

GENESTEALER CULTS

THE GENESTEALERS ARE AN INSIDIOUS RACE OF ABERRANT CREATURES from the far realm who seek to conquer civilised settlements from within. They infiltrate towns and cities then infect citizens with their genetic material, causing their children to be born genestealer hybrids. A genestealer and its victims form a secret cult in these settlements. The creature's monstrous progeny mature in safety and secrecy until they are in a position to challenge the settlement's rulers. These cults seek to gain control subtly, through hidden manipulation of the populace and subversion of the government. They can put a potent force into battle if threatened.

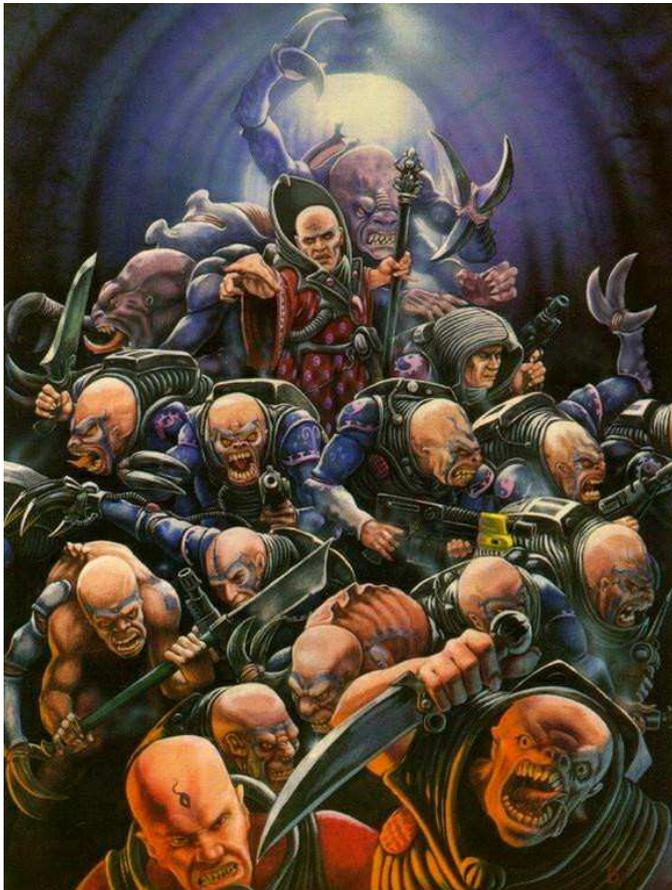
GENESTEALER LORE

A character knows the following information with a successful Dungeoneering check.

DC 15: Genestealers are considered to be among the most deadly creatures to fall from the Far Realm, combining high cunning, lightning-fast reactions and movement, with large, extremely sharp claws that can rip through the toughest armour in seconds.

DC 20: Genestealers have the ability to implant their alien genetic material into other creatures, turning them into virtual slaves which will then breed hybrid-Genestealers. This gives rise to the Genestealer Cults that grow in secret within human and other societies, before an eventual attempt to take control. All members of the cult are linked by a psionic 'hive-mind'.

DC 25: Genestealers are highly adaptable and over the generations that a cult works in secret, many specialised sub-species appear; the Magus is a powerful psion with a cunning intellect, and the Patriarch; a huge bulk of claws and teeth that is the master of the hive-mind.



BIOMORPHS

A number of genestealer creatures have the 'mutable' trait that allows them to choose to add one or more of the abilities detailed below. Note that most of the time adding biomorphs makes a creature an XP elite, follow steps 1-5 (not 6) of the CREATING NEW ELITES rules on page 185 of the Dungeon Master's Guide.

Genestealer Biomorphs

➤ **Acid Maw** (standard; at-will) ◆ **Acid**

Ranged 5/10; + (claw attack bonus - 2) vs. Reflex; 1d8 + 5 acid damage, and the target takes 5 ongoing acid damage (save ends).

↓ **Feeder Tendrils** (minor; at-will) ◆ **Psionic** (purestrains only)

Melee touch; +(claw attack bonus - 2) vs. Reflex; 1d6 + 5 damage and the purestrain gains combat advantage against the target until the start of its next turn. If there is a Synapse Creature within 5 squares of the purestrain when it hits with this attack, all purestrains within 5 squares gain combat advantage against the target until the start of their next turn.

↓ **Flesh Hooks** (Minor; at-will)

+ (claw attack bonus - 2) vs. Reflex; 1d8 + 5 damage and the target is grabbed (until escape).

