Dark Heresy

Blood of Martyrs

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ROLEPLAY

Imperator mos reserbo nos totus ~ Magnus ornamentum nunquam defessus

Pacis est tessor omnium ~ Rinward ~ Permissum flamma exsisto sentio ~ Veritas

THE HALO STARS

THE PERIPHERAL VANGUARD

SUB-SEPTEMBRIS MALEFACTOR

SEPTEMBRIS SECUNDUS

SCINTILLA

DRUSUS MARCHES

Galf Masina

Secondhold AG-218

Ohbel Quill

Disk

MALFI

Landlunder

The Lathes

Settlement 228

Pulsars

Sentinel

Specteris

TRANCH

Tansis 38

Fydae: The Great Cloud

Feldrid

Kalf

Beatus est mens ut est quoque negantis bubo ~ Libes

The Calixis Sector

Spica Maximum

Astronomicon vadum rector nos per l... Deus-Imperator misericordia
Fides non Alienus, Maleficum, Veneficus
Coreward
Morior in Suus muneris est scio eternus vita
MARKAYN MARCHES
PROL IX
Dreah
Heed
Klybo
IOCANTHUS
Astrage
Zillman's Domain
JOSIAN REACH
FENKSWORLD
IXANIAD SECTOR
41 Pry
Woe
Regulus
Cloister
BARASPINE
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HAZEROTH ABYSS
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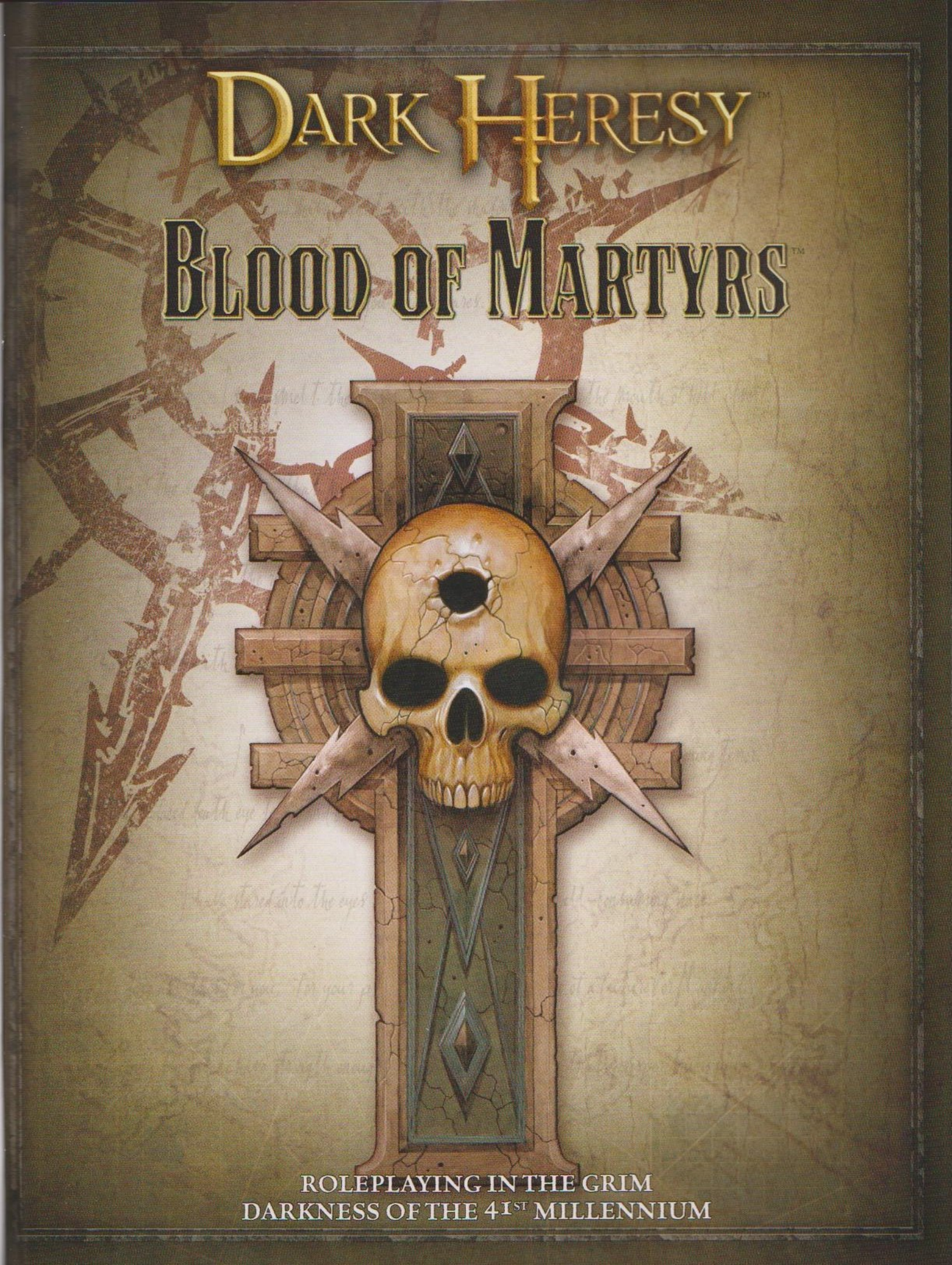
Merry Christmas

DARK HERESY™

BLOOD OF MARTYRS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

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Contents

Chapter I: A Million Worlds, One Emperor 6
The Origins of Imperial Faith 7
The Crucible of Faith 7
The Aftermath of the Horus Heresy 7
The Temple of the Saviour Emperor 8
The First War of Faith 8
The Age of Apostasy 9
The Rise of the High Lord Vandire 10
The Reformation 14
The Ecclesiarchy 16
The Creed Spiritual 16
The Creed Temporal 17
Missionarius Galaxia 17
The Imperial Creed 18
Tenets of the Faith 18
Orthodoxy and Heresy 21
The Adepta Sororitas 23
The Living Saints of the Adepta Sororitas 23
The Vault of Origins 24
Wars of Faith 24
The Plague of Unbelief 24
Calixian Ecclesiarchy 25
Sector Synod 25
Arch-Dioceses 25
Sector Synod Cardinals 26
System Synods and Cults 34
Calixian Cults 34
Adepts, Clerics and Missionaries 36
Ministorum Interests 37
Pilgrim Coin and Church Tithes 38
The Name of the Saint 38
Of Gods and Men: the Adeptus Astartes 39
War of the Empty Cathedrals 39
Expansion and the Margin Crusade 40
War with the Faithless 41
Saints of the Calixis Sector 42
Saint Worship 42
Saint Drusus 43

Chapter II: Paths of the Righteous 46
Monodominants 47
The Cradle of Faith: Ministorum Origins 48
Shrine Worlds 50
Famulous Protégé 52
Monastic Upbringing 54
The Road of Trials: Ecclesiarchal Backgrounds 55
Using Background Packages 55
Blessed Birth 56
Convert 56
Pilgrim 57
Omnissian Apostate 57
Witness to the Divine 58
Path of Glory: Ministorum Career Ranks 59
Taking an Alternative Rank 59
Moving On 59
Confessor 60
Frateris Militia 62
Redemptionist 64
Arch Exorcist 66
Drill Abbot 68
Calixian Witchfinder 70
Ecclesiarchal Cell Directives 72
Using Cell Directives 72
Hereticus Retinue 73
Firebrands 73
Iron Evangelists 74
Sanction Wardens 74

Chapter III: Brides of the Emperor 76
Sororitas in the Calixis Sector 76
Recruitment 77
The Orders Famulous 77
The Orders Dialogous 78
The Orders Hospitaller 78
Other Non-militant Orders 78
Adepta Sororitas Character Creation 79
Battle Sister 80
Seraphim 86
Celestian 88
Sister Repentia 90
Sister Dialogus 92
Sister Famulous 94
Sister Hospitaller 96

Chapter IV: Faith and Fury 100
The Power of Faith 100
Gaining Faith Talents 101
Using Faith 101
Faith Powers 102
Emperor's Sign 103
Emperor's Mercy 106
Emperor's Wrath 109

Chapter V: Reliquary 114
Ranged Weapons 114
Bolt Weapons 114
Flame & Melta Weapons 115
Melee Weapons 115
Armour 117
Gear & Tools 119
Servitors 122
Retainers 125
Services 126
Calixian Relics 127
Using Relics 127

Chapter VI: Ecclesiarchy Campaigns 132
Empire of Faith 132
Finding Religion 132
Religious NPCs and Organisations 134
Serving the Church 135
Piety of Seth 137
Overview 137
Port Calling 138
Port Hadley 140

INTRODUCTION

The galaxy-spanning Imperium of Man struggles for survival against a seemingly endless tide of foes. These threats include hostile alien civilisations, unrest and heresy from within, and the unspeakable horrors of the warp known as daemons, among countless others. The Imperium is not without defenders—the mighty Imperial Guard and the renowned Space Marines, to name a few—but relies upon one defence above all others: Faith in the immortal God-Emperor of Mankind.

Faith is spread and maintained throughout the Imperium (and beyond, the in the case of the Missionarius Galaxia) by the Adeptus Ministorum, or Ecclesiarchy, a massive and powerful institution of the Imperium that wields considerable influence. There are many groups and factions associated with the Ecclesiarchy, from the Battle Sisters of the Adepta Sororitas to various splinter faiths, sects, and cults, all preaching the Imperial Creed and battling the corruption of heresy and unbelief. In the bloodstained stars of the Calixis Sector, faith is more important than life, and millions of men and women march to war serving the Ecclesiarchy's purpose.

Blood of Martyrs is your comprehensive guide to the power of faith in the grim darkness of the far future. This book is both a rules and setting expansion, containing a wealth of in-depth information on the Adeptus Ministorum in the Calixis sector along with plenty of new options for players and Game Masters alike to enhance their Dark Heresy campaigns.

WHAT IS IN THIS BOOK?

Blood of Martyrs describes in detail the inner workings of the Imperial Creed and the Ecclesiarchy in the Calixis Sector. Everything from the great ancient wars of faith to the militant Adepta Sororitas is discussed, including comprehensive game rules for Faith abilities and many options for player characters and Game Masters alike.

CHAPTER I: A MILLION WORLDS, ONE EMPEROR

Chapter One discusses the history and nature of the Imperial Creed, including such turning points as the Age of Apostasy and the formation of the Adepta Sororitas. In addition, this chapter also describes the Ecclesiarchy's presence and practices within the Calixis Sector.

CHAPTER II: PATHS OF THE RIGHTEOUS

Chapter Two provides a wealth of Adeptus Ministorum-themed options for player characters, including new homeworlds, new background packages, and alternative ranks like the Redemptionist, Pilgrim, and Arch Exorcist.

CHAPTER III: BRIDES OF THE EMPEROR

Chapter Three contains detailed information on the Adepta Sororitas, the feared and pious Sisters of Battle. This Chapter also provides additional notes on the Adepta Sororitas in the Calixis Sector along with rules on how to create an Adepta Sororitas Dark Heresy character.

CHAPTER IV: FAITH AND FURY

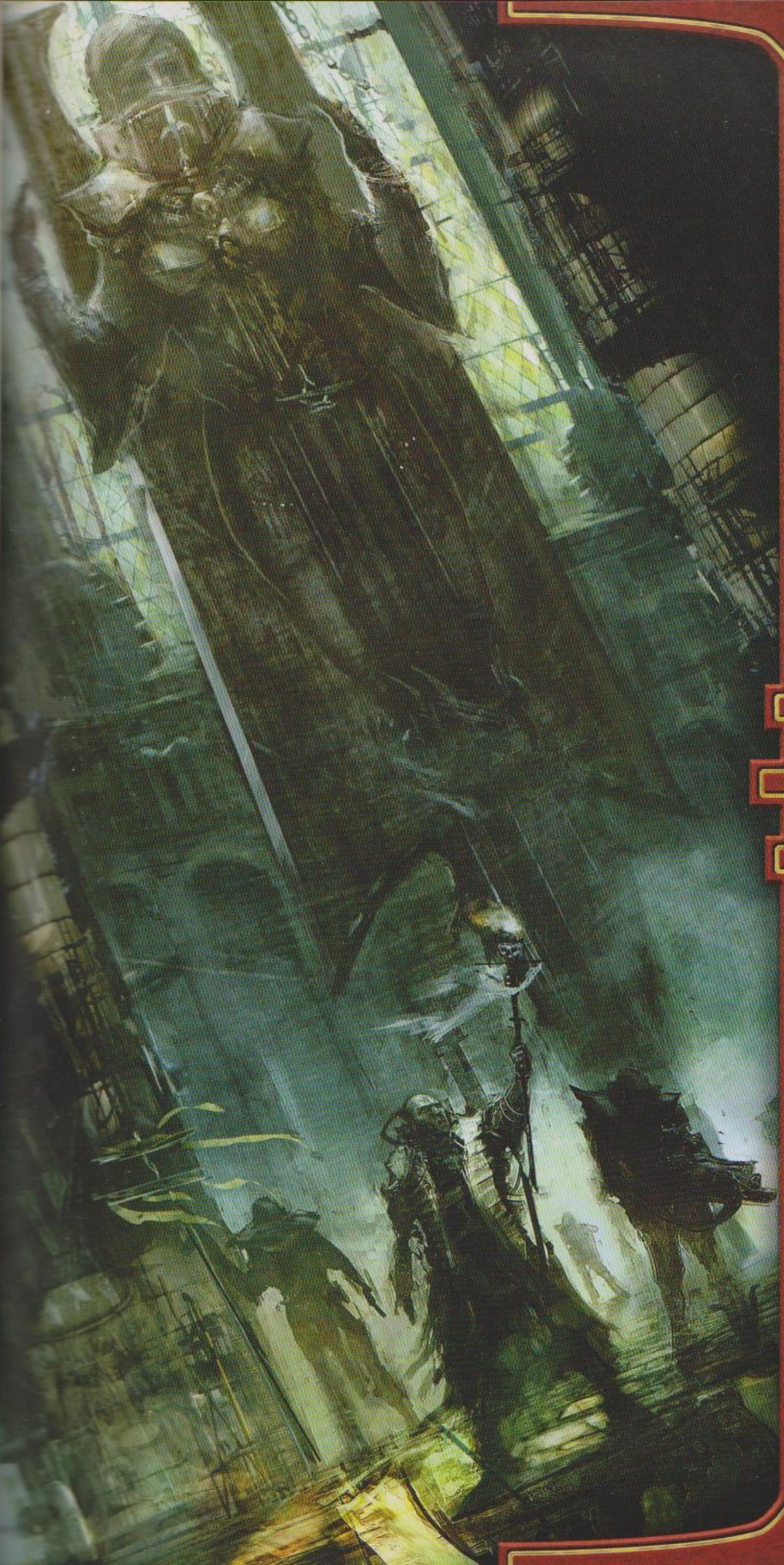
Chapter Four presents game rules for the power of Faith in Dark Heresy. From safeguarding a character's soul against the corrupting power of Chaos to repelling daemons with the Emperor's light, these powers of Faith add a wealth of options to any Dark Heresy campaign.

CHAPTER V: RELIQUARY

Chapter Five presents the unique armaments and tools of the Ecclesiarchy. New weapons, armour, and gear used by the Adeptus Ministorum add more choices for Dark Heresy characters.

CHAPTER VI: ECCLESIARCHY CAMPAIGNS

Chapter Six contains information and advice on how to weave Ecclesiarchy themes into a Dark Heresy campaign. In addition, you will find profiles of several prominent representatives of the Adeptus Ministorum active in the Calixis Sector, adaptable for use as either allies or antagonists.



A Million Worlds, One Emperor

The Origins of Imperial Faith

•

Calixian Ecclesiarchy

•

Synods and Cults

•

Ministorum Interests

•

Saints of the Calixis Sector

Chapter I: A Million Worlds, One Emperor

"There can be but one Emperor, one god, one saviour, one deliverer. Without Him, a billion billion souls are nought but fodder for the ever-thirsting evils of the warp."

–Ecclesiarch Theodacus V, Indroit to the Verses of Dusk

The Imperium of Man encompasses a million worlds and more, spread impossibly thin across two thirds of the known galaxy. The planets and peoples of this stellar empire are nigh infinite in their variety. On smog-choked hive worlds, lathe-slaves teem within rearing spires. In the jungles of death worlds, primitive savages brain one another with rocks. Millions of citizens never set foot upon a planet at all, living their entire lives of service and toil aboard one of the vast star ships without which many worlds would starve. Others are entirely ignorant that other planets exist at all, their minds unable to comprehend the notion of interstellar space, let alone a galaxy-spanning stellar realm.

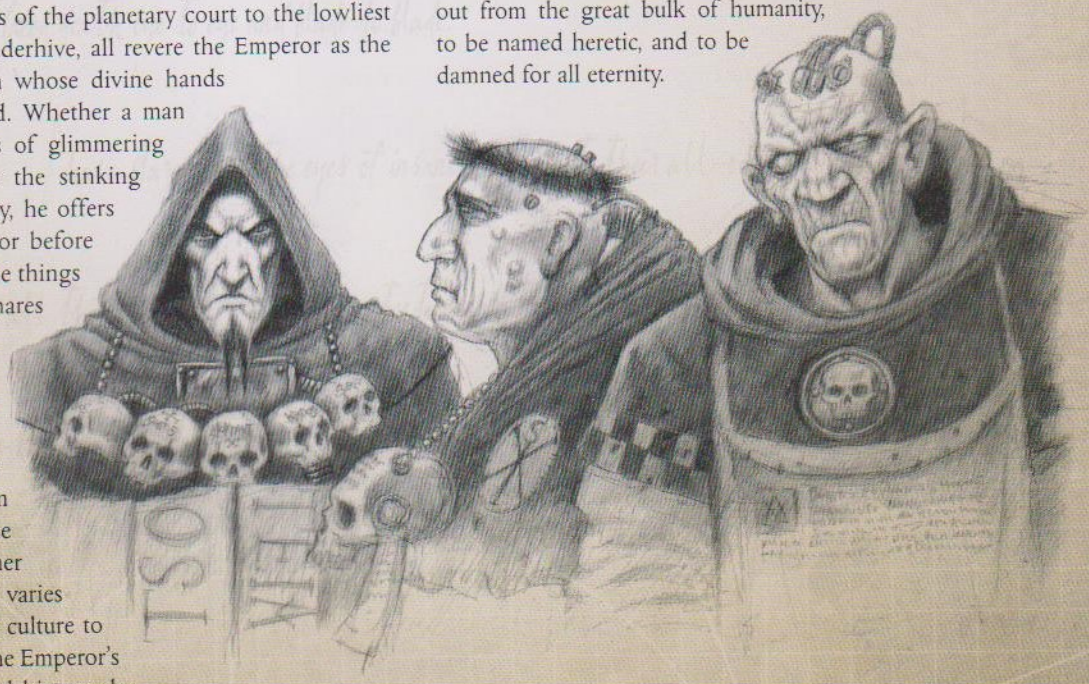
Despite this staggering range of cultures, one thing is constant: the God-Emperor of mankind.

Faith in the Emperor is the one unchanging fact of life to be found within the hearts and minds of men, no matter which of the Imperium's countless societies spawned them. From the perfumed courtiers of the planetary court to the lowliest narco-dregs of the underhive, all revere the Emperor as the one and only god in whose divine hands their own fate is held. Whether a man sleeps beneath sheets of glimmering void-silk or amongst the stinking detritus of a hive alley, he offers prayers to the Emperor before closing his eyes, for the things haunting his nightmares are real, and neither wealth nor status can protect him—only faith.

While all subjects of the Imperium offer worship to the Emperor, the manner in which they do so varies enormously from one culture to the next. So vast are the Emperor's domains and so varied his peoples that most share only the smallest amount of common cultural ground. Outside of the Adepta, with their specialised languages, codes and cants, most people would struggle to communicate with a citizen from any other planet, let alone understand the society from which he hails. In addition many branches of the faith are rooted thousands of years in the past, when once-lost human populations were rediscovered and reintegrated into galactic civilisation. Imperial missionaries often subtly altered native religions, supplanting them so that over many generations entire pantheons of gods came to represent the Emperor and his saints.

Thus, the so-called 'Imperial Creed' takes almost as many forms as there are planets in the Imperium. Though all espouse the worship of the same deity—the Emperor—the followers of many worlds would scarcely feel any kinship with one another or recognise that both venerate the same god. There are worlds where priests cast living human sacrifices into the throats of volcanoes, believing that the Emperor dwells in the fiery depths and the victims will become his favoured servants. Other believers hold that the God-Emperor resides at the burning heart of their sun, which only their constant veneration guarantees will rise above the horizon each dawn. Others know something of the truth—that the Emperor sits upon his Golden Throne on distant Terra—but even among these, there are countless variations in the forms and styles of worship.

Despite these millions of localised manifestations of the Imperial Creed, the religion's ruling classes—the countless officers of the Adeptus Ministorum—come together to form a galaxy-spanning institution which propagates the worship of the God-Emperor of mankind as a living deity, catalogues the endless variety of beliefs, weeds out the truly heretical cults, and guards against errant doctrine. In the name of the Emperor, they call the faithful to prayer, exact tithes and preach holy crusades. In a galaxy in which war and oppression form the normal state of existence, veneration of the Emperor, in whatever form, is held to be the only means by which the countless foes of mankind will be overcome. To preach otherwise is to be cast out from the great bulk of humanity, to be named heretic, and to be damned for all eternity.



