

# DEATHWATCH CHAPLAIN

*"Honour the fallen; speak their Rites of Passage with pride.  
Give respect unto the battle gear of the dead.  
Praise the bravery of the living with a loud, clear voice.  
Above all else, honour the Emperor and the Primarchs for their hand  
in our victory.  
I undertake to do this at battles' end with reverence despite  
exhaustion and many wounds.  
It is my burden and my satisfaction to do so."*

—Deathwatch Chaplain Antieus at the Fallow Cross Massacre

In ordinary Space Marine Chapters, if such a term may be applied to such unique and diverse organizations, Chaplains are those appointed to minister to the spiritual well being of their brother Space Marines. As befits the spiritual leaders of such mighty warriors in battle, Chaplains lead from the front as awe-inspiring warrior priests, fighting wherever the fight is fiercest and praising the Emperor through the destruction of his enemies. They rejoice in the glorious act of war and exhort their Battle-Brothers to ever-greater deeds of bravery and devotion. Their stern demeanour and critical eye watches over every action of a Battle-Brother from his initiation to his last breath in service to the Chapter, ever alert for signs of a slackening in zeal or any wavering in belief. Above all, Chaplains remind the Battle-Brothers to honour the Primarchs and keep their faith with the Emperor.

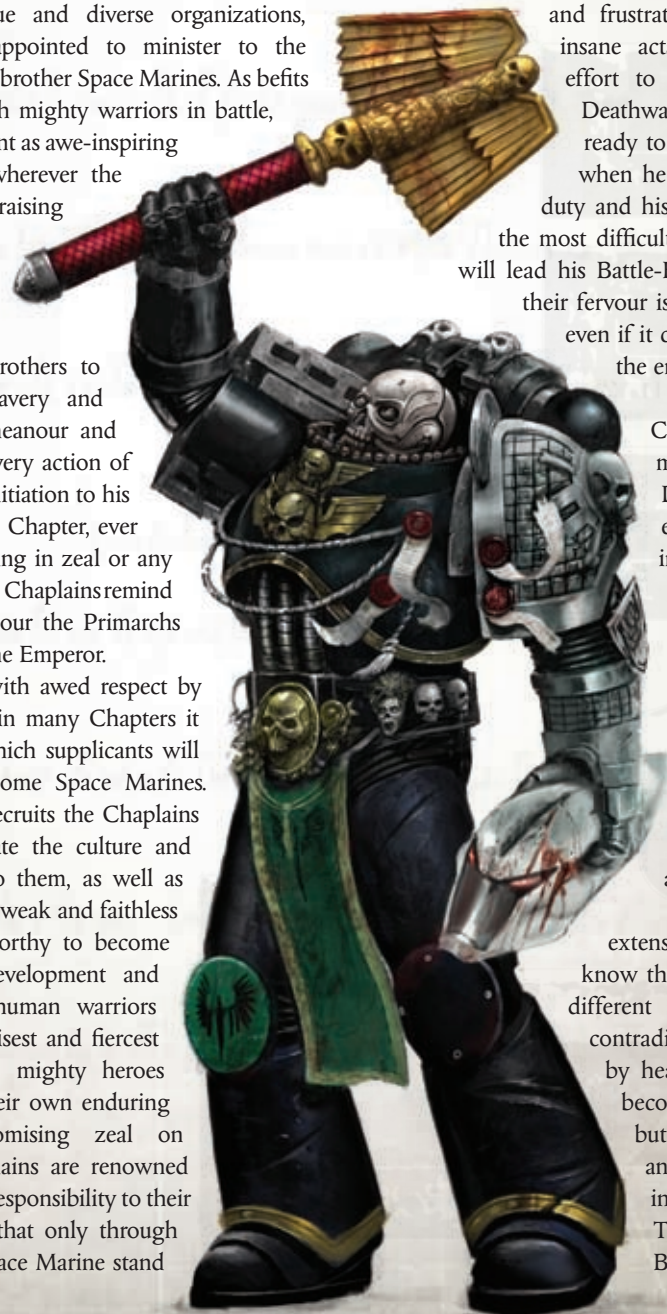
Chaplains are treated with awed respect by their Battle-Brothers, and in many Chapters it falls to them to choose which supplicants will undertake training to become Space Marines. During the trials of new recruits the Chaplains are the ones who inculcate the culture and values of the Chapter into them, as well as weeding out the spiritually weak and faithless individuals they find unworthy to become a Space Marine. The development and guidance of such super-human warriors is only entrusted to the wisest and fiercest members of the Chapter, mighty heroes that have demonstrated their own enduring devotion and uncompromising zeal on countless occasions. Chaplains are renowned for their sense of duty and responsibility to their Battle-Brothers, knowing that only through unshakeable faith can a Space Marine stand firm against the darkness.