↓ **Gene Implantation** (standard; at-will) ◆ **Disease**

Weakened or Dominated target only; + (claw attack bonus -3) vs. Fortitude; the target contracts Gene-fever (see above).

Ⓢ **Rendering Claws** (standard; at-will)

The genestealer makes two claw attacks against the target. If both attacks hit the genestealer deals extra 5 damage.

Scuttlers

If the genestealer moves more than 4 squares it gains concealment. The genestealer ignores difficult terrain.

Toxin Sacs ◆ **Poison**

A sticky poison is excreted onto the genestealer's claws. A creature hit by the genestealer's claw takes a -2 penalty to attack rolls (save ends).

First Failed Save: The target is also weakened.

Second Failed Save: The target falls unconscious until the end of the encounter.

Brood Initiate

The bulk of any cult is made up of ordinary people caught up in the cult's recruitment. Some are common criminals, naive ruffians, or those with simply nothing else to lose. Like all those within the brood, they have been infected with *gene-fever*, and many have been proud parents to hybrid offspring.

Though they have no real training in military matters, their fanatical zeal and weight of numbers will usually see them through.

Brood Initiate

Level 6 Minion

Medium natural humanoid

XP 63

Initiative +5

Senses Perception +4

HP 1; a missed attack never damages a minion.

AC 18; **Fortitude** 18, **Reflex** 17, **Will** 16

Speed 6

Ⓢ **Mace** (standard; at-will) ◆ **Weapon**

+11 vs. AC; 5 damage; see also *brood frenzy*.

Ⓢ **Dagger** (standard; at-will) ◆ **Weapon**

Ranged 5/10; +11 vs. AC; 5 damage.

Brood Frenzy

The initiate gains a +1 bonus to attack rolls and a +2 bonus to damage rolls if it is within 5 squares of a Synapse creature.

Alignment Evil

Languages Common

Str 16 (6) **Dex** 14 (5) **Wis** 12 (4)

Con 14 (5) **Int** 10 (3) **Cha** 10 (3)

Equipment: Mace

Brood Brother

Cults often infiltrate the trained members of any military forces in the area, as they know in the coming rise to power both their combat skills and access to weapons will be invaluable. These are often members of the local guard, but could also be a part of a kingdom's standing army, militia or mercenary bands.

Cults often find it difficult to convert large numbers of these forces to the cause, but their actual military training more than makes up for their lack of numbers. They serve a key role in arranging for proper military strategies for the magus, and also alerting the cult of any possible signs that the cult has been discovered.

| Brood Brother | | Level 8 Skirmisher |
|------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|--------------------|
| Medium natural humanoid | | XP 350 |
| Initiative +9 | Senses Perception +5 | |
| HP 74; Bloodied 37 | | |
| AC 22; Fortitude 20, Reflex 19, Will 19 | | |
| Speed 6 | | |
| ⚔ Short sword (standard; at-will) ♦ Weapon | | |
| +14 vs. AC; 1d6 + 7 damage; see also <i>brood frenzy</i> . | | |
| ⚔ Dagger (standard; at-will) ♦ Weapon | | |
| Ranged 5/10; +13 vs. AC; 7 damage. | | |
| Combat Advantage | | |
| The brood brother deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against. | | |
| Brood Frenzy | | |
| The brood brother gains a +1 bonus to attack rolls and a +2 bonus to damage rolls if it is within 5 squares of a Synapse creature. | | |
| Alignment Evil | Languages Common | |
| Skills Stealth +12 | | |
| Str 16 (7) Dex 17 (7) Wis 12 (5) | | |
| Con 14 (6) Int 10 (4) Cha 10 (4) | | |
| Equipment: Short sword | | |

| Genestealer Hierarchy | | Level 9 Soldier |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------|-----------------|
| Medium aberrant humanoid | | XP 400 |
| Initiative +9 | Senses Perception +6, Low-light vision | |
| HP 83; Bloodied 41 | | |
| AC 25; Fortitude 19, Reflex 20, Will 23 | | |
| Immune <i>Gene-Fever</i> , Fear | | |
| Speed 6 | | |
| ⚔ Long sword (standard; at-will) ♦ Weapon | | |
| +16 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the hierarchy's next turn. | | |
| Hive Node (standard; sustain move; encounter) | | |
| The hierarchy is considered a Synapse creature until the end of its next turn. | | |
| Brood Frenzy | | |
| The hierarchy gains a +1 bonus to attack rolls and a +2 bonus to damage rolls if it is within 5 squares of a Synapse creature, or a synapse creature (see <i>hive node</i>). | | |
| Mutable | | |
| Over time a Hierarchy can adapt their physiology to make them more deadly opponents. A hierarchy may add the acid maw, scuttlers or poison sacs biomorph detailed above, a hierarchy with a biomorph becomes XP elite. | | |
| Alignment Chaotic Evil | Languages Common | |
| Str 20 (9) Dex 12 (5) Wis 14 (6) | | |
| Con 16 (7) Int 17 (7) Cha 17 (7) | | |
| Equipment: Long sword, light shield | | |