The Origins of Imperial Faith

"Look not to the litanies for the foundations of your faith. Instead look within, for there you shall find the truth."

–Meditations on the True Creed, Arch-Confessor Malkus Dei moments before his assassination

The Imperial Creed, as with so many other aspects of the Imperium, has its roots ten thousand years in the past, in the dark time known as the Horus Heresy. There are very few in the Imperium who are possessed of even the vaguest knowledge of this period, which occurred at the very dawn of the Age of Imperium and nearly destroyed all that the Emperor and his champions had striven so hard to build over the previous two centuries. While the facts of the Horus Heresy are ruthlessly suppressed and withheld from the masses, there exist a multitude of allegories and fables that impart its essential themes and warn against the evils which brought it about.

In essence, the Horus Heresy occurred when the Emperor walked among his people, having led them for decades in the Great Crusade which saw the previously disparate and isolated human worlds of the galaxy reunited for the first time in millennia. Having set down the laws by which his newly created realm would be governed, the Emperor returned to Terra, the crucible of mankind, in order to consolidate his power and set about the next phase in his grand plan. The Emperor turned the Great Crusade over to his champions, the Primarchs of the Space Marine Legions, each of whom was his gene-son and created to be a superhuman warrior more mighty even than the Space Marines each led. Tragically, the Emperor's most trusted and beloved son, the Warmaster Horus, reneged on his oaths of fealty and turned to the worship of dark powers..

The resulting civil war cast the entire galaxy into flames. One half of the Emperor's armies turned upon the other half, and all the Emperor had striven so hard to build was smashed asunder in a galaxy-wide orgy of death and anarchy. The tragic civil war was only ended at the terrible cost to the Emperor's own and although he survived the confrontation with Horus that saw his once-beloved gene-son slain, the Emperor himself was only able to live on thanks to the life-sustaining machineries of the Golden Throne, constructed for him by the Mechanicum.

THE CRUCIBLE OF FAITH

Though it was comparatively brief, the Horus Heresy left few corners of the nascent Imperium untouched. The Emperor had been the figurehead of the entire human race, the saviour and exemplar to which countless billions looked for guidance and leadership. The Emperor had ruled over a state governed by reason and law, a nominally egalitarian society where every man was a brother and all fought side by side in the great endeavour to unite the entire race. Prior to the Warmaster's treachery, the common man did not know to fear the warp and the entities that dwelled within it, and the agents of the Emperor had striven hard to repel superstition and sorcery in the societies they had encountered during the Great Crusade.

Yet the Emperor was as a god amongst men. He was tall, strong, and evidently extremely long-lived. He was possessed of fearsome strength, a prodigious intellect, and a fiery charisma that commanded the adoration and respect of the multitudes. Furthermore, the Emperor was attended by the primarchs and their own Space Marine legions, who he himself had created, and each of whom was gifted with a portion of the Emperor's own powers. How could such a man not be worshipped as a god?

During the Horus Heresy, mankind discovered the true face of the universe. The reason and logic that had been preached during the Great Crusade was revealed as a façade, beneath which lurked only seething, gibbering madness. Selling their souls to the powers of the warp, traitors unleashed creatures from nightmare and wielded sorcerous powers that had nothing at all to do with the arts of science and progress. The champions of each side clashed like the angels and devils of the myths the Emperor's servants had striven so hard to dispel from the minds of the people of the Imperium. The Heresy was a battle for the very soul of mankind, the ultimate clash between good and evil, and it changed everything.

THE AFTERMATH OF THE HORUS HERESY

The forces of the traitor Warmaster Horus were defeated, but only at great cost to the Imperium. The Emperor's armies were shattered, entire worlds destroyed and the Emperor himself so wounded during his final battle that he was unable to even speak to his subjects. The peoples of the Imperium struggled to come to terms with what they had seen and experienced, for such things as reason and logic offered no explanation for the nature of the enemy they had faced. Often, it was only through recourse to the old ways, the beliefs that had sustained the planets through countless millennia of isolation from the greater bulk of mankind, that the people could even begin to fathom what had taken place. The old ways spoke of such things as good and evil, of daemons and gods. Many worlds rediscovered ancient beliefs, and through them found a way of making sense of the events of the Horus Heresy. The Emperor, now a nigh lifeless husk enthroned upon Terra, soon took on the aspect of a distant creator-god sitting in judgement over all mankind.

Within decades of the Emperor's ascension to the Golden Throne, a million and more cults had sprung up to worship him. Many were informed by beliefs that predated the Great Crusade, while others appeared to have come into being almost overnight. Many worlds gave birth to dozens, even hundreds of cults, all venerating the Emperor, yet each doing so in an entirely unique manner. Perhaps inevitably, these cults soon came to blows and tragically, brother turned upon brother as they had during the dark days of the Horus Heresy, though now they did so in the name of the Emperor himself. In time, most of the Imperium's worlds came to be dominated

by a single, native-born cult, and especially successful or ruthless cults spread across entire planetary systems or even whole sub-sectors.

Throughout this turbulent period, visionaries and prophets went forth amongst the dispossessed peoples of the Imperium, each preaching their own interpretation of what had become a widespread belief in the divinity of the Emperor. There were many disagreements and much bloodshed, and precious little in the way of central organisation. In time, however, it was perhaps inevitable that a single cult would gain predominance. That cult was the Temple of the Saviour Emperor.

THE TEMPLE OF THE SAVIOUR EMPEROR

With the rebuilding of Terra following the destruction wrought during the Siege of the Emperor's Palace at the height of the Heresy came a similar reconstituting of the Imperium's faith. The Temple of the Saviour Emperor came into being when a senior officer of the Imperial Guard, based on Terra itself, claimed to have received the wisdom of the Emperor in a series of visions. This man, whose original name is lost to history, renamed himself Fatidicus, meaning 'prophet' in one of the ancient tongues of the birth world of humanity, and preached his revelation to his peers amongst the highest echelons of the Imperium's ruling institutions. In a short time, the new cult was spread far and wide, for its converts were from all echelons of Imperial life, whose duties took them and their faith to every corner of the Imperium. Where they travelled, the adherents of the cult spread the word of Fatidicus, often bringing unity to regions still reeling from the anarchy of the Horus Heresy. Of course, these zealous individuals found many who opposed them, but they had the resources, those of political and economic annihilation, to force compliance and soon thousands of cults and sects were absorbed into the new faith. Those who still refused to cooperate were preached against, entire newly converted populations rising up against those amongst their numbers who would not accept the Temple. Though never openly espoused by Fatidicus and his followers, many uncooperative sects were violently suppressed during this time, and soon the Temple of the Saviour Emperor was the dominant strand of faith across two thirds of the Imperium. In fact, the only institutions which did not come into line with its teachings were the Space Marines and the Cult Mechanicus, both of which had their own traditions and beliefs, and were besides far too powerful to be forcibly converted.

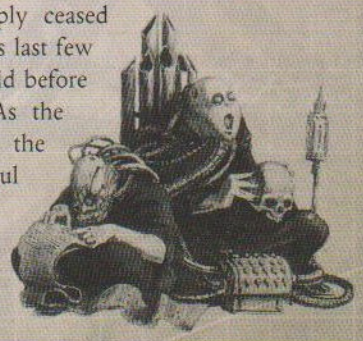
Two millennia after its founding on Terra, the Temple of the Saviour Emperor was formally recognised as the official religion of the Imperium. The institution was given the new title of Adeptus Ministorum, and two centuries later, Ecclesiarch Veneris II was granted a seat on the Senatorum Imperialis, the Council of the High Lords. Over the next centuries the Ministorum further consolidated its power, organising the Imperium into administrative regions called dioceses, each ruled over by a cardinal. It instigated a system of tithes that paid for the building of thousands of vast cathedrals and countless shrines across the expanse of human space, and established a vast theocratic organisation consisting of billions of officers. In time, the Ministorum came to wield nearly uncontested political power to match the hold it had established over the hearts of men. After three centuries, its seat on the Senatorum Imperialis was made permanent, and its power became almost entirely uncontested.

THE FIRST WAR OF FAITH

As the 33rd millennium drew to a close, the only major religious orthodoxy standing against the Ministorum was the so-called Confederation of Light, a penitent faith founded upon the world of Dimmamar far to the galactic north in one of the few regions still to fully accept the rule of the new religion. The adherents of the Confederation preached that salvation was only possible by following the example of the Emperor and laying down everything, including life itself, in his name. They eschewed wealth, a doctrine that set them very much at odds with the Ministorum, whose coffers had been swelled by the tithes imposed on worshippers across the Imperium. While the Ministorum built ever more majestic cathedrals and decorated shrines with priceless riches, the Confederation of Light demanded humility and penance. There was no middle ground, and no compromise was possible.

For many years, the Ministorum preached against the Confederation of Light, condemning its followers in increasingly strident terms. They attempted to infiltrate the organisation, in order to tear it apart from within, but the agents were always discovered and ejected. Eventually, the Ministorum determined that so great a threat was the Confederation of Light to its spiritual authority that only violent action would see the matter resolved. The Ecclesiarch declared the Confederation a heretical body, and the first war of faith was launched.

The followers of the Confederation of Light stood little chance of resisting the subsequent purging. The Ministorum mustered its followers at the highest levels of the Imperium's military institutions, and the vast armies of the Imperial Guard and the huge fleets of the Imperial Navy were mobilised in a great outpouring of righteous zeal. In addition to these regular forces, countless numbers of common, untrained, barely equipped followers rallied to the cause, embarking upon indentured bulk carriers and hurling themselves against the confederation's worlds. The slaughter that ensued was absolute, for the so-called heretics were hugely outnumbered and completely outgunned. Entire planetary populations were sent to the pyres in the name of the Emperor. The devastation was all but complete, and the Confederation of Light simply ceased to exist as a coherent body, its last few adherents scattering to the void before the wrath of the faithful. As the ashes of Dimmamar cooled, the ministorum's grip upon the soul of mankind was total.



The Age of Apostasy

"Blackest of Ages, Saddest of Times. Let none give name to he that laid us low..."

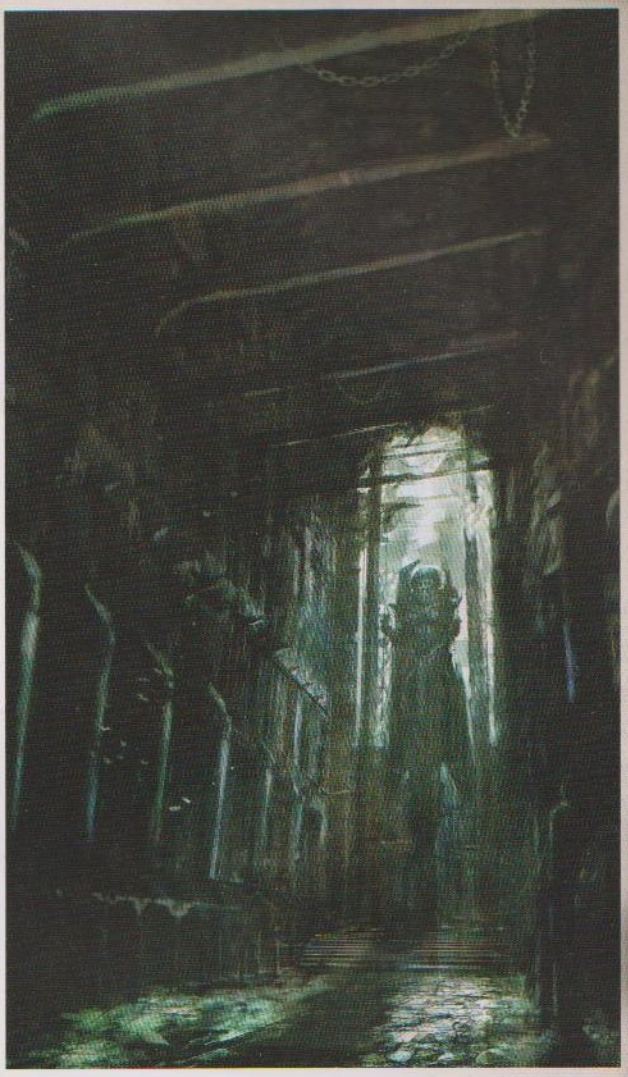
–The Chant of Days, Scrivener Obyss Mak

The two millennia that followed the destruction of the Confederation of Light were for the Imperium an increasingly disastrous and destructive epoch. At the dawn of this age the Ministorum held nigh total power, which it used to ensure that every single subject of the Emperor in the Imperium paid his dues, both spiritually and financially, to the duly appointed officers of the faith. In time, the Ministorum exercised such power that it began to dictate the policies of the Council of the High Lords of Terra. The Ecclesiarch came to be viewed as speaking with the authority of the Emperor himself, and he influenced every aspect of the governance of the Imperium.

Perhaps it was inevitable that the other great bureaucracies of the Imperium should grow resentful of the Ministorum. The Administratum in particular found its own powers greatly curtailed, for the Ministorum's tithes took precedence over its own raising of funds and resources, leaving little in the coffers to pay for the running of the Imperium. The Administratum's influence soon waned so far that the Ministorum was able to dictate policy in secular matters as well. The raising and deployment of armies, the prosecution of wars, the commitment of significant Imperial resources and the appointment of sector lords all fell under the effective control of the Ministorum. In time, other institutions began to distrust the Ministorum's power, and the Adeptus Astartes and the Adeptus Mechanicus in particular became increasingly estranged.

Over the course of the 34th Millennium, the Administratum managed to claw back some of its former influence, but only through a series of machinations that were ultimately to the detriment of the Imperium as a whole. By the insinuation of covert supporters into key positions of power across the Imperium, the Administratum slowly eroded its rival's power and ensured that those officials the Ministorum did succeed in placing were weak, incompetent or venal. Though this ruthlessly instigated policy regained some of the Administratum's lost power, it set in motion a series of events that would see the Imperium face its greatest catastrophe since the Horus Heresy.

In an effort to reverse the decline in its fortunes, Ecclesiarch Benedin IV declared that the Ministorum's upper echelons would move from Terra to the planet of Ophelia VII, a world in Segmentum Tempestus and one of the richest in the Imperium after Terra and Mars. Moving the Holy Synod to Ophelia VII was a vast undertaking, but the effort proved well worthwhile. Separated from the machinations of the Senatorum Imperialis by ten thousand light years, the Ministorum's power waxed anew. The synod became a force unto itself, and freed from the interference of the other High



Lords the Ecclesiarch was able to raise entire armies and fleets in order to enforce its newfound influence across the Imperium. These forces, known as the Frateris Templars, came to rival the conventional armies and fleets of the Imperium, and they soon came to be greatly resented wherever they travelled. As the Ministorum's resurgent power spread out from Ophelia VII, its once magnificent palaces on Terra were left to rot, and soon began to crumble to ruin. The great processionals that had once known the tread of countless billions became carpeted with inches of silent dust.

Three hundred years into this new age of influence and power, Greigor XI was elected to the rank of Ecclesiarch. Heralded as a deeply spiritual individual who desired only that the faithful work together as one, Greigor announced that the Holy Synod would return to its rightful home on Terra, the seat of the Emperor and the heart of the Imperium. The cardinals opposed this course, not least because the Ministorum was so firmly entrenched upon Ophelia VII that a move would be a vast logistical exercise that would stretch the institution's resources to the limit. Subsequent history would prove the naysayers entirely correct, but none were able to deter Greigor from his grand undertaking.

The relocation was to take over a decade to organise and carry out, and it was only possible due to a massive increase in the Ministorum's tithes. Greigor XI was discovered dead,

ostensibly having suffered food poisoning. The true cause of his death may never be known, but the anarchy deepened still further as the Ministorum's upper echelons continued as before, imposing ever more unreasonable demands on their congregations. The long abandoned palaces on Terra had to be rebuilt, a process that called for ever more stringent sacrifices from the faithful. At first, there were rumblings of discontent at what was seen as unreasonable taxation, and soon planetary governors and sector lords were openly voicing their displeasure. Eventually, entire worlds were buckling under the strain, their own populations starving to fund the reconstruction work taking place half a galaxy away. Inevitably, planets refused to pay any more, and the Ministorum was forced to dispatch the armies of the Frateris Templars to exact the tithes from recalcitrant planetary lords. As the crisis deepened, many who opposed the tithings were declared heretics, and massive wars of faith, which the Ministorum could scarce afford to undertake, were launched.

As if the situation could not get any worse, the entire Imperium was soon plunged into even deeper despair. The incidence of warp storms, a phenomenon that cuts off vast swathes of the Imperium's space from interstellar travel, increased by an order of magnitude. The warp began to seethe with roiling energies which bled forth into real space, making travel between anything other than worlds in the same planetary system increasingly perilous. Central governance of worlds limited to periodic contact at the best of times entirely collapsed. Hive worlds that relied on nearby agri-worlds to feed their populations were reduced to charnel houses ruled by cannibals. Where the Black Ships of the Adeptus Astra Telepathica were unable to get through, entire populations fell to daemonic incursion or Enslaver domination. Civil war and anarchy beset the Imperium, with those planets that remained accessible being ruthlessly suppressed by the increasingly brutal Frateris Templars.

Seeing that their foes were tearing themselves apart, the myriad enemies of humanity struck. The Traitor Legions sallied forth from the Eye of Terror, using their own blasphemous sorceries to strike planets otherwise cut off from outside aid. Orks traversed the warp in their ramshackle space hulks, uncaring where the tides of the Empyrean regurgitated them and wreaking havoc in regions previously beyond their reach. The Dark Eldar used their webway to freely navigate the galaxy, and struck wherever they desired, dragging millions of captives screaming to their infernal realm of Commorragh, to suffer tortures and degradations beyond a sane man's imagination.

The entire Imperium was gripped by an apocalyptic frenzy of doom and anarchy. Countless new sects sprung into being, many proclaiming that the God-Emperor was enacting his final judgement upon mankind and that the end times were at hand. No world was untouched by the anarchy, as whole populations rose up in increasingly bizarre and extravagant acts of penance and self-flagellation. Anyone who dared attempt to reason with such doomsayers were declared heretics, and world after world tore themselves apart in an orgy of bloodletting and violent penance.

THE RISE OF THE HIGH LORD VANDIRE

Goge Vandire was the 361st High Lord of the Administratum, a position he had attained by the ruthless application of bribes, threats and outright assassination. A strident opponent of the Ministorum, Vandire had plotted against it for many years. Shortly before his ascension to the rank of High Lord, Vandire brought about the selection of a man of his own choosing to head the Ecclesiarchy, ensuring that none could stand before his subsequent rise. The new Ecclesiarch, Paulis III, was perhaps the weakest man ever to have served in that role, and soon after his ascension rumours regarding the myriad degeneracies in which he revelled began to circulate amongst the upper echelons of the Imperium's ruling bodies. As confidence in the new Ecclesiarch plummeted, Goge Vandire made his move.

Leading a band of his most trusted retainers, the High Lord of the Administratum forced entry into the Ecclesiarchal Palace, gunning down any who attempted to deny them access to Paulis' personal wing. It is said that when Vandire and his men came upon the Ecclesiarch, he was engaged in some vile debauchery that, were it known to the people, would bring eternal shame down upon the entire Imperium. Without trial or appeal, Paulis was slain. In a daring coup, Vandire proclaimed himself both Ecclesiarch and High Lord of the Administratum, claiming control of both institutions.

The next days saw the High Lord consolidate his power in a series of brutal purgings of the Holy Synod. Many Cardinals simply fled before Vandire's warriors could come for them, while others were defiant, mounting futile, if brave objections. These were slaughtered, to be replaced with men either so weak that they would obey Vandire's every word, or by cunning supporters who shared his own agenda.

With his power base firmly established, High Lord Vandire was able to give free rein to the unfettered extremes of his ambition. Whether or not Vandire was unbalanced before his rise, after it was achieved he plumbed new depths of insanity. The High Lord claimed that he spoke with the authority of the Emperor himself, and that he communed with the God-Emperor during the many trance-like fugues into which he would regularly fall. Coming out of these trances, the High Lord would enter a rage, insisting that his every utterance be transcribed by the army of clerks that waited on his every word. Many of these orders defied logic, with Vandire taking violent action against whole sections of the Imperium's population. He might for example order that a given world be purged of every red-haired man, or that the peoples of another must abstain from looking upwards towards the sky lest they offend the Emperor with their vile features. Some worlds were bombarded from orbit, while others were subjected to gene-keyed virus strains intended to root out real or imagined genetic corruption.

Vandire became increasingly obsessed with exercising personal power over the Imperium, which by now was little more than an anarchic mass of warring empires and lawless fiefdoms. He ordered the construction of a mighty holographic representation of the galaxy, depicting the raging warp storms and the status of each of the Imperium's worlds. He would pore over the projection for hours on end, issuing pronouncements

that determined the fate of worlds and countless millions of the Emperor's subjects. He established a galaxy-wide network of spies and informers in an attempt to keep his information up to date. A single report from such agents might cause the High Lord to condemn yet more victims to the pyres. With good reason, Vandire's rule came to be known as the Reign of Blood.

Vandire's grip on the Imperium was increased still further when he co-opted the services of an all-female warrior sisterhood from the backwater agri-world of San Leor, known as the Daughters of the Emperor. Every one of these warrior-women was a fighter beyond compare, and dedicated to service and sacrifice in the name of the Emperor. In Vandire's service they became the Brides of the Emperor, forming his personal bodyguard and his elite agents, enacting his will with ruthless efficiency across every world in the Imperium still accessible in the face of the raging warp storms.