Deathwatch Chaplains act in a similar role to those of other Chapters by acting as the spiritual leaders of Battle-Brothers undertaking their Vigil with the Deathwatch. However, the challenges facing a Deathwatch Chaplain are unique. The rigours of serving in the Deathwatch can be sorely vexing for Space Marines accustomed to the rigidly ordered life of their own Chapters. Long periods of isolation and privation await them, only punctuated by chaotic, often-desperate combat against wildly diverse enemies. The need to work alongside Battle-Brothers of other Chapters in the Deathwatch can be challenging in itself, particularly among those from Chapters with long-running rivalries and past antagonisms. Most of all, Battle-Brothers in the Deathwatch are exposed to horrible truths about the true threat of the xenos lurking just beyond the circle of the Emperor's light. They will witness sights that can shake their faith to its very foundations and yet are often asked only to watch and report back on what they have seen.

The corrosive poison of seeming impotence and frustration can drive Space Marines to insane acts of self-sacrifice in a hopeless effort to overcome star-spanning evils. A Deathwatch Chaplain must always stand ready to renew a Battle-Brother's devotion when he falters, and to remind him of his duty and his vows when hope seems lost. On the most difficult missions a Deathwatch Chaplain will lead his Battle-Brothers personally to ensure that their fervour is directed squarely towards victory even if it comes at the cost of the sacrifice of the entire Kill-team.

The fierce dedication of a Chaplain to his own Chapter usually makes them unsuitable to become Deathwatch Chaplains, although examples of such broad-minded individuals do exist. More typically, Battle-Brothers find their calling through apprenticeship to an existing Deathwatch Chaplain that has noted their unflagging zeal in pursuit of the alien. Once a Deathwatch Chaplain takes his vows he will seldom see his old Chapter again, instead giving himself entirely to the Long Vigil and the duties of the Deathwatch.

A Deathwatch Chaplain must study extensively during their training. He must know the beliefs and values of a thousand different Chapters and their sometimes-contradictory legends of the Primarchs by heart. A Deathwatch Chaplain must become not only a righteous warrior but also a scholar of the Primarchs and of Chapter histories originating in the very birth of the Imperium. Thus, when a Deathwatch Battle-Brother stands at the brink of despair or impotent rage, the



Chaplain will know the right liturgies and catechisms to speak, and which Chapter heroes or legendary battles of the past to cite that will inspire the warriors of the present.

Deathwatch Chaplains also make it their business to know of every potential motivation, conflict and agenda among their Battle-Brothers before battle is joined. Many Battle-Brothers are amazed by the knowledge of Deathwatch Chaplains, and in some cases that knowledge extends even unto the deepest mysteries known only to the inner circle of Chapter hierarchies. A Deathwatch Chaplain takes no sides and makes no judgments about individual Chapters and in some senses their long study grants them a perspective denied to most. Deathwatch Chaplain doctrines hold that all Space Marines are united in their purpose of service to the Emperor and those bound by their vows to the Deathwatch must be united more than most.