Genestealer Hierarchy

There is much work involved with leading the revolution, and even the most skilled Magus cannot do everything. Thus cults usually have several able lieutenants to lead cult forces on important actions such as weapon store raids and sabotage missions. Hierarchs are nearly-human looking Hybrids which usually only appear after several generations of the genestealer reproductive cycle. They do not share any of the Psionic skills of the Magus, but the other gifts from their alien heritage and stronger connection to the hive-mind result in them becoming skilled fighters, ready to lead cult troupes into battle.

Genestealer Purestrain

| Genestealer Purestrain | | Level 10 Lurker |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|-----------------|
| Medium aberrant humanoid | | XP 500 |
| Initiative +16 | Senses Perception +8; darkvision | |
| HP 70; Bloodied 35 | | |
| AC 26; Fortitude 22, Reflex 22, Will 20 | | |
| Immune <i>Gene-Fever</i> , Fear | | |
| Speed 7 | | |
| ⚔ Claw (standard; at-will) | | |
| +17 vs. AC; 1d10 + 9 damage. | | |
| ⚔ Goring Assault (standard; recharge [3]) | | |
| The purestrain makes four claw attacks. If at least two claw attacks hit a single target, the purestrain makes a secondary attack against the same target. | | |
| Secondary Attack: +14 vs. Fortitude; the target is weakened until the end of the purestrains next turn. | | |
| ⚔ Gene Implantation (standard; at-will) ♦ Disease | | |
| <i>Weakened or Dominated target only</i> ; +14 vs. Fortitude; the target contracts <i>Gene-fever</i> . | | |
| Combat Advantage | | |
| If the purestrain hits a target that it has combat advantage against, it's <i>goring assault</i> recharges. | | |
| Mutable | | |
| Over time a purestrain brood can adapt their physiology to make them more deadly opponents. A purestrain may add one of the biomorphs detailed above, a purestrain with a biomorph becomes XP elite. | | |
| Alignment Chaotic Evil | Languages Common | |
| Skills Stealth +15 | | |
| Str 19 (+9) Dex 21 (+10) Wis 16 (+8) | | |
| Con 18 (+9) Int 4 (+2) Cha 10 (+5) | | |



| Gene-Fever | | Endurance stable DC (16 + ½ genestealers level), improve DC (20 + ½ genestealers level) | |
|----------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| The target is cured. | ◀ Initial Effect: The target takes a –4 penalty to attack and damage rolls against genestealers. | ▶▶ The target gains vulnerable 5 psychic until cured. | ▶ Final State: The target is driven to reproduce; any offspring will have the genestealer-hybrid template. If the target is within 20 squares of a genestealer Synapse Creature they become dominated. |

Genestealer Magus

After several generations, the reproductive cycle of the genestealer flows from near bestial hybrid to near human appearing offspring before producing more purestrain genestealers, thus recreating the cycle anew. By their nature genestealers seek out psionically attuned individuals. Within a few generations this results in the emergence of a magus - human looking, but possessing some of the best qualities of the parent breed and his true genestealer heritage. Totally immersed in the brood's collective mind and possessing some strong psionic abilities, the magus serves as the translator of the patriarch's will to the cult, driving them towards greater levels of power. The magus leads the cult into the spotlight, openly gathering followers and support from the surrounding communities until the cult makes its final move to take control.

Genestealer Magus Level 12 Controller (Leader) Medium aberrant humanoid XP 700

Initiative + 7 **Senses** Perception + 8; Low-light vision
HP 107; **Bloodied** 53
AC 26; **Fortitude** 23, **Reflex** 22, **Will** 26
Immune Gene-Fever, Fear; **Resist** Psychic 5
Saves: +5 vs. Charm
Speed 6

☯ **Warp Blast** (standard; at-will) ◆ **Force, Psychic**

Ranged 10; + 16 vs. Ref; 2d6 + 5 psychic damage and the target is slowed until the start of the magus' next turn.