For the next seven decades, the Brides of the Emperor and the Frateris Templars led a series of devastating pogroms across the Imperium. Worlds already brought to their knees by anarchy and rebellion were subjected to terrible suppressions. Wherever the servants of Vandire trod, there followed first blood and destruction, and afterwards vast cathedrals and statues build to honour the Emperor and the High Lord. Effigies of Vandire many hundreds of metres tall were erected upon hundreds of worlds, so that none could doubt just who the true ruler of the Imperium of mankind really was.

Yet, while the worlds under Vandire's sway became glittering monuments to his glory, the Ecclesiastical Palace upon Terra slipped once more into ruin. Vast wings of the palace fell silent, none save the Brides of the Emperor daring to enter the presence of the High Lord, so erratic had his outbursts become. It is said that the Holy Synod made at least one attempt to dethrone the mad Ecclesiarch. In response, the Brides of the Emperor slaughtered every one of the traitorous cardinals, emerging from the synod chamber bearing their severed heads.

For the masses, there were only two choices. Submit utterly to the rule of High Lord Vandire, or be crushed by the Brides of the Emperor and the Frateris Templars. Those worlds not gripped by anarchy or locked within the deadly embrace of warp storms were entirely in Vandire's thrall, the toils of the populations directed towards his glory. Yet, in one distant corner of the galaxy, upon the once decimated world of Dimmamar, there sparked a glimmer of hope. That hope was a man, and his name was Sebastian Thor.

The Daughters of the Emperor

It was not long after the High Lord came to power that his agents sent him word of a unique sisterhood of warrior-women living on the little known world of San Leor. Hearing of their ascetic way of life, their utter dedication to the Emperor, and in particular their skills at arms, Vandire decided that he would make a formal visit to the secluded convent of the 'Daughters of the Emperor'.

The first that the inhabitants of San Leor knew about the state visit by the man who was the de facto the lord of the Imperium was when several thousand of his retainers marched into their simple towns, and demanded that they show the High Lord the utmost devotion, on pain of death. When Vandire finally arrived, he was greeted by roads strewn with delicate petals, the air filled with sacred incense, and the people of San Leor singing his praises to the heavens. He may or may not have known that his retainers stood behind the crowds, guns trained on their backs, ever watchful for dissenting voices amongst the masses. Images of these vast processions were recorded by the spy-lenses of hundreds of servo-skulls, and disseminated across every world in the Imperium not cut off by the raging warp storms. The image of the High Lord Vandire being 'welcomed' to San Leor became a staple of Ecclesiarchy propaganda.

When at last the vast cavalcade reached the gates of the convent in which the Daughters of the Emperor resided, Vandire found them barred and closed. The voice of the gatekeeper informed the High Lord that the Daughters of the Emperor recognised only the authority of the God-Emperor himself, and would open their gates to no man. Vandire's attendants cringed in anticipation of an explosion of rage, yet uncharacteristically, the High Lord remained calm. In a serene manner, Vandire told the gatekeeper that he would prove that he spoke with the authority of the Emperor himself, if they would allow him to enter their convent with but a small bodyguard.

The Daughters of the Emperor acceded to Vandire's request, and the High Lord and a small group of his retainers were led into the central courtyard. There, Vandire announced to the gathered sisters that he would prove that the Emperor's Grace was upon him, and that should he lie, he would be slain. Vandire brandished his Rosarius, and ordered one of his bodyguards to shoot him. The man was dumbfounded, and fearful of harming his master, but Vandire insisted. Forcing his trembling hand to stillness, the guard aimed his las pistol straight at Vandire's heart and fired.

Vandire was consumed in a blinding white light, and when the vision of the gathered witnesses had cleared, they saw that he stood unharmed before them. All in the courtyard went down upon their knees, and the Daughters of the Emperor proclaimed their fealty to High Lord Vandire.

In truth, Vandire had tricked the sisters, gambling that they would never have seen a Rosarius. It was the energy field projected by the generator within the ornate medallion that had turned the guard's shot, and not the protection of the Emperor. Nonetheless, the Daughters of the Emperor promised themselves to serve their new master, and at his word changed the name of their order to the Brides of the Emperor. The sisters became Vandire's personal bodyguard, and their skill at arms was enhanced by training in the finest weapons and armour the High Lord could provide. The Brides of the Emperor would stand at Vandire's side wherever he went, and they were both his bodyguards and his executioners. Word of their dedication spread across the worlds of the Imperium, and none who entered the High Lord's presence would so much as look at him askance under the silent, watchful gaze of the Brides of the Emperor.

SEBASTIAN THOR

Sebastian Thor was a supremely humble man, who never courted the power he would one day come to wield. He was a simple preacher, but the passion and wisdom of his oratory caused the faithful of Dimmamar to flock to him from far and wide. He spoke out against the injustice of the High Lord's rule, and while most who did so would soon be ruthlessly suppressed, his supporters always protected him from the attentions of Vandire's agents. In fact, many of the assassins dispatched to deal with the bothersome backwater rabble-rouser were converted themselves, and protected him against many subsequent assassination attempts.

In a rage, Vandire mustered a vast army of the Frateris Templars at the Clax system, and dispatched them to Dimammar to reduce the nest of heretics to ashes once and for all. The army never arrived, for the vessels of the fleet that carried it were torn apart as they traversed the warp, by a storm so mighty it afflicts the region still, four thousand years later. Astropaths and others gifted with the psyker's power claim the screams of those slain in the so-called 'Storm of the Emperor's Wrath' can be heard there even now.

Soon, Thor had amassed a sizeable following, and people were even travelling from off world to hear his impassioned sermons. It was then that members of the proscribed Confederation of Light came to Thor, men who had hidden their faith since the dark time of the First War of Faith. What words passed between Sebastian Thor and these hooded ambassadors may never be known, but Thor and the Confederation became as one, and those who had been so ruthlessly suppressed centuries earlier were once more a force in the galaxy.

When the planetary governor of Dimmamar heard Thor's words, he pledged his entire army to the preacher's cause. Within a year, Thor's sermons had spread throughout the entire segmentum, and his entourage had swelled to several million. This army of the faithful went from one planet to the next, spreading the word of the Emperor and decrying the tyrannies of the High Lord. It was said that wherever Thor travelled, miracles occurred. The sick were cured and the evil turned. The hungry were fed and even the most twisted of mutants was made pure. With each world the ever-swelling army came upon, they travelled closer to Terra, and it is said that the warp itself became calm at their passing. For the first time in millennia, the people dared imagine a better life.

All across the Imperium, the faithful rose as one and cast off the rule of the High Lord. However, there were two powerful factions that had yet to become embroiled in the turmoil of the Reign of Blood.

The Adeptus Astartes and the Adeptus Mechanicus had both become estranged from Terra, fortifying their own fiefdoms while undertaking their traditional duties as best they could. Space Marines still stood against marauding aliens and the Forge Worlds of the Mechanicus still churned out the arms and armaments needed to defend humanity from its many enemies. Yet, both institutions did so according to their own judgement, rarely coordinating their long-term goals with those of Terra. Now, the Chapter Masters of the Adeptus Astartes and the Fabricators of the Adeptus Mechanicus began to voice their concerns. Gastaph Hedriatix, Fabricator-General of Mars and the very highest of the servants of the Machine God, issued a demand to the Holy Synod. The High Lord must be indicted and called to account for his deeds.

In response, Vandire dissolved the Council of the High Lords of Terra, and ordered what forces he had left to assault those of the Adeptus Astartes and the Adeptus Mechanicus who questioned his authority. Needless to say, most of Vandire's commanders refused such a suicidal course of action, and the insane High Lord condemned these as heretics.

Finally, the Fabricator-General saw that he and his allies had no choice but to depose Vandire themselves. A vast army of Adeptus Mechanicus Tech-Guard, spearheaded by four Chapters of Space Marines—the Imperial Fists, Fire Hawks, Soul Drinkers, and Black Templars, launched themselves towards Terra to besiege the Ecclesiastical Palace.

Cults of Thor

Of all the saints venerated across the Imperium, it is Sebastian Thor who has become most adored. There can scarcely be a single man, woman or child across the millions of worlds of the Imperium who does not know his name. As such, dedication to Saint Thor has become something of a sub-stratum of the Imperial Creed, with countless sects worshipping him in different ways.

There are those who take their reverence of Sebastian Thor even further however, believing him to be a manifestation of the Emperor himself, a vessel for the God-Emperor's power by which he walked amongst his people once more. Others, especially those amongst the Inquisition who subscribe to the doctrines of the Thorian faction, look for other such vessels amongst the greatest servants of the Emperor. There are even some who seek to predict or to bring about such manifestations, in an attempt perhaps to free the Emperor from his ten thousand year imprisonment within the life-sustaining mechanism of the Golden Throne.

The Reign of Blood Ends

Ultimately, it was not the armies of the Space Marines and the Tech-Priests that brought about the doom of the High Lord Vandire. It was his most trusted companions, the sisterhood of the Brides of the Emperor.

Throughout the Reign of Blood, one faction had remained entirely hidden. The Adeptus Custodes, the guards of the Emperor himself, had sealed themselves within His throne room, allowing none to intrude, and cutting themselves off from the anarchy that gripped even the holy ground of sacred Terra. As the combined Space Marine and Mechanicus armies began their siege, the Chapter Masters contacted these ultimate guardians of the Master of mankind, and revealed to them the truth of events outside the throne room. In secret council in the most hidden places of the Emperor's Palace, a plan was decided upon. The Captain-General of the Custodes led a small force through secret passages deep beneath the surface of Terra. After many days of travel, the group emerged in the bowels of the Ecclesiarchal Palace, and approached the leader of the Brides of the Emperor, Alicia Dominica.

The Captain-General made an impassioned plea for the Brides of the Emperor to see the truth of the regime they served. Though he spoke for many hours, Alicia was unmoved, for her oaths of fealty were such that she could never renounce her master. Then, the Centurion made one last appeal. He asked that the leader of the Brides of the Emperor go with him to the very heart of the Emperor's Palace, to the long-sealed throne room itself, the most holy place in the entire galaxy, where the truth would be revealed to her. The leader agreed. The Centurion's men were left behind as surety against treason, and five of Alicia's sisters were selected to accompany her to the Holy of Holies, the Emperor's throne room.

Having travelled back through the ancient and dusty ways far beneath the ravaged surface of Terra, the group eventually came to stand before the rearing portal of the throne room. There, the Captain-General issued the six Brides of the Emperor the direst of warnings. They were told that to speak in the presence of the Golden Throne would be to invite death. At his order, the mighty doors opened for the first time in millennia, and the group walked into the golden radiance shining forth.

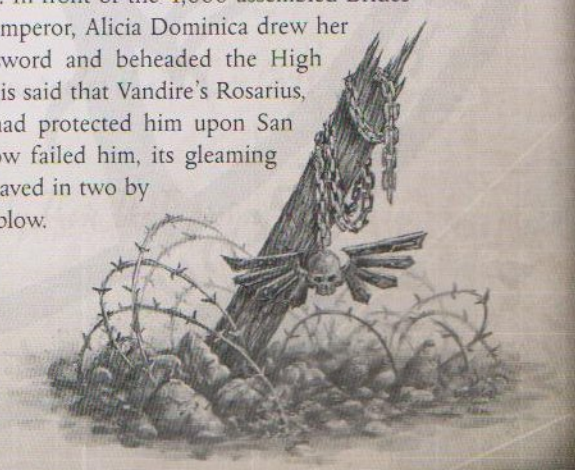
No records describing what transpired next are known to exist. Perhaps the sisters witnessed the God-Emperor of mankind himself, suspended in the life-sustaining energies of the Golden Throne. Perhaps the Emperor actually spoke to them, imparting the six with such wisdom that their souls were transformed by his words. Perhaps he shared something of the fate of mankind, of his grand plan, and of the myriad foes that sought to enslave mankind who would triumph if Vandire were not stopped.

Whatever happened, the sisters emerged from the throne room entirely changed. Their hearts were consumed by rage at the twisted mockery of the Emperor's vision that the Imperium had become. Vandire was responsible, they knew, and Vandire would die.

While all this had been happening, Vandire himself had been plumbing ever more extreme depths of insanity and megalomania. As the guns of the Mechanicus had been pounding the Ecclesiarchal Palace and the Space Marines had been fighting through its winding tunnels, the High Lord had been conducting what he imagined to be a masterful defence. Pouring over his holographic representation of the Imperium, Vandire had issued countless orders for the deployment of forces that no longer existed, and who besides would never have been able to respond in time to affect the battle raging above him. All but his beloved Brides of the Emperor had deserted him, but as word of Alicia's arrival spread through their ranks, the last of Vandire's elite bodyguard left his side and assembled before her in the great hall.

Vandire followed them and launched into a tirade, condemning any and all who would not stand beside him as traitors of the very worst kind. He ordered Alicia to muster her warriors for the final defence, which he still believed would repel and defeat the attackers. Alicia waited in grim silence until the High Lord ended his rant, and then pronounced final judgement upon Vandire.

Even at the end, the insane High Lord appeared so divorced from reality that he could scarcely comprehend Alicia's words. When finally she pronounced that he would die, Vandire merely shook his head, and stated that he was simply too busy to do so. In front of the 4,000 assembled Brides of the Emperor, Alicia Dominica drew her power sword and beheaded the High Lord. It is said that Vandire's Rosarius, which had protected him upon San Leor, now failed him, its gleaming form cleaved in two by Alicia's blow.



The Reformation

"Let the word of the Emperor be heard once more wherever men gather and look upwards unto the stars. Let them know that the Emperor looks back upon them, from the Golden Throne, wherever in this benighted galaxy they might reside."

–Cardinal Bloo

Despite the end of the Reign of Blood, the Age of Apostasy was to rage for several more centuries after the death of High Lord Vandire. The Imperium was still embroiled in internecine wars between the various factions that had risen to power during the time of anarchy, and bitter warp storms still raged across every segmentum. The one region where peace and order had truly returned was that through which Sebastian Thor had passed, but there was still much work to be done before Imperial rule could be re-established.

The first task, undertaken by the Fabricator-General and his Space Marine Chapter Master allies, was the re-establishment of the Council of the High Lords of Terra. Massive trials were held, in which the acts of those in office throughout the Reign of Blood were examined. Those found guilty of contributing to the anarchy were put to death, while those few found blameless were allowed to retain their offices.

When finally some semblance of proper governance was restored, there still remained one office left to fill—that of Ecclesiarch. None were found who were willing or able to fill the position that Vandire had so disastrously abused. The newly reconvened Senatorum Imperialis declared that Sebastian Thor should come to Terra immediately.

Thor, however, was by this time far from the centre of the Imperium's power, preaching across the worlds of the northern rim and restoring faith to those who had lost it. He turned down repeated requests to attend the council, until a messenger was sent to personally bring him before the High Lords. Still, Thor refused, stating that his work was not yet done. Exasperated and insulted, the High Lords finally declared Thor a traitor and dispatched an army to bring him forcibly before them. A multitude stood ready to defend their adored leader, but Thor himself finally acquiesced, entrusting his safety to the will of the Emperor.

When finally Thor stood before the High Lords, a great trial was convened. Thousands came to witness the proceedings, undertaking arduous pilgrimages from every corner of the galaxy. The trial lasted months, and many who wished to witness it only arrived years after it had ended, yet still they came out of adoration for Sebastian Thor. Countless charges were put to Thor, yet every one he refuted. Always had he preached against corruption and injustice, and he had never once ordered his followers to take up arms against the warriors of the Imperium. Many thousands of witnesses spoke in Thor's defence, from the very highest officers of the Imperial Guard and the Imperial Navy, to the lowliest of soldiers and scribes. Eventually, the High Lords retreated into sealed council to consider their verdict.

That verdict was delivered three days later by the Captain-General of the Adeptus Custodes. It is said that when Sebastian Thor was proclaimed innocent of every charge brought against him, every bell in every spire on Terra rang out, and that multitudes sang his praises at the top of their lungs. Yet the High Lords had a further proclamation to make. Sebastian Thor was proclaimed Ecclesiarch, to the resounding joy of the faithful that packed the streets. So dire was the need of the Imperium in the aftermath of the calamitous Reign of Blood that only a man as pure, innocent and as driven as Thor could unite its disparate peoples. Yet, Thor refused, stating that the work on which he was engaged could not be enacted from a throne in the Ecclesiarchal Palace, but could only be undertaken out amongst the needy of the galaxy. The High Lords erupted in outrage and indignation, yet the Captain-General of the Adeptus Custodes took Thor aside and whispered a single message into his ear. Though no others heard what passed between the two men, it is commonly held that Thor was given a blunt choice: leave Terra as Ecclesiarch, or leave Terra dead.

To the adulation of the adoring masses, Thor announced that he would accept the appointment, but only on certain conditions. He was to have the unswerving backing of the High Lords of Terra, and he was to be allowed to make whatever changes to the Holy Synod he saw fit. The High Lords agreed to his terms, and Sebastian Thor was duly appointed the 292nd Ecclesiarch.

For the best part of the next century, Thor worked tirelessly to rebuild the Ministorum and with it the shattered Imperium. He established the Synod Ministra upon Ophelia VII, a secondary body that would debate and carry out the pronouncements of the Holy Synod on Terra. This change would ensure that no one man would ever gain such total power over the church as had Vandire. Furthermore, he reorganised the dioceses, splitting each into smaller bodies so that a far greater number of regional representatives sat upon the Synods, doubly ensuring that no one faction could easily gain dominance.

Perhaps the most sweeping of changes Thor instigated affected the military forces over which the Ministorum held sway. What remained of the Frateris Templars was disbanded, under the terms of the so-called Decree Passive, which forbade the Ecclesiarchy from maintaining a force of 'men under arms.' It would still be possible for individual Cardinals to raise what became known as Frateris Militias, but these were ad hoc bodies consisting of local fighters called to arms to defend the Ministorum's holdings against localised threats.

The issue of the Brides of the Emperor still remained to be solved. In a masterful example of legislative disassembly, the Brides, who had by now resumed their original title of the Daughters of the Emperor, were allowed to remain a standing force, for as a sisterhood of exclusively female warriors they did not break the letter of the Decree Passive. The body that would

eventually become known as the Adepta Sororitas, or more colloquially as the Sisterhood, was split first into two Orders Militant, one based on Terra and the other upon Ophelia VII. In time, four more orders militant would be formed, and these in turn would spawn still more subsidiary orders.

All of this work Thor undertook as he travelled the length and breadth of the Imperium, bringing the word of the Emperor to regions long blighted by anarchy and invasion. Wherever he went, the faithful were mustered to throw off the shackles of oppression and chaos. These was an era of great rejuvenation, in which sectors lost to alien invasions, recidivist uprisings, or the rule of self-appointed warlords, were brought back into the fold by the vast crusading armies of the faithful. Wherever Thor went, the warp storms that had blighted the Imperium for so long receded, and slowly, planet by planet, sector by sector, order was restored.

It was only towards the close of his life that Sebastian Thor returned to Terra, at the age of 112. Within six months, he had passed away, as if he had held back the inevitable for as long as he could and had finally allowed himself to rest beneath the sacred soil of holy Terra. A vast funereal wing was added to the Ecclesiarchal Palace, and it is said that over seventy million of the faithful made the arduous pilgrimage to Terra to proceed past his sarcophagus in the first year alone. Even to this day, countless pilgrims make that journey every year, for the Tomb of Sebastian Thor is counted as one of the most holy places in the entire Imperium, second only to the throne room of the Emperor himself.

THE ECCLESIARCHY

"Men united in the purpose of the Emperor are blessed in his sight and shall live forever in his memory."

–Ecclesiarch Deacis

The Adeptus Ministorum, or the Ecclesiarchy as it is commonly known, is a vast, sprawling institution that, in one form or another, has a presence in every corner of the Imperium, from the most opulent hive spire to the rudest frontier shack. Billions of officers keep the Ministorum running, from the mightiest Cardinal Palatine directing the fate of worlds to the lowliest scribe whose whole life is spent transcribing a single volume on the lives of the saints.

This vast organisation is broadly split into two halves. One administers to humanity's spiritual needs, the other to the practical maintenance of the Ministorum itself.

THE CREED SPIRITUAL

The Cardinals are responsible for coordinating the due worship of the Emperor, for propagating the Imperial Faith and for guarding against heresy. There are several thousand Cardinals, the majority of which, known as the Cardinals Astra, each control a diocese of hundreds of worlds. In most cases these diocese equate to a sector, although given the constant upheavals to which the Imperium is subject some overlap one or more sectors or contain many worlds long since lost to mankind. Others of the Cardinals, called Cardinals Ministra, serve on the Synod Ministra on Ophelia VII, their role to debate and enact the dictates of the Holy Synod on Terra.

THE FRATERIS MILITIAS

While the dictates of the Decree Passive forbid the Ecclesiarchy to maintain standing armies, provision is made for the defence of its holdings in time of crisis. The officers of the Adeptus Ministorum are authorised to raise bodies called 'Frateris Militias' from their congregations, arming them however they are able, and commanding them to defend the Ecclesiarchy against invaders and unbelievers. The Frateris Militias are not standing bodies of troops, and their members might be anything from farmers to scribes. Some may have prior military experience thanks to service in a planetary defence unit, while others may never have seen a firearm up close or at all. What the Frateris Militias lack in training and discipline (they are wont to fight amongst themselves if left for too long) they make up for with zeal. When a War of Faith is called, the militias gather into vast armies of the faithful, who by belief alone may conquer any enemy.