Watch Fortresses include a central shrine called a Reclusiam where prayer and worship is conducted. The Reclusiam is greatly revered as a sacred place and contains precious relics of Deathwatch history: fragments of armour from fallen champions of the Watch, blessed weaponry that has drunk deep of xenos blood in millennia past, the captured banners and shattered icons of defeated foes. Here the sonorous voices of the Battle-Brothers are raised in honour of the Primarchs and the Emperor, and the catechisms of hate and repugnance are spoken. Among these relics of past glory the Deathwatch Chaplains proselytize on the sacred duties and the virtues of

service to the greater glory of the Emperor. But Chaplains also teach that the time for prayers and worship is not only within the ancient stones of the Reclusiam but also on the battlefield. Here, where the roar of bolters is the loudest and where the fires of righteous fury burn the brightest, Space Marines can exercise their most sacred duty and give praise to the Emperor with the slaughter of His enemies.

Chaplains are sinister and forbidding figures in battle. They wear macabre skull masks depicting the face of the Emperor mordant and their black power armour is heavily bedecked with icons and symbols of death. They wield the deadly Crozius Arcanum, both a rod of office and a lethal combat weapon. This righteous and most holy instrument symbolizes the importance of battle to Space Marines. It normally takes the form a heavily adorned power maul often topped with an Imperial Eagle or winged skull.

Chaplains are among the Chapter's greatest heroes and are invariably armed and armoured with the very finest wargear available. Chaplains are often recipients of the treasured Rosarius, a symbolic gift from Ecclesiarchy to express spiritual unity in spite of deep differences in creed. The most common form of the Rosarius is a Crux Terminatus richly embellished with gemstones and precious metals. Concealed inside it is a potent personal shield generator that symbolically bestows the blessed prayers of protection from the faithful for their champions to triumph in the battle against evil.

TABLE 2-4: DEATHWATCH CHAPLAIN ADVANCES

Advance	Cost	Type	Prerequisites
Command	200	Skill	—
Command +10	200	Skill	Command
Deceive	200	Skill	—
Intimidate	200	Skill	—
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Interrogation	200	Skill	—
Interrogation +10	400	Skill	Interrogation
Interrogation +20	400	Skill	Interrogation +10
Lore: Common (Ecclesiarchy)	200	Skill	—
Lore: Forbidden (Traitor Legions)	400	Skill	—
Lore: Forbidden (Traitor Legions) +10	400	Skill	Lore: Forbidden (Traitor Legions)
Lore: Forbidden (the Primarchs)†	400	Skill	—
Lore: Forbidden (the Primarchs) +10†	400	Skill	Lore: Forbidden (the Primarchs)
Lore: Forbidden (the Primarchs) +20†	400	Skill	Lore: Forbidden (the Primarchs) +10
Lore: Scholastic (Imperial Creed)	200	Skill	—
Lore: Scholastic (Legends)	400	Skill	—
Lore: Scholastic (Legends) +10	400	Skill	Lore: Scholastic (Legends)
Air of Authority	800	Talent	Fel 30
Call to Vengeance	800	Talent	Fel 40
Good Reputation (Adeptus Astartes)	200	Talent	Peer (Astartes), Fel 50
Hatred (Any)	500	Talent	—
Icon of Duty‡	1500	Talent	—
Peer (Astartes)	500	Talent	Fel 30
Scourge of Heretics	1500	Talent	—

†New Skill Group

‡New Talent

To this existing panoply Deathwatch Chaplains also commonly add many xenos trophies: strips of tanned alien hide, strings of bones, skulls or shrunk heads inscribed with liturgies of hate and remembrance. Their passion for killing aliens is without peer and each trophy will mark a noteworthy foe or memorable battle. A Deathwatch Chaplain is a deep well of tried and trusted techniques for slaying xenos, not only from personal experience but from the vast tracts of Chapter legend and lore that they can draw upon. A Kill-team led by a Deathwatch Chaplain will plunge into the fires of hell and emerge victorious no matter the price.

## PREREQUISITES

**Requirements:** Rank 4 or more, Willpower 45+, Fellowship 40+, cannot be a Librarian or Techmarine, cannot be a Space Wolf

**Cost:** 3000 xp

## DEATHWATCH CHAPLAIN WARGEAR

Deathwatch Chaplains gain a Crozius Arcanum, a Skull Helm, and a Rosarius as standard issue wargear (see page 28 in the **DEATHWATCH** Rulebook).