⚔ **Quarterstaff** (standard; at-will) ◆ **Weapon**

+ 17 vs. AC; 1d8 + 5 damage.

👁 **Hypnotic Gaze** (standard, The magus and the target must be able to see each other; recharge [2] [1]) ◆ **Psychic, Charm**

Ranged 10; + 16 vs. Will; 1d6 + 8 psychic damage, and the target is stunned (save ends), if the target fails it's first save it becomes dominated until the end of it's next turn.

⚡ **Psionic Scream** (standard; encounter) ◆ **Psychic**

Close burst 5; targets enemies; + 14 vs. Will; 2d8 + 5 psychic damage, and the target takes 5 ongoing psychic damage (save ends). The ongoing damage from this power stacks with ongoing damage from psionic screams from other genestealer creatures.

Synapse Creature (immediate interrupt; at-will)

The magus has vastly expanded synapse networks within their hybrid minds that act as a psionic conduit for the hive mind. Giving the magus greater control over the brood; overriding lesser cult member's natural instincts for survival.

If a melee attack would hit the magus, he can make it instead hit a genestealer or brood member that is adjacent to the magus and within reach of the melee attack.

Alignment Chaotic Evil **Languages** Common

Skills Diplomacy + 15, Bluff + 15
Str 16 (9) **Dex** 14 (8) **Wis** 14 (8)
Con 17 (9) **Int** 29 (15) **Cha** 18 (10)

Equipment: Quarterstaff

Genestealer Broodlord

A product of the continual evolution of the genestealer race, the broodlord is the consummate melee warrior. Lightning fast and frighteningly strong, its diamond hard claws can rip through powerfully enchanted armour as though it were silk. The broodlord is a vanguard in the cult's forces; swarms led by a broodlord often precede the main cult uprising, infiltrating enemy positions before launching a devastating assault on the elements of the enemy the cult find's most threatening.

Genestealer Broodlord Level 14 Brute (Leader) Large aberrant humanoid XP 1000

Initiative + 14 **Senses** Perception + 13; Darkvision

Fade From Sight aura 4; The broodlord emits a psionic field that encourages disinterest in casual observers. If the broodlord or any ally within the aura have concealment, they gain a + 5 bonus to stealth.

HP 155; **Bloodied** 77

AC 26; **Fortitude** 29, **Reflex** 27, **Will** 26

Immune Gene-Fever, Fear **Resist** Psychic 5

Speed 8

⚔ **Claw** (standard; at-will)

+ 17 vs. AC; 3d6 + 6 damage.

⚔ **Rending Claws** (standard; at-will)

The broodlord makes two claw attacks against the target. If both attacks hit the broodlord deals an extra 5 damage.

⚡ **Scything Talons** (standard; recharge [2] [2])

Close burst 1; each enemy in burst; + 15 vs. AC; 4d10 + 6 damage.

Mutable

Over time a broodlord can adapt their physiology to make them more deadly opponents. A broodlord may add two of the biomorphs detailed above, a broodlord with biomorphs becomes XP elite.

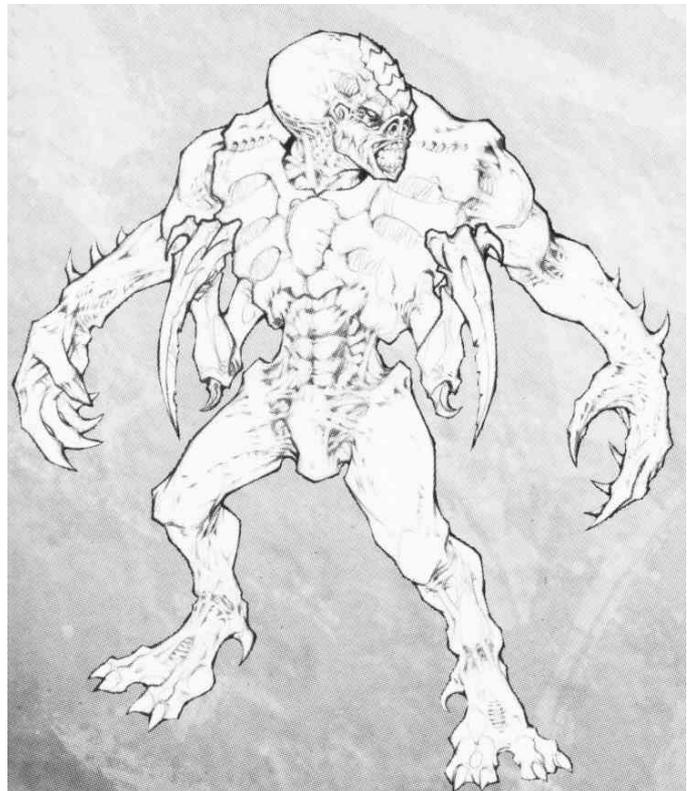
Synapse Creature (immediate interrupt; at-will)

The magus has vastly expanded synapse networks within their hybrid minds that act as a psionic conduit for the hive mind. Giving the magus greater control over the brood; overriding lesser cult member's natural instincts for survival.