Other Cardinals are based on Terra itself, and these are counted amongst the most senior of their rank, though in practice all Cardinals are more or less equal in status. Below the Ecclesiarch, acting as his closest spiritual advisers and aides are the Cardinals Palatine, who reside within the Ecclesiarchal Palace so that they are ever on hand when their master calls. Beyond the palace are the Cardinals Terra, each of whom is responsible for a diocese on the home world itself.

Below the Cardinals are countless subordinate positions. While a Cardinal might conduct services only rarely, and then he or she might lead a great ceremony before thousands or even millions of the faithful, further down the ranks the various incumbents are responsible for smaller areas and less numerous congregations. A Confessor might have responsibility for a hive city or if it is less populated, an entire world, or in frontier regions a system or even sub-sector. He will reside in a mighty cathedral, often capable of ministering to many thousands of adherents. Furthermore, most cities and worlds are host to countless smaller shrines, which are tended to by Preachers. It is at these that the vast majority of the Imperium's citizens worship on a day to day basis, only travelling to one of the larger cathedrals to mark a holy day of one sort or another.

Just as not every Cardinal heads a diocese, many Confessors and Preachers are not responsible for a specific area. Many are free agents, their duties taking them far and wide. Some find themselves attached to other Imperial institutions. An Imperial

Guard general or an Imperial Navy admiral might have as his most trusted confidant a senior Confessor, who advises him on spiritual matters and bolsters his resolve to enact the Emperor's will. Further down the chain, individual regiments of the Guard and vessels of the Navy are be accompanied by dozens of preachers, many of whom regard it as their duty to personally take the field of battle and provide inspiration to those in their care. Even such bodies as the Administratum, the Adeptus Astra Telepathica, the Adeptus Arbites and countless other organisations have need of such spiritual ministrations, and it is rare indeed that one who toils in the name of the Emperor does not do so with the words of the saints ringing in his ears and the sweet scent of incense filling every breath he takes.

The Schola Progenium

When a servant of the Imperium is slain in battle, he or she may leave behind orphans. These are raised by the Schola Progenium, a galaxy-wide institution administered by the Ecclesiarchy, but ultimately serving many of the Imperium's greatest organisations. Every major world in the Imperial has at least one Schola Progenium habitat, in which the young orphans are tutored. Under the watchful and stern eyes of the Drill Abbots and Abbesses, the young 'progena' are schooled in every aspect of the Imperial Creed, that they might one day become dedicated servants of the Imperium.

The progena are also educated in the true meaning of service, for there is a price to be paid for their upbringing. Every progena is destined to become an Imperial servant of one sort or another, the exact institution they will serve in often being determined by their tutors at a very young age. Those who display superior skill at arms may go on to join the Storm Trooper regiment, while those skilled in letters may become scribes in the Administratum. Some may one day become Imperial Commanders, sector lords or even High Lords of Terra, drawing on the skills and values taught them by the Drill Abbots.

THE CREED TEMPORAL

While the power of the Ministorum is based upon the word of the Emperor, its foundation is the vast organisation that supports it in all it does. Every day, across the whole Imperium, millions of sermons are preached from pulpits housed in cathedrals whose spires pierce the very clouds. Such a mighty edifice as the Ecclesiarchy could not possibly exist without astronomical wealth flowing into its treasuries, wealth which is rendered by the faithful as their right and proper offering to the Adeptus Ministorum.

This branch of the Ecclesiarchy is headed by the Arch Deacons, who in many cases operate alongside the Cardinal of the diocese they serve. It is an Arch Deacon's duty to administer to the logistics of the diocese, coordinating the construction and maintenance of its cathedrals as well as countless other institutions such as shrine worlds, pilgrimage sites, reliquaries and retreats. Each Arch Deacon is responsible for the distribution of as much wealth as a sector lord or the patriarch of the richest of merchant concerns, and they are often the subjects of bitter jealousy from such individuals. Below the Arch Deacons are the Deacons and the Deans, who are responsible for the distribution of what resources are passed down to them, as well as the actual collection of dues from the faithful.

MISSIONARIUS GALAXIA

The Missionaries of the Missionarius Galaxia are a special breed of Imperial servant, and although they operate under the auspices of the Cardinals Palatine, they are in practice a nigh autonomous body within the Adeptus Ministorum. The Missionaries are tasked with accompanying all manner of expeditions into regions of the galaxy lost or previously unknown to the Imperium. Whether it be aboard Imperial Guard vessels launching a crusade to retake a sector lost to alien invasion, or in the retinue of a daring Rogue Trader penetrating the dark, unexplored regions of the galaxy, Missionaries bear the flame of the Imperial Creed wherever they go, and with it kindle the faith of those long separated from the true faith.

Upon the discovery of a new or lost human culture out among the stars, it is the task of the Missionarius Galaxia to study all he can of its society and religion. He is ever watchful for ways in which the culture's religious practices and teachings can be subtly altered, to bring them broadly into line with the Imperial Creed. Practices dubbed benighted or barbaric may be supplanted with more suitable ones, though often some symbolism is allowed to remain to lend a sense of continuity. For example, necrophagia – the eating of the dead – is a practise proscribed by the Imperial Creed, but when it is encountered in savage cultures it may be replaced with the symbolic consumption of a particular totem animal. Equally, the worship of a pantheon of multiple gods will be replaced with that of a host of Imperial Saints, each chosen because they embody something of the qualities associated with each of the deposed deities.

The men and women of the Missionarius Galaxia are supremely skilled orators and diplomats, and they must also be cunning and resourceful to survive contact with often barbaric or belligerent cultures. They have the skill to recognise when an impassioned sermon will change the course of an entire planetary history, or when they must instead retreat into the shadows and lay plans that will not see fruition in their own lifetime. Perhaps unsurprisingly, many of the Ministorum's officers regard the Missionaries as mavericks and reckless adventurers, but the truth is that they are the bedrock on which the faith of multitudes is built.

> We are but simple caretakers of the holy mission. We are to take the judgement of the Emperor upon Earth to the stars. We are those who carry his Mercy with us for our brothers. We are those who witness His signs. Blessed are we caretakers for if we fail in our duty so the Galaxy fails with us.

The Imperial Creed

"When the people forget their duty they are no longer human and become something less than beasts. They have no place in the bosom of humanity nor in the heart of the Emperor. Let them die and be forever forgotten."

–From Prime Edicts of the Holy Synod of the Adeptus Ministorum

The Imperial Creed is the body of doctrines and articles of faith which is preached across the Imperium. It is the word of the Emperor as related by his saints, and it forms the core of belief shared by every worshipper across the length and breadth of the Imperium regardless of the form of worship practised on the world of their birth.

In practice, the Imperial Creed operates on several levels. In the rarefied atmospheres of the Holy Synod and the Synod Ministra, the Cardinals debate endlessly the minutiae of the words of the saints. Arguments about the exact meaning of a particular phrase might rage for decades, even centuries, causing bitter schisms amongst the various factions as men decry one another as benighted fools, dangerous reformers, or even heretics. Indeed, there have been many occasions when outright violence has erupted between factions holding opposing views on such interpretations, and in the most extreme of cases the Cardinals of neighbouring dioceses have mustered vast armies from the ranks of their congregations and made war upon their erstwhile brothers in faith.

Every day, the synods disseminate reams of pronouncements and clarifications, of learned texts and annotations of existing ones. The Cardinals are expected to preach such tracts to those below them, thus propagating the true word across the Imperium. In practise, no one man can be conversant in such a vast body of doctrine, and huge armies of scholars and savants are employed to identify the relevant passages for their masters and to file the remainder away in the vast archive-shrines of the Ministorum.

The second level on which the Imperial Creed operates is at the opposite end of the scale, in the soul of every human being in the Imperium. The vast majority of the faithful exist amidst unending toil and oppression, where the only alternative to a life of abject servitude is to be shipped out to a far away war to be slain at the hands of some bloodthirsty alien monstrosity. For many, the act of worship is the only brief respite they have from the brutal reality of day-to-day life, an opportunity to escape the cruelty of their overseers before returning once more to their bitter labours. Of course, those who tarry overlong before the altar are wont to be punished harshly, and many have been condemned to service in the convict armies of the penal legions for returning from the shrine a mere minute past their allotted time.

Nevertheless, reverence of the Emperor as the saviour of mankind is the one thing shared by men across the Imperium. Only those ensnared by the dark gods themselves or in thrall to some manner of alien domination reject the Emperor. A man might be the very worst kind of scum, a rebel, a pirate or a slaver of flesh, rejecting all the laws of the Imperium, yet still he will hold true to the God-Emperor of mankind.

Fallen Idols

During Reign of Blood, the worlds of the Imperium were strewn with mighty statues depicting the figure of the High Lord Vandire; many so massive they towered over those of the Emperor himself. During the Reformation that followed the High Lord's fall, many of these hated idols were torn down by the masses, and either broken up or dragged off to distant regions of the worlds, there to slowly erode as the vagaries of nature dictated. Many such 'graveyards of fallen idols' still exist, all access to them denied to the masses as an example of the High Lord's evil. These are eerie, doom laden places, heavy with the weight of ages and haunted by the ghosts of that tragic era, where only the insane and the deluded dare trespass.

Some monuments to Vandire were simply too massive to tear down, or else were incorporated into the fabric of even larger cathedrals, so that they could not be removed without recourse to destroying the entire structure. Many of these were remade in the image of other saints or of Sebastian Thor himself, turning the hated countenance into one more deserving of the adulation of the masses. A very few were desecrated when the High Lord fell, and stand to this day as a grim reminder of the danger of worshipping a man over the divine godhead of the Emperor himself.

Tenets of the Faith

The Imperial Creed is a conglomeration of native religious practises, the modifications to those practises imposed by the missionaries, and the myriad pronouncements passed down from the Ministorum's upper echelons. As such, practices adhered to on one world may be held as abhorrent on another, depending on its own combination of native, modified and imported belief. The Ministorum tolerates a vast range of practice and belief, but there are certain tenets of faith which remain unchanged from one end of the Imperium to the other.

At the core of the Imperial Creed are the facts that the Emperor once walked among men and that he is a god. Furthermore, regardless of whatever powers may have been worshipped prior to the coming of the Emperor, he is the one true god, and no others may be worshipped alongside him. So long as these essential tenets are adhered to, the prevalent faith on any given world can exhibit staggering diversity. Almost every world has its legends regarding the birth of the Emperor and his early life. Amongst the oldest of sources claim the Emperor was some manner of shaman born on ancient Terra long before the rise of civilisation, who watched and guided mankind's development throughout countless aeons until taking a direct hand at the dawn of the Age of Imperium. Other myths claim the Emperor was any

Imperial Gothic

In the galaxy-spanning stellar empire that is the Imperium, the structures that man constructs display nigh infinite variety, from polished steel towers to sprawling industrial warrens, from crude mud dwellings to armoured domes far beneath the ocean. A very few types of building however do display some uniformity, including the mighty bastions of the Imperial Guard, the manufactora of the Adeptus Mechanicus, and of course, the places of worship of the Adeptus Ministorum.

From the mightiest cathedral to the smallest pilgrim shrine, the structures built in the name of the Ecclesiarchy are designed to ennoble the spirit and create in the worshipper a sense of wonder at the power of the Emperor. Graceful towers supported by impossibly slender flying buttresses draw the eye upwards towards the heavens, while statues of the myriad saints of the Imperium look down from their perches high in barrel-vaulted ceilings. Graceful columns rear high into the air, and the light that passes through ancient stained glass windows is made otherworldly by colourful representations of the lives of the saints. Men appear as miniscule insects passing through the halls of the gods themselves. The construction of such places defies the mind, for the slender arches appear incapable of suspending such vast weights of masonry. Indeed, wrought into the fabric of the mightiest of cathedrals are ancient and vast anti-grav generators which, should they ever fail, would bring the whole massive edifice tumbling down upon the congregation far below.

The intended effect is to fill the viewer with awe and wonder, to remind him of what awaits beyond the drudgery of his mortal existence, and to unite the faithful across the Imperium in the worship of the one true God-Emperor of mankind.

one of a thousand different legendary figures, or in fact all of them, moving amongst mankind in disguise and preparing for the time when he would be called upon. Even the officially sanctioned texts disseminated by the Ministorum vary greatly on such matters, and each tends to present the views of a particular saint, invariably couched in layer upon layer of allegory. On most matters, no single objective truth is actually presented, but rather a vast body of parables on which those who preach the creed can draw in order to impart almost any message they choose.

One constant element is the notion that every human being has a place within the Emperor's divine order, as expressed through the hierarchy of the Ministorum. For the vast majority, that place is at the bottom, following unquestioningly the orders and duties passed down by those higher up. Even those of status and rank must comport themselves as if power and wealth were burdens rather than privileges. There can be no questioning of official orders, for to do so marks one out as a heretic as surely as if one had blasphemed against the Emperor or summoned a daemon in the midst of a Cardinal's sermon.

Aside from these central tenets, there exists a massive body of dogma, both sanctioned and unsanctioned. Much of it is the subject of debate at the very highest of levels, while some may be prevalent for long periods before receding in relevance once more, or may be preached fervently in particular regions but barely mentioned in others.

A recurring theme of doctrine is the notion of the End Times. Most writings on the subject take the form of prophesies, but they rarely have much in common other than dire prophesies of a galaxy-spanning war consuming mankind. Throughout the ten thousand year Age of Imperium, such notions have gained prominence towards the end of each millennium, often becoming self-fulfilling as the masses whip themselves into a pre-apocalyptic frenzy. It is often preached that the End Times will form the ultimate battle, in which mankind will either be found wanting and destroyed, or will prove himself worthy of existence and enter a new age, where he will inherit the galaxy and expel or defeat all other intelligent forms of life. Needless to say, as the 41st millennium draws to a close, the Imperium has seen a rise in such teachings and in adherence to apocalyptic cults. With the Imperium nearing its ten thousandth year, the turbulence might well be expected to be far more destructive than ever before.

Often tied into the notion of the End Times is a belief that the Emperor will rise from his Golden Throne and complete the work he began ten thousand years ago by delivering the faithful from the evils of the galaxy. While many versions of this doctrine celebrate it as a time of deliverance, most also warn that the Emperor will sit in judgement over all men, casting those lacking in faith into infernal fire or otherwise excluding them from the glorious age that will be ushered in by his final victory over evil. Cults dedicated to flagellation and penance seek to prepare mankind for the return of the Emperor, driving themselves to ever-greater extremes to prove themselves free of the taint of sin.

Many Ecclesiarchy teachings mention some form of afterlife in which the faithful will take their place at the side of the Emperor for all eternity. As with so many elements of the Imperial Creed, the synods have debated the specifics of this afterlife for millennia, while the common man has remained generally influenced less by the Cardinals' pronouncements and more by the specifics of his own culture. For those worlds on the very extremes of the Imperium, cut off from the centres of power by vast gulfs of interstellar space or by raging warp storms, Terra itself might be imagined as the eternal court of the God-Emperor, to which the faithful are called when they die. Others imagine this afterlife in more abstract terms, teaching that the spirit will be taken to a golden realm, there to mingle with those who have gone before. Given that many worlds experienced a long period of isolation, during which all manner of barbarous religious expression developed, there are perhaps as many ideas of paradise as there are planets in the Imperium.

Of course, those who believe in reward must also believe in punishment. If only those who have been judged worthy will be allowed to bathe in the Emperor's glory, then those who have not must surely be damned. It is often the case that the Ecclesiarchy's preachers spend far more time warning their congregations what will befall their eternal soul if they stray from His path than they do describing what awaits it if they are virtuous. Such warnings are laden with almost

Saint Ollanius Pius

Many of the Imperium's myriad institutions have their own special saints, individuals who are held as exemplars of a given group's values. The scribes of the Administratum revere saints who exemplify exactitude and efficiency; the enforcers of the Adeptus Arbites venerate saints who pursued the guilty to the very ends of the galaxy. For the Imperial Guard, Ollanius Pius stands out above a multitude of warrior-saints.

Of this warrior, no facts are known for certain, and it may be that he never actually existed at all except as a conglomeration of the ideals and virtues that motivate the Imperial Guard. Legend states that Ollanius, a lowly soldier in the armies of the Emperor, found himself fighting near or alongside the Emperor himself, somehow intervened to protect the Emperor from a deadly blow delivered by a vile traitor, and was killed doing so. There are countless variations on this tale, and it is by no means accepted as canon throughout the Ministorum. In fact, other bodies have similar tales, including the Adeptus Astartes, who hold that the primarch of the Imperial Fists Chapter, Rogal Dorn, performed a similar service, if not as fatal, to the Emperor thousands of years ago.

While the true details of his life are unlikely ever to be known, the figure of Ollanius Pius is to be found in Imperial Guard shrines, texts and banners across thousands of regiments. He serves as an example of duty and sacrifice, and by his death demonstrated that even the lowest-ranked soldier can serve side by side with the highest, and by his deeds turn the tide of history.

wanton descriptions of an eternity of damnation, of gibbering fiends tormenting the sinner's soul while it writhes in infernal flames. Those few who know something of the warp have all the more reason to be fearful, for within the Empyrean the souls of men drift as motes upon an ocean, ever at the mercy of the vast, unknowable things that lurk in the depths and feed upon forlorn souls.

The Sin of the Psyker

A common and often problematic issue for the Imperial Creed is the question of psykers. There exists at the heart of Imperial doctrine a contradiction with regards to those blessed with the psyker's gift or cursed by its touch, depending on one's standpoint. Every year, more and more psykers are born or come into their powers, and the danger they pose to humanity cannot be understated. Psykers draw the denizens of the warp to them like blood spilled in the ocean draws sharks, and those who are weak or unprotected by the rite of Soul Binding to the Emperor, can unleash fearsome devastation upon their communities. Some might be consumed by evil impulses and simultaneously find themselves gifted with the power to kill with merely a glance. Others might find their minds turned into gateways to the infernal regions of the Empyrean, through which entire legions of daemons may vomit forth. Psykers therefore are often said to represent the single most dangerous peril to the very soul of mankind.

At the same time, the Imperium could not exist without psykers. Without Astropaths, the scattered worlds of the galaxy-spanning empire could only communicate at the slowest of speeds. Without Navigators, only sub-light travel would be possible, and without the sacrifice of millions of psykers every year, the blessed light of the Astronomican would not be able to guide them through the benighted depths of the warp. In addition, the many arms of the Imperium's military use psykers as potent battlefield weapons, including the Librarians of the Adeptus Astartes and the Psykers Primaris of the Imperial Guard. Furthermore, although most would not think of him as such, the Emperor himself was the most powerful psyker to have ever lived.

Many of the teachings of the Imperial Creed preach against psykers, who are often referred to and condemned as witches. In truth, although most amongst the faithful feel a deep unease in the presence of Astropaths and other 'sanctioned' psykers, reality dictates that psykers are part of the grand plan the Emperor has laid out for humanity. It is the psyker who is not sanctioned, who hides amongst the faithful and uses his powers for ill who is the true target of the Ministorum's ire, and few sermons pass without the congregation being called upon to be ever vigilant for such a threat within their own ranks.

Saints

Saints are those mortals who, by pronouncement of the Ecclesiarchy, have been elevated by the Emperor's grace far above the bulk of humanity. They are exceptionally holy individuals, and their words and deeds are held to be the direct work of the Emperor himself. Throughout the ten thousand years of the Age of Imperium, millions of men and women have been recognised as saints, in many cases long after their death and only after decades of consideration. Most are known and venerated only within a specific region, but some, such as Sebastian Thor himself, are known across the length and breadth of the Imperium.

Men and women might be declared saints for all manner of deeds, but in most cases they will have performed some great service to the Imperium and the Imperial Creed. In a galaxy riven by war, it should be little surprise that many were great warriors, often the leaders of massive crusades that conquered vast swathes of space or liberated human worlds enslaved by aliens or recidivists. Many were generals or admirals, while others were simple foot soldiers who by doing their duty turned the tide of battle and changed history.

Other saints were great teachers or orators, men or women who with a single word or missive could achieve what a million Imperial Guardsmen could not. The writers of the most learned of religious tracts are often made saints, lending even greater weight to teachings preached across countless planets. Furthermore, it is common practice for Ecclesiarchs to be declared saints after their deaths, although the 'beatification' of less well-respected or beloved individuals may take decades or even centuries to come about.

Many saints are regarded as intercessors, to whom prayers are addressed and offerings made that they might aid the

faithful in some manner. It is held that the saint, being human but also close to the God-Emperor, might be able to petition the Emperor and bring about some tangible effect. Many saints come to be regarded as able to intercede on specific issues, such as to provide deliverance from aliens, safe passage across the warp, a successful crop or a warrior's true aim. Given that such a vast pantheon of saints exists, the matters on which they are said to be able to intercede are often extremely specialised. Some regiments of the Imperial Guard, for example, hold that there is a specific saint for every single one of the thousands of marks of standard issue lasgun.

ORTHODOXY AND HERESY

Because of the diversity of opinions within the Imperial Creed, the line between orthodoxy and heresy is often blurred. Obviously, worshipping any other god than the Emperor is forbidden and those who overtly turn from the Imperial Creed are punished by death, as are those who deny the authority of the Adeptus Ministorum. While those who turn to the worship of forbidden gods such as the Ruinous Powers or alien overlords are the most obvious of heretics, many other beliefs have been declared heretical throughout the ages.