### THE STERLING RELIQUARY

Erioch's Reclusiam houses its most sacred relics in a depository known as the Sterling Reliquary. Its massive silver doors secure thousand of relics floating in illuminated stasis columns. Some of these items date back further than the Great Crusade, but each one's history has been meticulously detailed and is displayed with it. Such artefacts include:

- **The Banner of Ho'Tsun:** This golden heraldry was the personal standard of Balthazar Ho'Tsun, an early Master of the Watch on Erioch. The details of Ho'Tsun's final Mission remain shrouded in mystery, but the strange patterns of scorch marks on his preserved banner are said to be from that confrontation.
- **The Shattered Pauldron:** The iconography has been meticulously scoured from this shoulder plate, but its blank and fractured slate serves as a warning that no one is beyond corruption. The pauldron's history scroll contains many sections blotted out in midnight ink, but the first line reads: "May this blank emblem serve as a reminder that a moment of weakness can erase millennia of valour."
- **The Lightning Heart:** This fractured crystal formation dates thousands of years before the Achilus Crusade. It is said that only a single Battle-Brother survived the encounter which felled the xenos terror whose dead core floats on display.

## CHAPLAIN SPECIAL ABILITY:

### FEARSOME PRESENCE

Space Marine Chaplains are a fearsome sight on the battlefield, their skull faced helmets proclaiming their rank and instilling fear in their foes. In many ways a Chaplain represents the heart and soul of a Space Marine Chapter and carries the indomitable will of the Adeptus Astartes with him so that he might strengthen the resolve of his Battle-Brothers while breaking the spirit of his enemies. The Chaplain adds a bonus point to the Kill-team's Cohesion, and the Chaplain may perform a special Oath if he is the Kill-team's leader. The Chaplain gains the following **Talents:** Fearless, Hatred (Choose one), and Litany of Hate.

### New Oath: Liturgies of Battle

Chaplains are the very embodiment of Honour, and when war calls, his righteous wrath at the foes of the Imperium inspires his Battle-Brothers. This Oath follows the same rules as Oath-taking (see page 228 in the **DEATHWATCH** Rulebook).

**Effect:** All Battle-Brothers in Support Range of the Chaplain gain the Fearless Talent. In addition, the effects of the Chaplain's Litany of Hate Talent extend to all Battle-Brothers in support range, and the effects of that Talent are Doubled (from +10 to +20) when performing a charge.

### NEW TALENT: ICON OF DUTY

Chaplains are the spiritual advisors of a Chapter as well as those responsible for its morale. While they do not worship the Emperor in the same fashion as the teeming masses of the Ecclesiarchy, they are the closest thing the Adeptus Astartes has to men of faith-their focus however being more on the spirit of the Chapter rather than the Imperial Creed. Icon of Duty allows a Chaplain to tap into this fighting spirit to boost the will of the Battle-Brothers around him, spurring them on to victory and reminding them of their sacred place in the defence of the Imperium of Man. At any point during a game session a Chaplain may spend a Fate Point to gain one of the following effects on himself and all Battle-Brothers within Support Range of him.

- **Hardened Will:** The Chaplain and his allies steel themselves against mental and spiritual assault gaining a +10 to all Willpower Tests.
- **Fearsome Assault:** While this ability is active, the Chaplain and all Battle-Brothers in his Kill-team gain the Fear (1) Trait. If the Chaplain or any of the Battle-Brothers already possess the Fear Trait, it is instead increased by one level to a maximum of 3.
- **Extreme Prejudice:** The Chaplain whips his fellow Battle-Brothers into rage against a single type of foe. The Chaplain and any Battle-Brothers of his Kill-team in support range may re-roll a failed Weapon Skill Test against a foe during a charge. To gain this bonus, the Chaplain must possess a Hatred Talent against this enemy.

All of these benefits last for the duration of single encounter once activated and only one effect may be active at any one time; should the Chaplain use a different ability it will immediately end the effects of the previous one.