If a melee attack would hit the magus, he can make it instead hit a genestealer or brood member that is adjacent to the magus and within reach of the melee attack.

Alignment Chaotic Evil **Languages** Common

Skills Intimidate + 17; stealth + 19
Str 29 (16) **Dex** 24 (14) **Wis** 22 (13)
Con 20 (12) **Int** 6 (5) **Cha** 20 (12)



Genestealer Patriarch

Oldest, wisest, most revered of all - the Father of the brood. This ancient genestealer is the progenitor of the cult, guiding them behind the scenes for years on years, his huge alien brain nurturing the hive-mind. Now that the magus has arisen, the Ancient One feels the call of the stars once again and spurs his children to battle. Only the massive clash of claws on flesh can ignite the brood over-mind into shining brilliance, a beacon for guiding the true Masters to the rich feeding ground their servants will prepare for them.

Genestealer Patriarch **Level 16 Solo Controller**
Large aberrant humanoid XP 7000

Initiative + 10 **Senses** Perception + 13; Darkvision

HP 785; **Bloodied** 392

AC 32; **Fortitude** 28, **Reflex** 30, **Will** 30

Immune Charm; Disease; Fear; **Resist** Psychic 15

Saving Throws +5 (Solo)

Speed 5

Action Points 2

⊕ **Warp Torrent** (standard; at-will) ◆ **Force, Psychic**

Area 2 within 10; + 18 vs. Reflex; 2d8 + 7 psychic damage and the target is immobilised until the start of the patriarchs next turn.

⊕ **Claw** (standard; at-will)

Reach 2; + 21 vs. AC; 2d8 + 7 damage.

↓ **Goring Assault** (standard; at-will)

The patriarch makes four claw attacks. If at least two claw attacks hit a single target, the patriarch makes a secondary attack against the same target.

Secondary Attack: +20 vs. Fortitude; the target is weakened until the end of the patriarchs next turn.

↓ **Gene Implantation** (minor; at-will) ◆ **Disease**

Weakened or Dominated target only; +20 vs. Fortitude; the target contracts *Gene-fever*.

↗ **Hypnotic Gaze** (standard, The patriarch and the target must be able to see each other; recharge Ⓛ Ⓛ) ◆ **Psychic, Charm**
Ranged 10; + 20 vs. Will; 1d8 + 10 psychic damage, and the target is stunned (save ends), if the target fails it's first save it becomes dominated (save ends).

← **Overmind Psionic Scream** (standard; recharge when first bloodied) ◆ **Psychic**

Close burst 5; targets enemies; + 18 vs. Will; 3d10 + 6 psychic damage, and the target takes 5 ongoing psychic damage (save ends), and the target is dazed until the start of the patriarchs next turn. The ongoing damage from this power stacks with ongoing damage from psionic screams from other genestealer creatures.

Miss: The target is dazed until the start of the patriarchs next turn.

Mutable

Over time a patriarch has adapted their physiology to make them more deadly opponents. A patriarch may add two biomorphs from the list above for free.

Father of the Hive (Synapse Creature) (immediate interrupt; at-will)

The patriarch has vastly expanded synapse networks within its large distorted brain that act as a psionic hub for the hive mind.

This gives the patriarch almost total control over the brood; overriding the cult's lesser members natural instincts for survival. If a melee attack would hit the patriarch, he can make it instead hit a genestealer or brood member that is adjacent to the patriarch and within reach of the melee attack.

All genestealers and brood members are immune to fear and will never flee while in the presence of the patriarch.

Alignment Chaotic Evil **Languages** Common

Skills Intimidate + 18

Str 24 (15) **Dex** 14 (10) **Wis** 21 (13)

Con 21 (13) **Int** 29 (17) **Cha** 21 (13)



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with input from the lovely people on the [Wizards of the Coast D&D forums](#). Comments are always welcome!

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