What does and does not count as heresy is generally determined by the high officers of the Ecclesiarchy. Massive divisions of the Adeptus Ministorum exist to monitor and study the myriad sects that exist across the Imperium. Highly ranked, free-roaming officers with equal status to a Cardinal seek out and destroy the taint of heresy. These witch-finders often become the scourges of entire sectors. Of course, many of the Imperium's worlds are scattered and isolated, so a sect may gain prominence on a given world and flourish for many years before a Cardinal or witch-finder arrives from off world and decries it as heretical. What happens next will depend upon the character of the officer. Some may convene courts of assize, sitting in judgement over those accused of heresy. Others are more wont to summarily execute sect leaders and instigate a worldwide program of religious re-education to purge the taint of errant doctrine. The most extreme, such as the notorious Witch-finder Tannenburg, put entire worlds to the pyre on the merest suspicion of heresy.

The accusation of heresy is often used as a weapon by those wishing to gain power over others. This can occur at multiple levels. A reasoned debate between brother Cardinals can be brought to an immediate end should one of the two hint at accusing the other of heresy. A diocese that has proven tardy in the raising of tithes can be brought into line by the merest hint of the word. An accusation of heresy is a blunt tool, and one that can turn upon its wielder, for those accused might have previously unknown allies or patrons, and outright war between rival factions sometimes results.

There are several variant faiths within the Imperium which the Ecclesiarchy has no choice but to tolerate, even though it disagrees fundamentally with their tenets. The cults of the Adeptus Astartes are such faiths. Every Space Marine Chapter is faithful to the Emperor and its own Primarch, but they do not usually revere the Emperor as a god. Rather, to them he is a man, albeit the greatest who ever lived. This breaks with the single most important tenet of the Imperial Creed, and has on many occasions proved a source of great tension and even overt hostility between the two organisations. On the whole however, the Adeptus Ministorum and the Adeptus Astartes try to maintain cordial relations, for the Space Marines are the literal descendants of Emperor through the blood of the Primarchs, which flows in their own veins ten thousand years after the entombment of the Master of mankind.

The Cult Mechanicus is another deviant faith with which the Ecclesiarchy is often at odds. The Tech-Priests of the Adeptus Mechanicus worship their own deity, who they call the Machine-God. As with the Imperial Creed, many sects exist within the Cult Mechanicus, and it is commonly held that the Machine-God is in fact a manifestation of the Emperor, although many in the Ecclesiarchy have great difficulty accepting this. Other sects appear to outsiders to be saturated in idolatry, worshipping the very machines they are tasked with maintaining and committing a thousand other transgressions punishable by death by the laws of the Adeptus Ministorum. Despite such differences, the Ecclesiarchy has no choice but to tolerate the Cult Mechanicus, for without the Tech-Priests the Imperium would literally grind to a halt. No institution can do without the Adeptus Mechanicus, just as none forgo the services of the Adeptus Astra Telepathica or the Navigator Houses, regardless of how distasteful they might find their servants.

MUTANTS AND ABHUMANS

Many of the Imperial Creed's teachings warn of the danger of mutation. It is often said that the Emperor created mankind in his own perfect form, and that any deviation from the physical norms of the human body is an indication of inner impurities. Some would say this doctrine is quite correct, for it has long been known that where instances of mutation increase within a population there will soon follow a rise in psyker birth rates. Some blame mutation on spiritual corruption, alien intervention or chemical pollution.

Mutation tends to take one of two forms. The first is spontaneous and can occur anywhere, at birth or later in life. There is often no discernible cause, and the afflicted may go to great lengths to hide their mutation. If the mutation can be hidden, the individual might be able to lead a relatively normal life, but if it is so obvious that it cannot be hidden, the mutant may be forced to flee from his community, and seek others similarly afflicted to start a new life. Many worlds are subject to strict laws regarding mutations, and these may be policed by 'purity patrols', which conduct arbitrary raids on workplaces and homes and stop-search operations in the streets in order to identify mutants. Only those with the power or wealth to avoid or pay off such scrutiny have any chance of avoiding it, and many of the Imperium's most influential noble houses are the subjects of vicious rumours regarding the genetic horrors they are believed to regularly spawn.

The second form of mutation is that which throughout the ages has become stabilised and, to a degree at least, recognised and tolerated. Such mutants are commonly referred to as 'abhumans'. Some populations are tall and muscular, some squat and stout. Over the millennia these characteristics have become so exaggerated that new strains of the human genome have become established, often encouraged by genetic tinkering of one sort or another. It is not uncommon for explorers operating

at the fringes of the Imperium to discover human populations lost since time immemorial who have developed some unusual physical trait. Through deliberate selection on the part of the society in question, such characteristics might become ubiquitous in the population. These might include garish skin colouring and patterning, exaggerated or even additional limbs or the ability to see in the dark, breathe underwater, or any one of thousands of unusual features that might be considered mutation. The fate of many such strains is to be annihilated at the hands of vengeful puritans, but often a small number of survivors are spirited away by curious Inquisitors, Tech-Priests or others for further study.

Attitudes to mutation vary widely across the Imperium. On some worlds no divergence whatsoever is tolerated, and even stable strains such as Ogryns might be shot on sight. Others harbour vast mutant under-classes, often condemned to a life of servile drudgery doing the jobs that no others will undertake. It should not be assumed that civilisation denotes enlightenment in this matter, or that ignorant feral worlders are more or less likely to be more accepting of mutation than educated nobility. Superstition rules at every level of the Imperium, from the High Lords of Terra right down to the lowest indentured menial.

The attitudes of mutants themselves towards the Imperial Creed can be just as varied, depending upon the degree to which they are allowed access to it. Preachers often flock to worlds where a large mutant population is tolerated sometimes as punishment from their superiors but other times because they genuinely wish to make a difference in the abumans' lives. Such sermons often take the form of lengthy diatribes telling the mutants that they are filthy and debased, that they are fortunate to be allowed to exist at all, and that their continued existence can only be justified by their toil. In the case of abhuman populations who are useful to the Imperium, such as Ogryns or Ratlings serving in the Imperial Guard, they may be exposed to a highly simplified version of the Imperial Creed, extolling the virtues of service and reward but leaving out more complex or problematic doctrines. In fact, it has been noted that the childlike mind of an Ogryn can be easily inspired to great acts of bravery by the admonitions of a skilled preacher, and the commissars of the Imperial Guard are especially adept in rousing their charges to such ends.

On Aliens

If the Imperial Creed preaches that mutants are filthy and debased, then the alien is entirely beyond the pale. The vast majority of mankind is kept in deliberate ignorance of the literal existence of aliens, although they are often used as allegorical bogeymen with whom the faithful must have no contact. On more isolated or frontier worlds, the realities of life make some contact with alien races inevitable, for example when the aliens are the only source of certain necessary resources. Some distant colonies actually share their worlds with native aliens, and species such as the Kroot occasionally serve as Imperial mercenaries. On the whole, however, such contact is frowned upon, and openly decried by roaming Confessors and Preachers.

There are some alien species with which any form of contact whatsoever is utterly forbidden, except at the point of a gun. While most of these species would just as soon eat or enslave mankind in turn, others are noted for their propensity to manipulate and exploit weak-minded fools who seek some advantage in dealing with them. These include amongst many others such vile creatures as the Slaugth, the Krave and the Reek, contact with whom has spelled the doom of many an errant merchant and adventurer.

Iconoclasm

When the enemies of the Emperor descend upon his worlds, the symbols of mankind's faith are often the target of the invaders' rage. Even before a world has fallen, terrible blasphemies are enacted upon the majestic cathedrals and officers of the Imperial faith are often subjected to horrific tortures as a warning against further resistance. When a world falls to the followers of the dark gods, its bastions of faith are bedecked with the defiled corpses of its priests, their once graceful façades daubed in unspeakable blasphemy, and the statues of its saints are toppled.

Quite apart from such overt iconoclasm, changes in the fabric of a cathedral or shrine have often proved to be an indicator of subversive doctrine. Imperial witch-finders are adept at discerning subtle changes in iconography that might indicate that a local sect of the Imperial Creed has been infiltrated by outside agents or fallen prey to the rot of heresy. Sometimes, symbols from pre-Imperial religions are placed over those of the Imperial Creed, or the features of statues changed to represent not the saints of the Imperium, but darker prophets. On the world of Sabulorb, a statue of the Emperor was given additional limbs by the alien-dominated priesthood, while on Fenksworld the authorities of House Vaahkon are ever vigilant for the early signs of yet another apostate cult festering within the dismal hives.

The Adepta Sororitas

"By bolter shell, flamer burst and melta blast, the mutant, the heretic and the traitor alike are cleansed of their sin of existence. So has it been for five millennia, so shall it be unto the end of time."

–Sister Immaculata, Words of Devotion, Verses IV-V, Chapter X, Volume LII.

Known across the Imperium as the Sisterhood, the Adepta Sororitas was founded under Sebastian Thor from amongst the Daughters of the Emperor who followed Alicia Dominica. The 4,000 or so sisters who survived the siege of the Ecclesiarch's Palace were each assigned to one of two convents: the Convent Prioris on Terra or the Convent Sanctorum on Ophelia VII. In time, these convents grew and were sub-divided into orders, and their members saw service across the length and breadth of the Imperium.

The original Daughters of the Emperor were not exclusively devoted to warfare, and while their ranks were swelled by warriors during the Reign of Blood, many scholars, philosophers, chirugeons and others remained on San Leor, pursuing their own esoteric endeavours. After the High Lord's fall, many of these sisters were absorbed into one of the two convents, and soon established their own orders.

There are two types of orders within the Adepta Sororitas. The first are the Orders Militant, three of which are based at each of the Convents, and there are many smaller, subsidiary 'Lesser Orders Militant' or 'Orders Minoris' spread across the Imperium. The warrior-women of the Orders Militant are commonly known as the Sisters of Battle, and they are the direct inheritors of the organisation's founding traditions. The Sisters of Battle have many tasks, the greatest of which is to defend the Ecclesiarchy and the adherents of the Imperial Creed wherever and whenever they are needed. Many great cathedrals have a small contingent of Battle Sisters standing guard over them, and many pilgrim routes are regularly travelled by small 'missions' of sisters, protecting the faithful from the predations of aliens and bandits. Whatever duties its sisters are engaged in, each order will maintain around half its complement at its home convent, ready to go to war whenever the word is given.

In addition to the six main and many smaller Order Militant, there are many the non-militant orders. The most well-known of these, such as the Orders Famulous, Dialogous, and Hospitallers, are as large as the Orders Militant, but there are countless smaller orders, some as small as a dozen or so sisters engaged upon their own highly specialised work.

STRUCTURE

Unlike the many Chapters of the Adeptus Astartes, the Sisterhood is united into a single organisation with a centralised ruling body. The head of the Adepta Sororitas holds the rank of Abbess, and is elected from and by the leaders of all the orders.

Beneath the Abbess are two Prioresses, one leading each Convent, and below these, the Canonesses of each Order. There exists a hierarchy of sorts amongst these leaders, though to outsiders it is highly arcane and ritualistic and based on a system of precedence. Orders that were established by 'Ecclesiarchal Writ' are ranked higher in the order of precedence than those that were formed by a group splitting off from a preexistent order. This is especially visible in the six Orders Militant, each of which has spawned dozens of far smaller Lesser Orders Militant, the Canonesses of which rank lower in the order of precedence than those of their parent organisation.

The Canonesses are aided in their duties by their order's Palatines. These are highly experienced and capable officers, from whose ranks the next Canoness will be drawn. It is the Palatines that often lead missions in the field, whether the order is an Order Militant fighting the enemies of mankind, or an Order Hospitaller establishing a hospital at the front lines. Below the Palatines are the Sister Superiors, who lead or supervise groups of their sisters in whatever tasks the order in question is focussed upon.

Members of the Adepta Sororitas can and do transfer from one order to another, depending on their own unique skills and experience. In particular, a sister of an Order Militant may eventually transfer to a non-militant order in order to carry on the Emperor's work should age or injury render her less effective a warrior. Furthermore, it is not unheard of for a senior member of the sisterhood to transfer to another organisation entirely; several Canonesses are known to have become Inquisitors, one a Cardinal Palatine and one even a Rogue Trader.

THE LIVING SAINTS OF THE ADEPTA SORORITAS

Living Saints are those members of the Adepta Sororitas who are said to be so holy in mind, body and spirit that they somehow manifest something of the power of the Emperor himself. Living Saints are not beatified after their death, but rather are spontaneous manifestations of the Emperor's grace. Living Saints literally glow with power, and even the least faithful will have no choice but to collapse to his knees in her presence.

A Living Saint will usually, though not always, manifest, from amongst the ranks of the Adepta Sororitas. They are however always female. Typically, the manifestation of a Living Saint will presage some great endeavour, in which countless millions of the faithful take up arms in the name of the Emperor and truly extraordinary feats are performed.

Sadly, the phenomenon is often short lived, for it appears that the Living Saints are beacons of faith that burn blindingly bright, yet tragically brief. Before her death however, a Living Saint will have changed the course of history for the better.

Living Saints are of great interest to the Thorian faction of the Inquisition, who regard them as vessels of the Emperor's power in the model of Sebastian Thor himself. This also makes them a target for the enemies of the faction, who have on several occasions sought to capture a Living Saint and literally dissect her in order to discover the source of her powers.

THE VAULT OF ORIGINS

Located miles beneath the Ecclesiarchal Palace on Terra, beyond mile after mile of twisting, dusty corridor, the Vault of Origins must surely rank as one of the most secret and inaccessible places in the entire Imperium. Countless banks of ancient stasis generators produce the time-halting fields that preserve texts so brittle and old that the faintest stirring of air might cause them to crumble to dust. Only the most senior of individuals even know of the existence of the Vault of Origins, and access to it is controlled not by the Ecclesiarch, but whispers point to an ancient order of sentinels whose own origins are lost to the mists of time. Indeed, several Ecclesiarchs have been kept ignorant of the vault's existence, or denied entry to it having learned of it. It is said that the Vault of Origins contains the original, hand written texts of every doctrine of the Imperial Creed, no matter how they may have changed through the millennia. Furthermore, it contains histories that are forbidden to the great bulk of humanity, including first hand accounts of the events of the Horus Heresy and its aftermath, the Age of Apostasy and a thousand other tragedies that have befallen the Imperium of Man throughout the ten thousand years it has stood.

WARS OF FAITH

The First War of Faith was launched against the Confederation of Light, and there have been countless thousands since. A War of Faith differs from a crusade or any other type of war, in that it is driven by the doctrine of the Ecclesiarchy, and 'preached' by its officers. Commonly, a Cardinal or Confessor takes it upon himself to right some great wrong, such as the invasion of a region by an alien species or the rise of a rival doctrine in a neighbouring diocese. The leader launches into a campaign of sermons, in which he beseeches the faithful to muster under his leadership and bring the hated foe to justice. Sometimes entire regiments of the Imperial Guard and fleets of the Imperial Navy are dispatched to prosecute a War of Faith, especially if the leader is particularly influential. Sometimes Space Marines answer the call too, making the force truly unstoppable. Often, the vast majority of those who answer the call are the great masses of humanity, forming themselves into ad hoc Frateris Militias, armed with whatever weapons they can afford to purchase themselves. Driven by a unified faith in the Emperor, a War of Faith is capable of victories that no other force could achieve, and countless miracles have been performed throughout the ages by men and women divinely inspired to make the greatest of sacrifices in the name of the God-Emperor of Mankind.

THE PLAGUE OF UNBELIEF

The Age of Apostasy raged for several centuries after the fall of High Lord Vandire, and the galaxy was riven by many more catastrophes even as Sebastian Thor endeavoured to restore peace to the Domains of the Emperor. One such tragedy would become known as the Plague of Unbelief, in which the so-called 'Apostate Cardinal' Burcheris dragged entire regions into damnation and war.

Centred on Burcharis' home diocese of Gathalomor, the Apostate Cardinal's realm was isolated from Terra by a great concentration of warp storms. Bucharis preached that Terra had fallen, and set about establishing himself as the new head of the Ecclesiarchy. Having no contact with the Imperium, the people of the region had no way of knowing the truth, and soon the armies of Bucharis were advancing on nearby systems, imposing his cruel regime on every world they encountered.

Bucharis preached a particular strain of the Imperial Creed, which held that salvation was only to be found through personal strength and the casting out of the weak. Only through advancing his own interests at the expense of all others could a man attain divinity, Bucharis preached, a doctrine that ran counter to the Imperial Creed's assertion that only through sacrifice for the good of humanity would deliverance be granted.

The armies of Bucharis conquered world after world, and only when his conquests infringed upon the domains of the Space Wolves Chapter of the Adeptus Astartes did events turn against him. From that point on, system after system defied him, the faithful rising up to resist his forces by whatever means possible, even when they were slaughtered in the attempt.

In the end though, Bucharis was laid low not by force of arms, but by words. A Confessor by the name of Dolan made his way to Gathalamor and went before Bucharis. The Apostate Cardinal put Dolan on trial, but in so doing sowed the seeds of his demise. Dolan spoke for long hours in his defence, and his words went out across Bucharis' realm. Though Dolan, who would become known as the 'Great Confessor', was inevitably found guilty by his accuser and killed after a year of unspeakable torture, the people were so moved by his words that after his death they rose up and destroyed all that Bucharis had built. At the last, as Bucharis fled for his shuttle, he himself was torn apart by a vengeful mob, and the Plague of Unbelief finally ended.

FROM YOUR REPORT I HAVE SELECTED THESE PASSAGES AS INCOMPLETE OR SUSPECT. PERHAPS YOU SHOULD INVESTIGATE YOUR NETWORK OF RESEARCHERS FOR SLOTH.

Calixian Ecclesiarchy

"I believe there can be no dispute that the Calixis Sector is the rightful domain of the God-Emperor; these are His worlds and His people. We are merely his voice and the chosen interpreters of His will; but make no mistake; the authority we command is in no way diminished by this, our humble role."

–Arch-Cardinal Ignato in an address to the Lucid Court

From the moment Solomon Haarlock first set foot upon the worlds of the Calyx Expanse, the Ministorum has had a presence within the sector. From fledgling settlements to sprawling hive worlds, the Ministorum makes its presence felt wherever the Imperium's shadow falls and is as much a power within the sector as any other arm of the Adepta Imperialis. In fact given the presence of Saint Drusus, and the focus he draws to the Calixis Sector, on many worlds the power and influence of the church far outweighs that of either the Administratum or the direct control of Sector Lord Hax. More insidious still, the Ministorum has roots reaching into almost every facet of the sector and agents, allies and sympathizers in many of its most powerful organisations (a degree of influence and favour rivalled only by the Holy Ordos themselves). It is little wonder then that within the Calixis Sector the leaders, interests, and rivals of the Ministorum have a significant impact on the fate of its worlds and its people.

Sector Synod

At the top of the Ministorum's hierarchy within the Calixis Sector are the Cardinals of the Sector Synod. Led by Arch-Cardinal Ignato from the Cathedral of Illumination on Scintilla, the Sector Synod is more an idea or principle than a rigid structure or chain of command. In theory the Sector Synod is made up of a Cardinal from each of the Calixian Arch-Dioceses and can therefore implement policy or Ministorum edicts across the entire Calixis Sector under the careful eye of Arch-Cardinal Ignato. In practice, the true power of the Ministorum rests more in the hands of the individual Diocesan Synods, often known by the world (or location on that world) where the Cardinal resides. A good example of this is that though Ignato is the head of the Sector Synod, and in theory commands (or at least has substantial influence over) each of the Arch-Dioceses, he actually holds more power as the head of the Tarsine Synod with its wealth and its favoured position in the ranks of the Calixian Ministorum.

Arch-Dioceses

Central to the Ministorum's power in the sector are the Arch-Dioceses, or holy domains of the faith, each under the command of one of the eight Cardinals of the Sector Synod. This division allows the Ministorum detailed control over the regions within the Calixis Sector as well as giving individual worlds or problems direct attention. A side effect of this micro-management, however, is that religious laws or scriptural interpretation differ between Arch-Dioceses, creating extra political friction within the Ministorum and between the Ministorum and other Imperial organisations. Some have speculated (though not too loudly) that this kind of division is deliberate and the Ministorum fosters such minor variances in the Imperial Creed so that it might both recruit followers from a broader base of citizens and also that those citizens might strive harder in their worship in order to prove that their own interpretation of the God-Emperor's will is the true one.

The Arch-Dioceses were created at much the same time that the Calixis Sector took shape, and as a sub-sector or region of space falls under Imperial dominion, the Ministorum is quick to put boundaries around it on their maps. Within the Calixis Sector each Arch-Diocese mirrors the standard Imperial political divisions and so the Sector consists of the Adrantian Diocese, Drusian Diocese, Malfian Diocese and Golgenna Diocese. Balanced against these four powerful and influential dioceses are the Josian Diocese, Hazeroth Diocese and Markayn Diocese—of lesser importance, but not without influence. Finally, the eighth Arch-Diocese covers the Periphery and the 'Halo Stars' region (and the Kronos Expanse, at least on paper). This last diocese is a catch-all division for the Ministorum and ensures they have some influence and presence beyond the established borders of the Imperium; in time, as new systems are rediscovered or settled, then this eighth diocese may well become more formally structured or even divided into several smaller dioceses.

