artifact Inspiration should be considered a reward on par with gaining a Legendary Artifact, the capacity to make many many minor artifacts not to be underestimated.