The Power of the Dioceses

Although the Arch-Dioceses are the highest level of Ministorum control within the sector, as with the Synods, each world or group of worlds is itself a diocese, overseen by either a Cardinal or other high ranking member of the church. Also like the Synods, the real power of the church resides within its power structure on each world and the Arch-Dioceses are seen by many of these 'local' Ministorum leaders as mere paper distinctions, dividing them from worlds light years away with which they have little interest or connection. For the most part this is true and in the day to day running of a planetary church, the Cardinals and their politics play only a small role. However, should a situation arise where the Sector Synod takes an interest in a world, the presence of the Arch-Dioceses becomes of vital importance and the standing and concerns of its ruling Cardinal can determine its future.

Sector Synod Cardinals

The Sector Synod is the highest circle of Ecclesiarchy power within the Calixis Sector, and though its members rarely meet face to face, their combined decisions and actions echo across the sub-sector and can determine the lives of countless millions. Each Cardinal of the Sector Synod is a powerful individual in his or her own right, having risen to their lofty position through years of sacrifice, devotion to the God-Emperor, and most importantly, cunning and relentless politicking. Most have also held their office for decades if not centuries and it is often said that Synod Cardinals only die when the God-Emperor himself gives them his personal permission (which is to say rarely). Finally each Cardinal has his own diocese on the world on which he resides, more commonly referred to as his seat of power. This is the centre of the Cardinal's authority and his base of operations within his Arch-Diocese, from which he rarely if ever leaves.

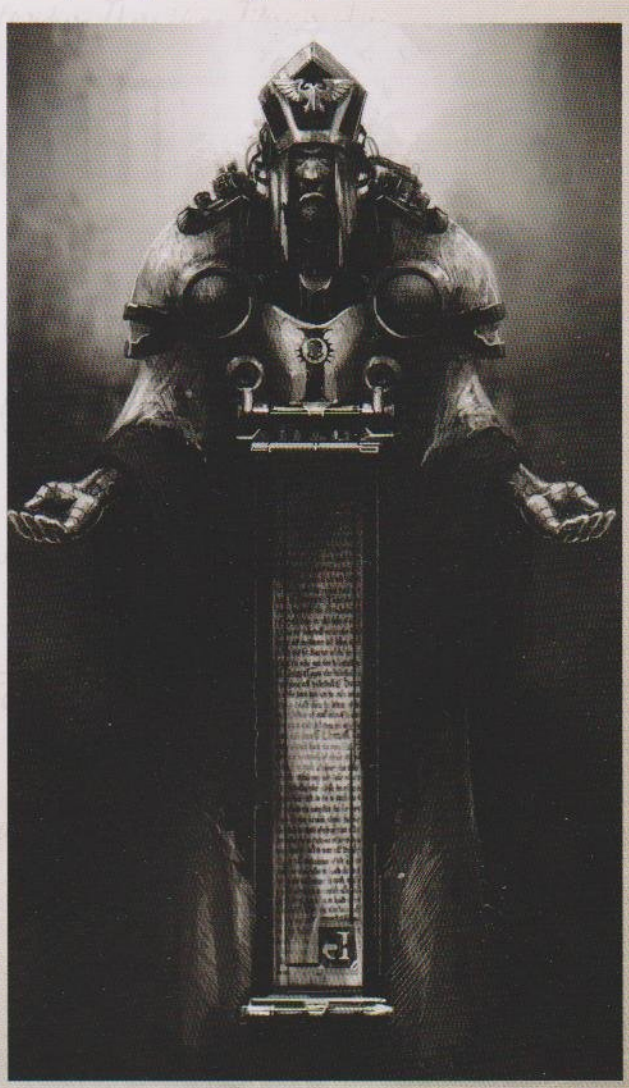
Arch-Cardinal Ignato

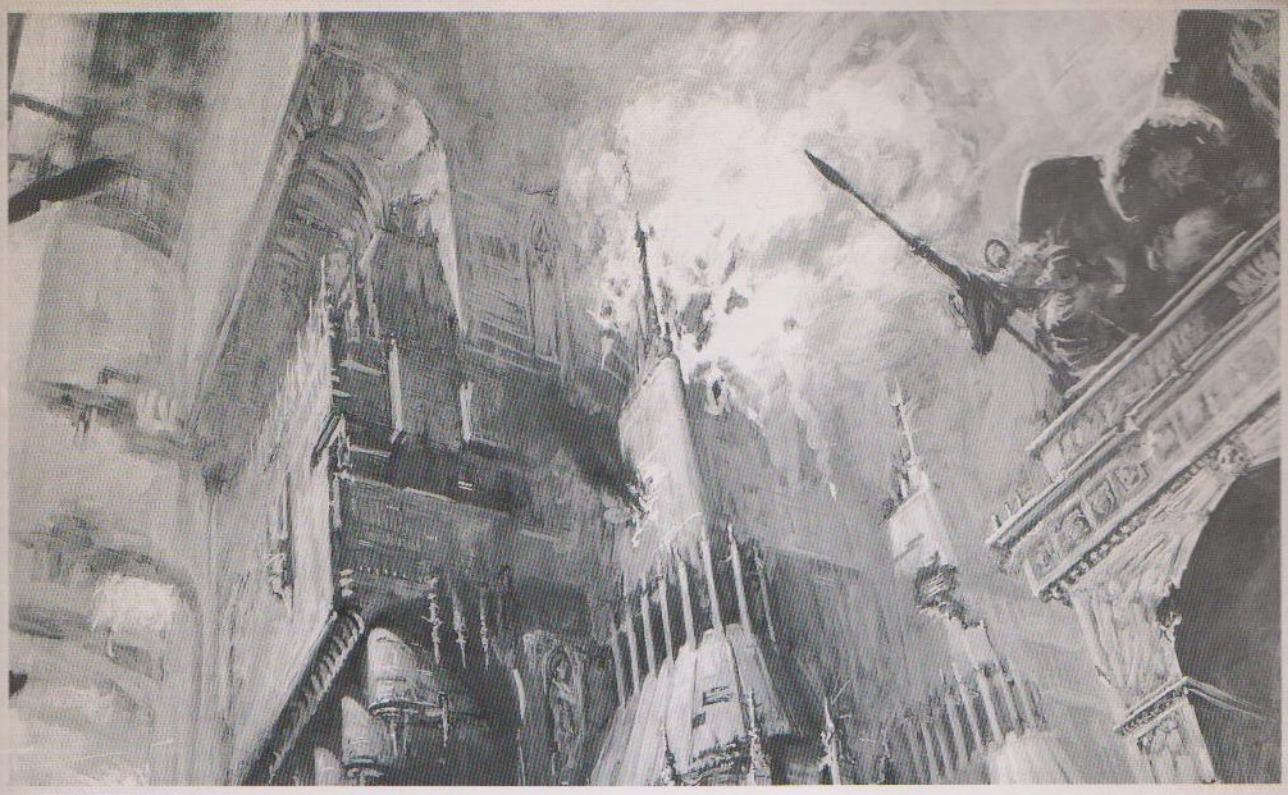
Titles: Emperor Blessed, Luminous Vex Calyx
Seat of Power: Scintilla (Hive Tarsis)
Arch-Diocese: Golgenna Reach

For well over a century, Ignato has directed the interests of the Ministorum within the Calixis Sector. He rose from the ranks of the Tarsine Synod and took over from a weak and largely ineffective predecessor; many within the church credit the strength and power of the Scintillian Ministorum to his steady hand and careful judgements. For all of his great power and influence, however, Ignato is seldom seen outside the walls of the Cathedral of Illumination on Scintilla. Every decade or so he may travel to the Lucid Court should a pressing matter arise where he feels he must meet with Sector Lord Hax personally, but for much of the daily running of the Calixian Ministorum, Ignato remains out of sight. For this reason there are few, even among the faithful, who know exactly what the Arch-Cardinal looks like, having only a vague impression of an imposing figure in Arch-Cardinal's regalia based on generic-looking portraits, statues or holo-pics. This of course is all part of Ignato's power and mystery, allowing him to use doubles, agents and lesser Ministorum servants to carry out his will quietly and without drawing undue attention. It is also a prudent security measure as Ignato has many enemies both within the Ministorum and without, for as the highest ranking member of the Ecclesiarchy in the Calixis Sector he is a natural target for any foes of the Imperial Creed (and of these there are more than a few).

Ignato has made his presence very strongly felt in his time in the office of the Arch-Cardinal and has done much to both expand the influence and domain of the church as well as to consolidate its holdings. First and foremost has been his campaign to raise and support vast numbers of independent preachers, confessors and missionaries so that the church might have a stake on every world within the sector, and even some worlds only nominally under Imperial control. This pushing back of the Ministorum's boundaries, while costly in lives, has had some successes and added greatly to the church's coffers through new tithes, as well as burnishing Ignato's reputation with the greater Ecclesiarchy and the distant Segmentum Synods. In his role as the Arch-Cardinal Ignato has also done much to cement the bonds between Sector Synod members and forge closer ties between the Diocese Cardinals, the worlds they control, and the myriad of sects and cults on each of those worlds. Though far from unified, for the first time in millennia the Sector Synod has the ability to create Ministorum policy across the entire sector (if of course they could ever agree on what that policy might be), which in itself is a massive achievement.

Of course Ignato is also in a constant battle with the problems facing the church, and as Arch-Cardinal the responsibility of dealing with such issues falls on his shoulders. Perhaps the most dire of these is the existence of the Temple Tendency and its extensive infiltration of the Ministorum. Ignato knows full well that the Temple Tendency exists and is a significant threat within the church, subverting its power to complete its own goals. Like most staunch followers of the Imperial Creed Ignato finds the Temple Tendency repulsive to his sense of faith, and works when and where he can to burn it out. Unfortunately after years of fighting its spread he has come to the realisation (a realisation he would never share) that to destroy the Temple Tendency might only be possible by destroying much of the Calixian Ministorum and crippling the church on dozens of worlds. Worse yet, is that it has come to Ignato's attention that one of the Synod Cardinals may be a member of the Temple Tendency. However even the Arch-Cardinal must be careful when pointing an accusing finger at one of his own, and should





he make such an accusation without proof it could shatter the Sector Synod and undo all his hard earned work thus far.

In addition, the Imperial Creed he promulgates is threatened by the Maccabeus Schism and his lack of influence over the world of Maccabeus Quintus. For decades the residences of this shrine world have seen themselves as set apart from the rest of the Calixian Ministorum and somehow blessed by the miracle of Saint Drusus' resurrection. While Ignato tolerates this variance of the Imperial Creed he also watches it closely lest it stray too far from Ecclesiarchy orthodoxy. The situation is exacerbated by the machinations of Kregory Hestor, Cardinal of the Drusian Diocese in which Maccabeus lies. In his ongoing efforts to wrest power from Ignato, Kregory is using the schism to try and drive a wedge between the faithful of his diocese and the rest of the sector. Ignato must play a dangerous game as he makes moves to thwart Kregory's separatist efforts while maintaining the stability of the Sector Synod. Ignato has no illusions that if he were to declare the Maccabian Cult heretical it could well escalate into a sector wide war of faith, not to mention irreparably damaging the reputation of Saint Drusus.

Perhaps the greatest burden Ignato bears is not the daily effort of guiding and unifying a sector-wide organisation but rather the burden of knowledge. Arch-Cardinal Ignato is the holder of the Kapocian Key, an ancient device of dark age technology which he wears at all times around his neck. The key opens the great void seals in the vaults below the Cathedral of Illumination and allows access to the Diabolus Formentum, or Devil's Dungeon where the most heretical and dangerous texts, devices and relics captured by the church are stored for safe keeping. From his rare visits to the vaults, Ignato has become privy to terrible and powerful secrets about the Calixis Sector. The worst of these is perhaps the Atrum Asectica, which Ignato has only dared lay eyes upon a handful of times. Rumoured to be the precursor work to the Propheticum Hereticus Tenebrae, this tome deals with such secrets as the truth behind the resurrection of Saint Drusus and the appearance of the Tyrant Star. It also contains many of the forbidden pieces of lore. More than anything else, this knowledge, as well as access to this tome, probably make Ignato one of the most powerful men within the sector, even greater than Sector Lord Hax should he ever choose to use this knowledge for his own ends, or become corrupted by it.

Temple Tendency

It is an unfortunate truth that the Calixian Ministorum is host to a thriving heretical parasite: the Temple Tendency. A splinter cult of the Imperial Creed that traces its origins back to the founding of the Church of the God-Emperor, and its downfall to the Age of Apostasy (see page 9 for details on this dark time), its members work to subvert the inner workings of the Ministorum and turn its servants from what they see as a false faith. Led by Vandiran Apostates, also know as Shade Priests, the members of the Tendency work subtly within many Calixian Imperial organisations, especially the Ecclesiarchy. Difficult to track down and harder to stop, the Shade Priests and their followers have spent centuries working their way into positions of power. The Temple Tendency's leader in the Calixis Sector is Deacon Priam, Arch Deacon Procurator of the Golgenna Reach and a high ranking official within the Tarsine Synod. As a resident of the Cathedral of Illumination, he has daily dealings with Ignato and his underlings, close to the authority and false priests he works subtly to overthrow.

Cardinal Kregory Hestor

Titles: Blessed of the Saint, the Black Cardinal
Seat of Power: Thical
Arch-Diocese: Drusus Marches

Just as Scintilla and Golgenna Reach are the administrative centre of the Ministorum in the Calixian Sector, so the Drusus Marches are its spiritual centre—or at least so Cardinal Kregory Hestor continually likes to remind the other members of the Sector Synod. Well into his second century, Kregory is a massive, corpulent man, made rich by the coin of pilgrims and full of self-importance. As the Cardinal of the Drusian Diocese, his domain includes the highest proportion of shrine worlds of any within the sector, including the most sacred worlds of Maccabeus Quintus and Sentinel, both blessed by the presence of the Saint. Thus, Kregory sees himself as at very least the equal of Arch-Cardinal Ignato, if not his better. In fact Kregory believes that the centre of all Ministorum activity and power should reside in the Drusus Marches and not the Golgenna Reach. He sees Scintilla as a corrupt centre from which Sector Lord Marius Hax and the noble families manipulate the Calixian people, and therefore as a world unsuited to the purity of purpose and calling the church represents. He would rather increase the distance between the two so that the Ecclesiarchy can shake off the shackles of Administratum meddling.

To this end, Kregory has spent decades undermining Ignato, subverting his allies and slowly siphoning off Ministorum resources and servants to increase the power of his own diocese. Principle among his weapons has been the world of Maccabeus Quintus and its cult. Playing a deadly game of brinkmanship with Ignato, he has carefully fanned the flames of discord on Maccabeus to keep things tense between the cult and the Tarsine Synod, while being sure not to spark a war which would wreck his own power base. Because of this Ignato has been loath to take more direct action against Kregory, and in the interests of the stability of the region and the Sector Synod has allowed him minor victories on more than one occasion. However, with each victory Kregory has been growing bolder and more vocal in his demands for greater independence from the control of the Tarsine Synod, a path which will no doubt lead to confrontation between the cardinals sooner rather than later.

Kregory is not without his own weaknesses however and the situation on Protasia is a constant embarrassment to the cardinal. Ignato takes great pleasure in pointing this out whenever the Synod convenes, especially Kregory's ineffectiveness in bringing the light of the Emperor to that world. Of course, Protasia is also the concern of the Sector Lord and the greater Calixian Imperial authority, and so Kregory often blames any lack of progress on the bungling of the Administratum, limited Imperial Guard deployments, or some such other excuse. Kregory is aware, however, that the longer the conflict goes on, the more strain it puts on his own reputation as a paragon of the Ministorum and the faith his allies have in him to eventually win the support of the Sector Synod to usurp Ignato's power.

Cardinal Pyris Valcarna

Titles: Master of the Five Temples of Tephaine
Seat of Power: Tephaine
Arch-Diocese: Adrantis Sub-sector

Very young for a Cardinal at a mere 80 years, Pyris Valcarna was once a luminary of the Tranchian Valcarna Noble House; gifted to the church as part of their contracts of accord for training and service to the God-Emperor. Though always assured a position of importance within the Ministorum by way of his birth, he surprised both his family and his peers by proving an adept administrator and canny judge of political tides. With these qualities and the favour of Ignato, he rose quickly to gain eventually the mantle of Cardinal and command of the Adrantian Diocese. However, this swift rise to power and his close connection with the Arch-Cardinal have earned him many enemies within the Sector Synod and many of the other Cardinals, especially Kregory Hestor, who see Pyris as little more than Ignato's dog. For his part, however, Pyris is a competent and capable leader and has done much to spread the faith within his diocese and combat the spread of heresy and corruption.

Pyris has his seat on the hive world of Tephaine in the populous Tephain system. Though it is traditional for a Cardinal to hold his office from the world of his birth (or at least the world on which he held office for the Ministorum before his appointment to the Synod) Pyris chose not to, given his home world's current strife. In fact the civil war on Tranch is an ongoing concern for Pyris (though it has little impact on the well-being of the sector) and he continues to try and use his influence to bring about a lasting peace. However, he must tread lightly in such matters lest

Cathedral of Illumination

A shining beacon of Ministorum power and the centre of the Sector Synod is the Cathedral of Illumination in Hive Tarsis on Scintilla. A sprawling complex to rival the palaces of Sector Lord Marius Hax and of such breathtaking grandeur and beauty as to shame all other Calixian cathedrals, temples and shrines to the God-Emperor, it is also a destination for pilgrims and true believers from across the sector and beyond. Lord Deacon Euphonicus, who oversees the Cathedral, is counted among the highest ranking of Ignato's lieutenants and is a powerful figure within the Tarsine Synod. It is also the centre of Ignato's power and the core of the Sector Synod. As a fortress of faith and bastion of the church, both physically and spiritually it marks the Ministorum's most defensive position within the sector. If the Ecclesiarchy is taking action within the Calixis Sector the odds are that the orders can be traced back to the gleaming spires and polished halls of the Cathedral of Illumination. Further details on the Cathedral of Illumination can be found on page 295 of the Dark Heresy Rulebook.

the Administratum and other Imperial or system authorities see his actions as favouring one organisation or the another with the power of the Ministorum—a situation that if it were to get out of hand might have far reaching and disastrous consequences, such a weakening of church influence across the sub-sector.

Apart from his focus on Tranch, Pyris's other major concern for his diocese is the activities of Magos Genetus Halix Redole. Though tension between the Ministorum and the Adeptus Mechanicus is far from unusual, Pyris is concerned that Redole's research and investigations into the Adranti (a civilisation rumoured to have once covered much of the sub-sector) may lead to the unearthing of things best left buried. Currently Pyris is limited in his efforts to restrict or stop the activities of the Magos, given the Mechanicus' position outside the boundaries of the faith. He is however quietly gathering information (in league with agents of the Ordo Hereticus), and knows he will have Ignato's support to act should he uncover the slightest taint of heresy.

Taking the Office

Almost without exception, all of the Sector Synod Cardinals were once leaders of System or Planetary Synods and had held the title of Cardinal for some time. Reaching this level of office within the Calixian Ministorum is a very long and arduous journey for even the most ambitious and well connected of Ecclesiarchy servants. First they must win the support of their local cult, rising to prominence within the ranks of their world and eventually taking on the highest role within it—which is seldom a cardinalship as the number of worlds with Cardinals is small compared to those ruled by lesser church officials. From this point the true test of faith begins and they must draw the eye of the Sector Synod through their deeds and devotion to the cause (and exceptional politicking ability) to be raised to the rank of Cardinal. Here the road will end for most, and only a very rare few will then receive the unanimous vote required by the Sector Synod to join its ranks.

Cardinal Quiro Olranna

Titles: Void Mistress, Queen of the Seven Deeps
Seat of Power: Canopus
Arch-Diocese: Josian Reach

Originally a pilgrim, Quiro joined the church after 'hearing the call' of the Saint when she first set foot on Maccabeus Quintus as a girl. Not of noble birth and not even born within the sector, it is a strange path that has led her to don the cardinal's mantle, one that her allies view as the will of the Emperor and her enemies see as suspicious and unorthodox. Now a venerable woman nearing her third century, Quiro cares little for such talk any more, and she has long ago accepted the stigma which led her to the cardinalship of the oft forgotten Josian Arch-Diocese. Even though her diocese borders the shining glory of both the Golgenna Reach and the Andrantis Sub-sector, Quiro has a poor domain over which to rule and a constant struggle to prove her importance to the rest of the Sector Synod. In fact behind her back many of her peers think of her as a 'care-taker' cardinal, ruling a stretch of void in which the Ministorum only has nominal interest. Despite this perception, however, she is as ambitious and driven as any of her counterparts (common traits in Arch-Diocese Cardinals) and has her own ambitions of power and ideas of how best to increase the Ministorum's control and influence within the sector.

Part of these plans have led her to make pacts with Kregory against the interests of Ignato, on the promise of greater support for her own agendas and a strengthening of the Ministorum within her diocese. Of course largely these are empty promises based on the success of Kregory's own plans and Quiro's ability to bridge the obstacle of distance between their domains—which are divided by Ignato's. The fact that such pacts are being made however is significant and shows that Ignato's control of the Sector Synod may be far less complete than he would like to admit. Quietly Quiro has also been garnering support from neighbouring sectors and other non-Calixian arms of the Ministorum. So far she has had only limited success but this 'open door' may well invite new and unpredictable parties into the ongoing power plays of the Sector Synod. Needless to say, if Ignato were to find out about such back-channel dealings, he could move to have her stripped of her Arch-Diocese and perhaps even her Cardinal's office.

Among Quiro's primary concerns for her own diocese is the cleansing of the death world Woe, which has been a thorn in her side since her rise to power. Little is know about the death world save that few who set foot on its boggy, mist-choked surface ever return. Rumours abound that the world itself is somehow 'aware,' with a mind buried deep below its bogs or a connection to the powers of the warp. These rumours, and orbital warning beacons, have been enough to keep most Emperor-fearing travellers away, but in recent times the world has become a magnet for heretics and cultists either hoping to uncover the source of the planet's power or to bow down before it as an alien god. Already Quiro has created an orbital shrine to keep an eye on the void around Woe and to draw the light of the God-Emperor to this dark part of the sector. However what she truly desires is to launch a crusade to cleanse the death world once and for all, root out the nests of heretics and uncover the alien horror at the core of the planet (if such a creature exists) and destroy it. Such a crusade however will doubtless be costly and extraordinarily hazardous (given records from those who have set foot on Woe and lived to tell the tale) and impossible without the support of the Sector Synod.

Relations with the Lucid Court

Ever since its inception the Ministorum has liked to view itself as the true power governing the Imperium, inspiring and guarding the hearts and minds of the people while the Administratum does the paperwork. This maxim is one that holds true within the Calixis Sector and while Sector Lord Marius Hax rules unquestionably from the Lucid Court, Ignato does the same from the Cathedral of Illumination; each leader governing the same worlds (through different agents and rulers) quite often for the same ends—the continued domination of the Imperium and the Imperial Creed within the sector. Despite this competition, relations between the two are quite good; each viewing the other as a 'lesser' equal and necessary part of the Imperium's presence within the sector. Hax is happy to let the Arch-Cardinal pursue his wars of faith, wile Ignato is happy to let Hax worry about planetary tithes and petty squabbles between systems and planetary governors.

Cardinal Cal Sutai Arran

Titles: Arch-Alturan of Alactra, High Chancellor of the Periphery Church, the Venerable Cal
Seat of Power: Alactra
Arch-Diocese: Malfian Sub-sector

Perhaps the oldest member of the Sector Synod, Cal is well into his third century of life, all of which has been spent in the service of the God-Emperor. An ancient and extremely frail man, he is kept alive by arcane devices and his own indomitable strength of will. Even though his body may be feeble, his mind is as sharp as ever and the cunning that has keep him alive and in power for so long has not faded. In fact there was a time when Cal could have challenged Ignato for the office of the Arch-Cardinal and control of the Sector Synod, but he chose not to. This was not out of love or respect for Ignato, or a fear he could not hold the office; rather, Cal's devotion to his diocese and people kept him from abandoning them for his own personal glory. Cal believes that his work in the Malfian Sub-sector is not complete, and the God-Emperor still has tasks for him; thus he doggedly clings to life. While those who serve below him may harbour secret resentment at his stubborn refusal to vacate his position, only the most clever or insane would ever dream of moving against him.

Like a scornful grandfather Cal views the power struggles between Ignato and Kregory as children's squabbles and favours neither, considering them both selfish and neglectful of the Ministorum's true divine responsibilities. For this reason, among others, Cal leads the third significant power group within the Calixian Ministorum, known as the Periphery Church. A collection of system synods and lesser dioceses, the Periphery Church is primarily based in the Malfian sub-sector, mostly out of the grasp of Ignato and the Tarsine Synod, but it also has supporters and members in the neighbouring sub-sectors. Cardinal Fortis is also a loyal ally and proponent of the Periphery Church, as he likes to see Ministorum servants free from the plots of Ignato or Kregory to pursue the Emperor will. For their part, neither Ignato or Kregory has challenged Cal or moved to begin a direct conflict with the Periphery Church. Both have courted Cal as an ally, but he continues to disregard them equally. One thing that does greatly concern Cal, however, is the situation on Maccabeus Quintus, and the divergence of Emperor and Saint worship which is transpiring there. Having seen countless heresies take root, Cal knows well the early signs and can see them taking dark shape before his eyes. It is his one of his greatest fears that in their petty politicking Ignato and Kregory will fan the flames of the divergent Drusian cult and allow it to spread and take root across the sector. If such a thing were ever allowed to happen, purging it would be costly indeed. Cal is no rash youngster. With only a century of cardinalship under his belt he knows all to well that if he is patient, and carefully gathers information while simultaneously seeding his most trusted agents in the right places that the most terrible of outcomes can be prevented.

One way or another Cal intends to put an end to thes initial glimmering of wide spread heresy. His network of faithful servants has been carefully placed in the diocese of those he is most concerned about. Many Inquisitors would find themselves jealous of Venerable Cal's network of spies. If he needs to play Ignato and Kregory against each other then he will do so without hesitation, lest the Ministorum suffer a fate far worse than the bickering of two petty cardinals.

Cardinal Fortis

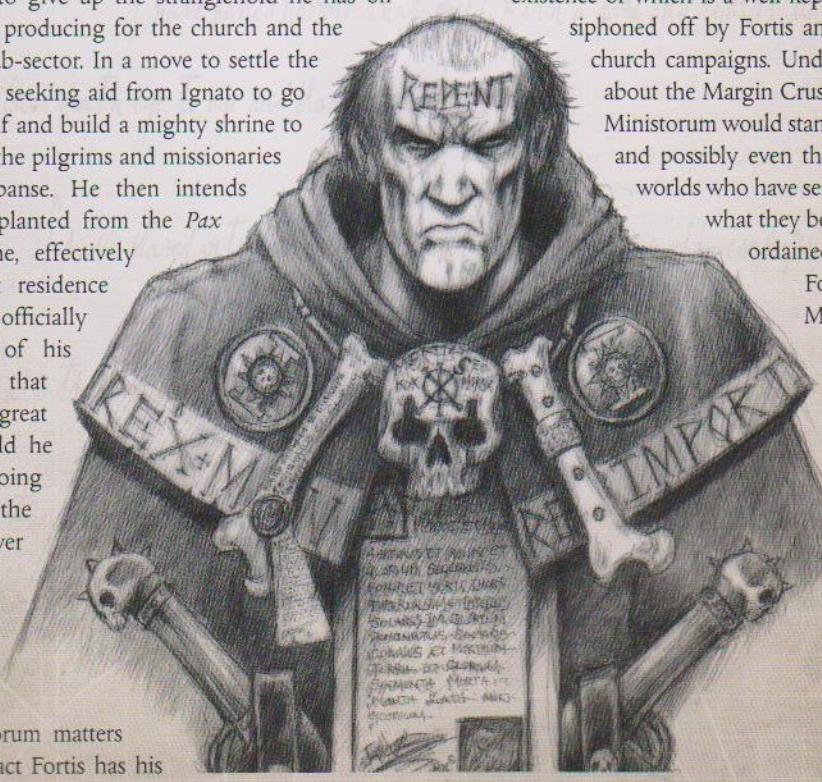
Titles: Pilgrim Shepherd, Lord of the Dark Watch
Seat of Power: *Pax Calixis* (Imperial Cruiser)
Arch-Diocese: The Periphery and Halo Stars

Even after centuries of Imperial exploration and settlement, much of the Calixis Sector remains a wild frontier. The sector is also on the very edge of the Imperium and many of its worlds sit precariously close to the halo rim. These untamed areas however are of great importance to the Ministorum as they represent the ongoing war of faith to reclaim lost worlds and spread the light of the God-Emperor even further. Within the Calixis Sector the stewardship of these regions, primarily consisting of the Periphery and the near Halo Stars, falls to Cardinal Fortis. Among the older cardinals, Fortis has for over a century governed his diocese from a heavily converted Lunar Class cruiser know as the *Pax Calixis*, hooked up to humming machines and pumping tanks of fluid that keep his ancient frame alive. Attended by an army of missionaries, confessors and lay-priests, Fortis and his ship sail a slow circuit around the rim of the sector, seeding worlds with the faithful and bringing the word of the God-Emperor to the godless.

While his position is a vital one to the Ministorum and his good work has brought millions of new followers to the Imperial Creed, Fortis has little to do with the politics of the Sector Synod, only making contact infrequently to petition for more resources for his crusade. In recent times, however, the Imperial expansion into the Kronos Expanse and the influx of pilgrims toward that region has caused some friction between Fortis and Kregory. Fortis maintains that as a new untapped area of faith, and a region of the Halo Stars, all matters concerning the Expanse should fall into his diocese. However the gateway to the Expanse, Port Wander, can be found on the edge of the Drusus Marches, Kregory's diocese, and the Cardinal of the Marches is loath to give up the stranglehold he has on the wealth the port is producing for the church and the power it affords his sub-sector. In a move to settle the matter Fortis has been seeking aid from Ignato to go to Port Wander himself and build a mighty shrine to the God-Emperor for the pilgrims and missionaries passing into the Expanse. He then intends to have himself transplanted from the *Pax Calixis* into the shrine, effectively taking up permanent residence in Port Wander and officially claiming it as part of his diocese. This is a plan that Kregory would go to great lengths to stop, should he learn of it—perhaps going so far as to ensure that the *Pax Calixis* would never reach Port Wander...

Though he has remained outside the politics of the Sector Synod, Fortis is far from naive in Ministorum matters within the sector. In fact Fortis has his own share of powerful secrets, which if he chose, he could use to increase his standing and influence within the Synod. Principal among these is that he is one of the few members of the Ministorum that knows the truth behind the Margin Crusade—that it is a lie. While the majority of the church believes that High Confessor Corvinus' crusade into the Halo Stars is an ongoing venture claiming new worlds and bringing in new wealth and followers, the truth is that it was lost decades ago. Of course, the resources, troops and other supplies which continue to pour into the church under the holy writ of the Segmentum Synod are still being used. Most find their way to another crusade, the existence of which is a well kept secret, while some are siphoned off by Fortis and others for their own church campaigns. Understandably if the truth about the Margin Crusade were to surface, the Ministorum would stand to lose these resources and possibly even the support of dozens of worlds who have sent off their sons to die in what they believed was an Emperor-ordained war of faith.

For more details on the Margin Crusade and its ramifications, within the Calixian Ministorum see page 40.



Inquisitorial Co-operation

Within the Calixis sector, the Ecclesiarchy and Inquisition work side by side only when the personalities of those in power allow. During the course of an investigation, a Cardinal may extend only assistance required by decorum or to keep up appearances while siting difficulties or stress elsewhere as a reason for such limited aid. The same Cardinal might put entire groups of Frateris Militia into the hands of lowly Acolytes if they are in service of a different Inquisitor. The halls of power are a web of politics and favours that only an Inquisitor or talented Throne Agent has time or inclination to master.

Inquisitors may be likewise fickle in the zeal with which they pursue accusations made by Ecclesiarchal powers. An Ordo Hereticus Witch-finder may leap at the opportunity to hunt down those a friendly priest suspects of Heresy, while an Inquisitor of the Ordo Xenos may send only a handful of wet behind-the-ears Acolytes to handle the same problem.

Cardinal Dantius Landsholt

Titles: Protector of the Eastern March
Seat of Power: Clove
Arch-Diocese: Hazeroth Sub-sector

A staunch ally of Ignato, Dantius Landsholt is keen to see the Sector Synod remain stable and focused on the core hive worlds and trade routes. Raised up from the Landsholt noble house of Clove, Dantius' siblings include the Clovian planetary governor Tesnius, the world's High Tithe Master Arlatius, and its Chief of Arbitration and Enforcement Helatius. Ignato was happy to ignore the nepotism and power monopoly of the Landsholts in electing one of their own as cardinal in exchange for the continued support of the Clovian Synod and by extension the Hazeroth Arch-Diocese. Unfortunately Dantius is a poor cardinal at best, and his unflagging loyalty seems to be the only thing Ignato can rely upon him for. During Dantius' time in office, the power of the Ministorum over the worlds of the Hazeroth-sub has waned, numerous splinter cults have taken hold on dozens of worlds, and power has slipped away from the Sector Synod and back into the hands of planetary governors and their own pet Ministorum officials.

Most alarmingly, however, is the spread of the influence and power of the Adeptus Mechanicus. From their forge worlds of Synford and Idumea, the followers of the Machine God have usurped the cardinal's influence on many of the sector's principal hive worlds such as Guytoga, Samson IV and Gunpoint. Only the tight-knit nature of the Landsholt nobility has prevented such an occurrence on Clove. While ostensibly this does little harm to the Imperium or the Imperial Creed (the Administratum especially has benefited from the increased trade and flow of manufactured goods as a result of its labyrinthine tax laws), it does mark a shift in the favour of planetary governors and Administratum officials away from the control of the Sector Synod, a matter which is always of great importance to the Ministorum.

Perhaps the greatest of Dantius' failings, however, even more serious than the diminishing influence of the Ministorum in his sub-sector, is the messy situation known as the Heresy of the Seven Silences. Under his very nose, Dantius allowed a subversive cult to take up residence on the cemetery world of Pilgrim's Pause and began converting the righteous. It was not until the Cult of the Seven Silences began to spread toward the core worlds along the pilgrimage routes that he was forced into action by an outraged Sector Synod. Even after numerous bloody purges, some members of the Seven Silences still remain alive and hidden within the Calixis Sector, a situation that could have been avoided had Dantius identified the cult and acted sooner. Kregory uses this fact to discredit any input to the Synod from Dantius and to keep him largely out of Synod politics. Despite all of these failings, however, Ignato has protected Dantius from the ire of the rest of the Synod and supported the Cardinal for fear of losing yet another ally to Kregory at such a delicate time for the Calixian Ministorum's unity.

Cardinal Yvenna

Titles: Temple Mistress of the Calistra Covenant
Seat of Power: Solomon
Arch-Diocese: Markayn Marches

Yvenna might have a remote diocese, only marginally more powerful than that of Quiro (whom she detests), but she makes up for it with a fiery temper and burning ambition. Among the youngest of the Sector Synod Cardinals, only just into her second century, Yvenna is a tall, striking woman with stern features and a shock of crimson hair; all part of an image she has cultivated to impress her dominance upon the minds of those around her. In her time as cardinal of the Markayn Arch-Diocese, she has relentlessly pursed the interests of the Ministorum and gone to great lengths to tighten its grasp on the worlds of the sub-sector. Unfortunately, in her crusade for power she has been neither kind nor gentle with noble houses and Administratum officials, creating many enemies and numerous headaches for Ignato. For this reason she is being courted by Kregory for her support within the Sector Synod, and charmed with the promise of more direct support from the central Ministorum synods for her diocese. While she flirts with such offers, Yvenna is too sharp-minded to be easy prey for Kregory's overtures—though there may yet come a time when she chooses sides.

Beyond the politicking of Ignato and Kregory, Yvenna has her own concerns. The remoteness of many of the worlds within her diocese as well as its high proportion of undeveloped or frontier worlds has made many of the dark and forgotten corners of the Markayn Marches a haven for renegades and heretical cults. Although the heretics are neither especially unusual nor especially dangerous, the zealots who have showed up to purge them have been causing her problems, especially the Red Redemption. Ostensibly, the Red Redemption is part of the Ministorum; they are a fanatical cult focused on hunting down and purging anyone or anything they see as an affront to the God-Emperor (which needless to say is a pretty long list). However the Redemption often sees itself as separate from the core church, not corrupted or restricted by pointless bureaucracy or administration. This is the case in the Markayn Marches and Yvenna has found herself coming head to head with Archdeacon Ludmilla, leader of the Redemptionists, as the Red Redemption swells in number within her diocese.

She has presented her concerns to the Sector Synod, but with other things to worry about, Ignato and the other cardinals have largely ignored her reports, putting them down to a 'local disturbance' and deeming this not an issue for the greater Ministorum to deal with. Unknown to the cardinals, however, is that the problem may be far greater than they realise and on more than one occasion Redemptionists and Ministorum servants have clashed in the remote reaches of the sub-sector such as the under-archives of Prol IX, the grey fields of Dreah and the forests of Mosul as Ludmilla urges her followers to cleanse the worlds of the Marches and hunt out those of weak faith. It seems only a matter of time before things deteriorate further and open fighting begins as either Ludmilla declares the Markayn Synods corrupt and compromised by the dark powers or Yvenna tires of the Redmeptionist's meddling and brings the full weight of her diocese and its resources crashing down upon their heads.

System Synods and Cults

"It is a fool who tells a man how to run his own house; especially when he is only a guest and there under the sufferance of much wiser men."

–Cardinal Kregory Hestor, Drusian Arch-Diocese

The Sector Synod and its cardinals are only a part of the Ministorum's presence within the Calixis Sector and there are many other layers of leadership, synods and cults stretching all the way down to the average Imperial citizen. While not common, several other Calixian worlds do have officials recognized by the Ministorum as cardinals. Most shrine worlds for example are traditionally governed by a cardinal; such as on the Piety of Seth where Cardinal Praetus Catullas Halaby also bears the mantle of planetary governor. Each world is also often its own synod or cult; its own microcosm of the Ministorum linked in to the greater Ecclesiarchy and the Sector Synod by the cardinal of its Arch-Diocese. This is where the true power of the church lies and where it deals with day-to-day issues; often without word ever reaching the ears of Ignato and his council of cardinals.

For this reason, whenever a member of the Ecclesiarchy visits a new world, it is tradition that they introduce themselves to the governing Ministorum cult and its leading officials—even if this only done through correspondence or intermediaries and not face-to-face. This is an important act within the Ministorum, as it is considered good form to defer matters of local faith to the reigning hierophant, bishop or cardinal and not overly meddle in their affairs. The theory is that the church remains strong though the leadership of its local priests and their knowledge and control over the hearts and minds of their followers, and a System Synod will always know best how to further the interests of the Ministorum within its diocese. For the most part this concept, coupled with the distance between worlds and sub-sectors, has allowed the church to take a firm hold within the Calixis Sector where the sole governance of a far away ruling body would have only managed a weak grasp on distant worlds.

Of course, the strength of the System Synods and their leadership is a double-edged sword. While on the one hand it allows the Ministorum to dominate planets far beyond the easy reach of the core worlds, it has also fostered some fiercely independent splinter groups and divergent cults. This is largely the cause of the situation on Maccabeus Quintus and why the cult there has been allowed to flourish. If Ignato were to have his way, the Sector Synod would have much more direct control over the system cults and their leaders and a more active role in determining policy and church procedure from the hives of Scintilla all the way out to the battlefields of Protasia. In many ways this matter is core to the conflict between Ignato and Kregory, the reason Cal and the Periphery Church have gained so many allies and why Cardinal Fortis enjoys such support from worlds only nominally connected to the Imperium.

CALIXIAN CULTS

System Synods and the variety of the worlds and cultures on which they thrive have given rise to a myriad of Imperial Cults and variances on the Imperial Creed within the Calixis Sector. This is not an unusual occurrence and one that the Ministorum encourages and tolerates in equal measures to foster the Cult of the God-Emperor in peoples and places where it might not otherwise take root. While almost every world within the Calixis Sector has a slight variance on the Imperial Creed, there are several which stand out and have, through the strength of their followers and the support of their synods, spread out across the void.

Drusians—perhaps the largest and most powerful of the Calixian Cults is that of the Drusians; followers of the Saint Drusus. As old as the sector itself, the worship of Drusus has taken many forms and sprung up on many worlds over the centuries, in some places rising to rival the power of the Ministorum itself. While the mainstream Ministorum and Arch-Cardinal Ignato publicly embrace and support the Drusian Cult (in fact vast numbers of the Calixian Ecclesiarchy are Drusians in addition to any of their other allegiances), its is sometimes seen as a rival to Ecclesiarchy power and its focused faith in the God-Emperor. However it cannot be denied that the presence of Saint Drusus can be felt on almost every world within the Calixis Sector.

Vitrian Covenant—more of an unofficial crusade than a cult, the Vitrian Covenant, named for the battle that saw the rise of Saint Vidicus, undertakes the dual purpose of spreading the faith beyond the edges of the Imperium and combating the foul xenos known as Orks. For this reason the Covenant are mostly found on the edges of the Calixis Sector, supporting armies or helping missionaries to settle new and wild frontier worlds. Their fanatical hatred of the greenskins has also seen them travel around the sector using their influence and skills to drum up support for the Margin Crusade, a venture which they view as a vital part of both bringing the Imperial Creed to the lawless void and also curtailing the spread of xeno

from their worlds within the Halo Stars. Of course the fact that the Covenant is not wholly aware of the truth behind the crusade has not stopped the Sector Synod from using them to raise troops and resources for it.

Sisters of the Void—a benevolent all-female order, the Sisters of the Void travel the pilgrim paths and warp routes of the sector bringing comfort and aid to crewmen and pilgrims alike. Exemplifying a kind and gentle aspect of the God-Emperor, the Sisters believe in the healing power of His light and the protection he brings though the blazing icon of the Astronomican. They are seen as little threat (either politically or to the faith) by the Sector Synod and accepted as a fairly benign cult. Some whisper however that the cult is in fact a front from something more sinister and the Sisters have spent years plying the void so that they might pass invisibly from one world to the next. What their true purpose could be however it difficult to fathom and certainly neither the Inquisition nor the church have shown an overt interest in them. Of course this might all be part of their dark plans...

Red Redemption—like a Grox to a feed-trough, the Red Redemption is drawn to the poor underhives, wild frontier worlds and primitive feudal cities of the Calixis Sector, feeding on the fears of common men. An extreme variation of the Imperial Creed, the Redemption preaches a zealotry and intolerance beyond even that of the greater Ministorum. They teach that only through pain, cleansing fire and the complete rejection of anything that does not show total and utter devotion to the God-Emperor can a citizen hope to be saved from damnation and the touch of the dark powers. This extreme faith is particularly attractive to citizens who scratch out their living in remote, dangerous and forgotten parts of the sector, who are eager to blame their ill fortune and problems on the presence of unbelievers and the faithless. While at times the Ministorum and the Redemption are at odds, the church finds them more useful than not and is happy for them to do the dirty work of the faith.

Cult of the Emperor Revenant—the strong funerary nature of the Imperial Creed and the God-Emperor's own deathless state is the basis for the Cult of the Emperor Revenant. Death is an ever present fact on most Imperial worlds and how citizens deal with it is often as important as how they live. This is where the Revenant Cult has taken root and why they can be found on many worlds within the sector, administrating to the dead and fostering beliefs in the power of the Imperium's ancestry and the countless dead that its glory is built upon. Of all the cults the Revenant Cult is perhaps the one closest to the core Imperial Creed itself, so much so that many Ministorum servants can't see a difference between it and the more mainstream worship of the God-Emperor. The Cult of the Emperor Revenant is unfortunately also the progenitor of such organisations as the Night Cult (more details on the Night Cult can be found on page 62 of **Disciples of the Dark Gods**).

These Calixian Cults are of course only a handful of those recognized by the Ministorum. Added to these are many other minor religious variations on the Imperial Faith (almost as many as there are worlds), cults only tolerated but not fully recognized (such as Children of Shade and Cloudspeakers of Clove) and also numerous Death Cults who practise murder in the name of the God-Emperor (such as the Moritat and the now proscribed Astral Knives).

THE CHIME OF AEONS

A TIMELINE OF THE ECCLESIARCHY

Early to mid M30

In the aftermath of the Horus Heresy, countless prophets and visionaries preach that the Emperor is, and always has been, a god.

Circa 900.M30

A highly decorated Imperial Guard officer takes the name 'Fatidicus', meaning 'prophet', and establishes the Temple of the Saviour Emperor on Terra. Via the Imperial Guard and the Imperial Navy, his teachings spread across the entire Imperium.

Early M31

The Temple of the Saviour Emperor is officially recognised as the one true religion of the Imperium

Circa 200.M31

Ecclesiarch Veneris II is elevated to become a High Lord of Terra.

Circa M32

The First War of Faith is conducted against the Confederation of Light. All but a handful of the heretics are slain, and the remainder flee into the ruins of their homeworld of Dimmamar.

Late M32

Every world in the Imperium apart from those claimed by the Space Marines or the Adeptus Mechanicus boasts a grand cathedral, and billions of shrines have been built to the Emperor's glory.

Early to mid M33

The power of the Ecclesiarchy waxes, while that of the Administratum and other bodies wanes. The Age of Apostasy dawns.

Late M33 to early 34

The Administratum regains much of its lost influence, but only at the expense of the governance of the Imperium at large.

Circa 200.M34

Ecclesiarch Benedin IV announces the Ministorum's move to Ophelia VII.

Circa 300.M34

Ecclesiarch Greigor XI announces the Ecclesiarchy will return to Terra. Many object, but even after his death under suspicious circumstances, the move goes ahead.

ADEPTS, CLERICS AND MISSIONARIES

In the shadow of the Synods and the cardinals' politicking, legions of adepts, clerics, missionaries, and other Ministorum servants spread the faith and defend it from the core worlds to the far flung edges of the sector. These men and women serve as the front line of the Ministorum, guiding the followers of the God-Emperor in their day-to-day prayers and observances. Even on the most established worlds, such as Scintilla where the Tarsin Synod dominates the local populace, it is these lesser Ministorum functionaries which bring the word of the Imperial Creed to the people. Given the number of these Ecclesiarchy personnel, it is difficult to accurately understand or map the church's structure beyond the ranks of its upper leadership, and in many ways this is how the Ministorum prefers it: promoting the concept that the Emperor and his followers are everyone and everywhere; inextricably woven into the very fabric of Imperial society.

To a cleric or missionary in such a system, it is as important to have unwavering faith in the God-Emperor as it is to be faithful to one's home world, cult or System Synod. While all followers of the God-Emperor are in theory connected by their faith, it is an undeniable truth that politics often trumps religion when it comes to the interests of star systems or sub-sectors. Acolytes with connections to the church will therefore usually trace their links back to the single world or synod where they have allies or where their training in the Ministorum was conducted. Only the most well travelled and influential of individuals can count on the unconditional aid of the church beyond these local boundaries, and even then they call not on the Ministorum as a single unified entity but rather as a collection of fragmented allies drawn from scores of cults, synods and scattered worlds.

Not all arms of the Ecclesiarchy, however, are so firmly rooted on individual worlds or in solitary systems. This is especially true of two such groups of Ministorum servants within the Calixis Sector: the Red Redemption and the Mendicantine Missionaries. Free of the dominion of the System Synods, both of these groups can be found on worlds across the sector, championing the cause of the Imperial Creed and actively pursing what they view as the interests of the God-Emperor. When mixing with the common citizens, outside of spires and planetary palaces, travellers will certainly see both of these cults in action; and should they cross the Ministorum it is likely that these are among the first cults to respond to such transgressions. The Redemption especially is quick to react to threats to the Imperial Creed, usually with extreme violence.

Late M34

Ecclesiarchy tithes are raised again and again in order to fund the return to Terra. Several planetary governors openly refuse to pay any more, and Ecclesiarch Alexis XXI employs the Officio Assassinorum to eliminate several recalcitrant governors.

Early M35

Warp storm activity sharply increases over the entire Imperium, and anarchy descends upon isolated worlds.

Late M35

Goge Vandire engineers the ascension of the degenerate Ecclesiarch Paulis III, then becomes 361st High Lord of the Administratum. Shortly after, Vandire topples Paulis and assumes the mantle of both High Lord of the Administratum and Ecclesiarch. Vandire's Reign of Blood begins.

Almost 14 billion are slaughtered by the Divine Army during the Purge of Lastrati. The Daughters of the Emperor from San Leor are co-opted into becoming Vandire's personal bodyguard, and are renamed the Brides of the Emperor.

The Reign of Blood culminates in the Siege of the Ecclesiarchal Palace, at the height of which High Lord Vandire is executed by Alicia Dominca, the leader of the Brides of the Emperor.

Circa 350.M36

Sebastian Thor returns to Terra for the last time, and passes away six months later at the age of 112. The entire Imperium mourns his passing, and he is declared a saint.

Noble Houses and the Ministorum

On many worlds, the power and influence of the noble houses are tied directly into that of the church. This relationship is one that dates back to the founding of most worlds where the families that would one day rise up to be called nobles brought with them the Imperial Creed. In fact it is a tradition on many worlds that the second born son of a noble family be given up to the Ministorum for training as a cleric or confessor as part of an ancient pact that ensures good relations between the nobles and the Ecclesiarchy. A variation on this practise is known as the Chance of Faith, which waits for children to reach their naming age before setting them a religious task such as finding the image of Saint Drusus in a stone wall or spending a night in an ancestral tomb to see if they dream about the Emperor. If they pass, then the Emperor has called them and they are sent off to be trained by the church. Of course, should the child get wind of the purpose of the test, most conspire to 'fail' in favour of a life of noble decadence rather than one of religion. On some worlds, such as Tephaine, the links between Ministorum and the nobility are almost indistinguishable, with siblings sharing the power of both church and state between them. On others, such as Malfi, the roles of noble and priest are kept strictly separate. Regardless of local politics and the feelings of individual nobles, the fact remains that the noble houses rely on the Ministorum, as much as they chafe against its strictures, as an inviolate part of their society.

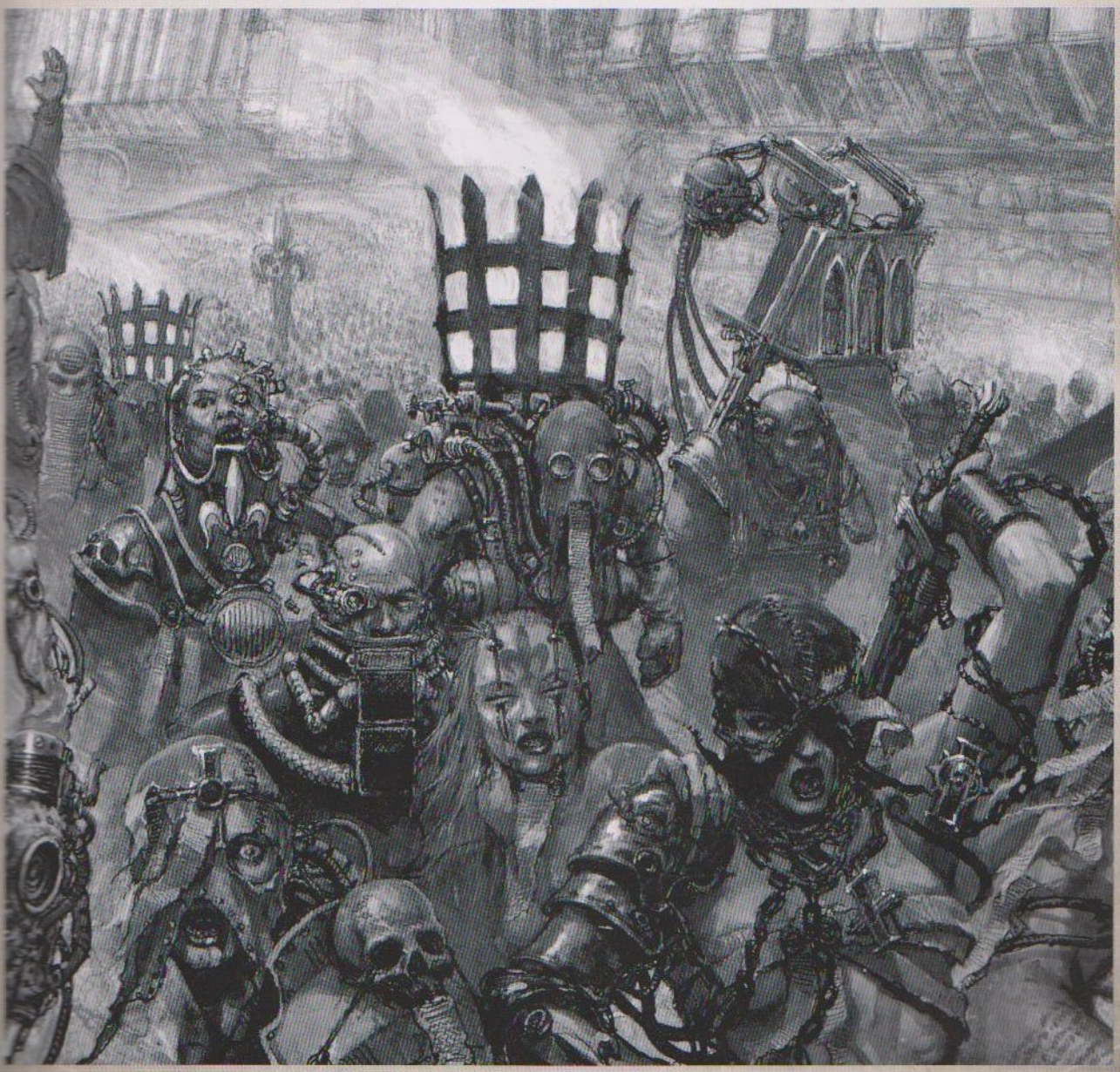
Ministorum Interests

"Nothing motivates the masses like fear and faith; and this is what we are: fear and faith in equal measures, meted out to those worthy of our attentions."

–Cardinal Quiro Olranna, Josian Arch-Diocese

While the Adminstratum counts coins and the Imperial armies and navies guard against alien invasion and planetary insurrection, the Ministorum safeguards the souls of Imperial citizens everywhere. The protection and promotion of the faith is everything to the church, and its leaders and servants strive to ensure that people live their lives in the light of the Emperor at all times, mindful of His ever watchful gaze. Often this means enforcing the Emperor's word on the faithless, reminding the common man of his place, and violently eradicating even the merest hint of corruption wherever it appears. No matter the cost in lives and resources, the Ministorum has never flinched from doing what must be done for the good of the Imperium.

Some of the major concerns of the Calixian Ministorum have already been touched upon in the descriptions of the Cardinals of the Sector Synod and their Arch-Dioceses. However there are a number of significant interests and threats which affect all members of the Ecclesiarchy regardless of the world from which they hail or the cult to which they belong. Different from the enemies of the Ordo Hereticus and the 'common' xenos, mutant or daemonic threats which daily assail the worlds of mankind, these are issues which are directly within the Ministorum's purview and which it considers 'its own'. In addition, Acolytes within the Calixis Sector who fall in with the church or find themselves trading favours may well find themselves becoming embroiled in one or more of these problems as the Ministorum turns their talents to solving its own concerns.



PILGRIM COIN AND CHURCH TITHES

While the Administratum is directly responsible for the planetary tithes that keep the Imperium running, the Ministorum also draws massive amounts of revenue for itself from the followers of the Imperial cults and the System Synods, as well as the thriving pilgrim trails that crisscross the sector. Presented to local governance and Imperial authority as 'donations,' much of this vast amount of income slips quietly through the fingers of Sector Lord Marius Hax, a situation which he has tried (without success) to remedy. For the most part, tradition and its own measure of political power protects the Ministorum from taxation and regulation by the Administratum, but it is a complex subject at best (as are most things that include tax and the Administratum in the same sentence) riddled with loopholes and exceptions. So should an Acolyte dig deep enough, or become embroiled in such matters, he would discover that behind the hunt for heretics, the expansion of the Imperium and the war to protect the God-Emperor's followers, another silent war is being waged between millions of church scribes and countless Administratum adepts as they fight a paper battle for every Throne the Ministorum makes.

The followers of almost every cult within the Calixis Sector contribute to the wealth of the church in some way. Cynical Acolytes may observe that this could be one of the main driving forces behind the Ministorum's efforts to recruit more followers, beyond serving the glory of the God-Emperor. Regardless of motive, however, tithes are the key source of income for local churches which seldom see much support from beyond the limits of their System Synod. Such cults are constantly trying to spread their influence so as to attract more wealth and power to themselves; such a practise is even encouraged by the Sector Synod, while they may preach unity, prefer strong planetary cults and churches which can stand on their own without external support. As they say, "the Emperor helps those who help themselves," a truism Arch-Cardinal Ignato himself likes to cite. One of the most notable results of this financial independence is on the hive world of Hredrin in the Josian Reach where the Cult of the Divine Savour preach tithing to the God-Emperor as both a mark of gratitude for success and a sacrifice to ward off misfortune. Also known as the Tithe of Weal and Woe it has created a generation of faithful citizens intent on living a life not excessively good or excessively bad, lest they become impoverished by donations—and then have to give even more coin to repent for their misfortune!

In addition to tithing and donation, the other (possibly larger) source of church coin comes from pilgrims. The Pilgrim Paths crisscross the sector from the core worlds to the edge of the Halo Stars and back again. Every day millions and millions of pilgrims come from light years away to ply these trails, with some even travelling from distant segmentums on holy journeys which will take a lifetime to complete. The money raised from these pilgrims as they pay to visit holy sites, travel to shrine worlds or view sacred relics is vast and unlike local tithes very difficult to keep track of. Ostensibly Ignato and the Sector Synod claim all income from pilgrims within the Calixis Sector for the Calixian Ministorum. However Ignato knows that laying claim to coin and collecting it are two very different things and the Sector Synod probably only ever sees less than a third of the revenue the pilgrims provide. The rest ends up in the hands of the shrine worlds, cults like the Mendicantine Missionaries or Sisters of the Void, and the numerous con men, charlatans and vagabonds who follow the pilgrims from one world to the next like vultures stalking their prey. To combat this problem, Ignato recently commissioned the formation of the Humble Watch, clerics tasked with walking the pilgrim trails (like the Footsteps of Drusus or travelling aboard the Misericord) and hunting out those that would rob the church of its rightful share.

THE NAME OF THE SAINT

Both saints and shrine worlds are a key part of the Calixis Sector and do much to raise the church's profile in people's minds. As a result of the importance of these people and places it is little wonder that the Ministorum goes to great lengths to safeguard their relics and memory from those that would disgrace or defile them. Throughout the sector, Reliquarians, clerics tasked with safeguarding, recovering, and verifying relics and saints, travel between worlds to deal with new discoveries. They are few in number, however, and the claims of divine objects and sacred places are very numerous, so local priests and worshippers may wait years or even decades until a Reliquarian arrives to inspect their sacred items and pass their findings on to the Sector Synod for careful dissection and contemplation (usually taking many more years and often resulting in the church expressing no interest in the trinket, person or place). This is only a part of their purpose, however, and the majority of their time is spent chasing rumours of true relics or hunting

out the true location of miraculous events or the resting place of blessed individuals.

In these matters the Reliquarians are given a very broad mandate by the church and the ability to call on resources from local synods at a moments notice if they catch the sent of a relic or saint. For their part the System Synods are usually more than happy to help, aware of the importance of the work of the Reliquarians—not to mention the revenue the discovery of a local relic could bring. On occasion a Reliquarian may also fall in with the Inquisition, usually members of the Ordo Hereticus, as their paths will cross on occasion when hunting down such lost objects. Such alliances are uneasy at best, however, as the church and the Inquisition pursue such objects for very different reasons. This means that should the Reliquarian actually find the relic he is seeking he will need to act quickly lest it disappear into the lightless vaults of the Calixian Conclave and slip beyond the reach of the church forever.

OF GODS AND MEN: THE ADEPTUS ASTARTES

The Ministorum has often had a difficult relationship with the Adeptus Astartes. This stems not from any great past conflict or brooding unresolved schism of interests but rather a stark difference of perspective regarding the God-Emperor. The church is built upon the divinity of the Emperor and his all encompassing power over mankind. They teach and believe that when he was interned in the Golden Throne he ascended beyond the mortal realm (if ever he was part of it) and took on the mantle of godhood. By contrast the Space Marine Chapters regard the Emperor as their genetic father and the greatest leader and warrior mankind has ever known—yet for all that still a man, who lived and died (or at least entered into a deathless state). Behind closed doors many servants of the Ministorum find this view blasphemous in the extreme, and yet cannot dispute the place the Adeptus Astartes hold within the Emperor's domain, nor their own almost divine powers and abilities. There is even a growing fear within the ranks of the clergy over the rise of cults which worship the Adeptus Astartes and the slippery slope that such a path may present. For the most part however the Ministorum ignores the beliefs of the Adeptus Astartes and the difficult questions surrounding it, aware there is little they could do if they wanted to. How the Space Marine Chapters feel about the issue is not widely known, or even if they really care at all what the powers of the Ecclesiarchy think.

WAR OF THE EMPTY CATHEDRALS

It is no secret that the church has little love for the Adeptus Mechanicus and their worship of the Omnissiah. While many accept that this is merely another cult and variation on the Imperial Creed, the Ministorum in general finds the Mechanicus' practices distasteful and an affront to the more traditional methods of revering the God-Emperor. Of course as an astute Acolyte may discern, this as all just smoke and mirrors, for the real friction between the Ministorum and the Adeptus Mechanicus is one revolving around the influence of Sector Lord Marius Hax, the Calixian Noble Houses and the Planetary Governors. The problem is part of what has become know as the War of the Empty Cathedrals, and is without a doubt the most significant conflict between the two organisations within the sector.

The root of the issue comes from the fact that the church, under the auspice of the God-Emperor, lays claim to every world in the Calixis Sector. The logic goes that if it is part of the Imperium then it belongs to the Emperor, and if it belongs to the Emperor then it is part of the Ministorum's interests and area of operations. Of course numerous worlds and systems within the sector have little or no real church presence on them; because they have been gifted to the Adeptus Mechanicus by the Sector Lord and turned into forge

Early M36

Sebastian Thor assumes the position of Ecclesiarch. The 4,000 or so surviving Brides of the Emperor become the Daughters of the Emperor once more. They are divided between the two newly established convents - the Convent Prioris on Terra, and the Convent Sanctorum on Ophelia VII. Those sisters still residing at San Leor are transported to the new convents, and the foundations of the non-militant orders are laid.

In 288.M36 the Decree Passive prohibits the Ecclesiarchy maintaining standing armies of 'men under arms.' The Daughters of the Emperor are officially constituted as the Adepta Sororitas.

The ranks of the Adepta Sororitas swell to over 10,000 battle sisters, leading Sebastian Thor to establish the system of orders. The fighters at the Convent Prioris are divided into the Order of the Ebon Chalice and the Order of the Argent Shroud, while those at the Convent Sanctorum are divided into the Order of the Fiery Heart and the Order of the Valorous Heart. Each of these four orders is headed by one of the six sisters that entered the Throne Room at the height of the Reign of Blood, with Dominica leading the Order of the Ebon Chalice, Katherine leading the Order of the Fiery Heart, Silvana leading the Argent Shroud, and Lucia leading the Valorous Heart.

Katherine is martyred at the hands of the Witch-Cult of Mnestteus, though the exact time and place of this event are much disputed. The Order of the Fiery Heart is renamed the Order of Our Martyred Lady in her honour.

The Apostate Cardinal Bucharis plunges vast swathes of the galaxy into further anarchy during the Plague of Unbelief, which is finally ended by the martyrdom of the Great Confessor, Dolan.

worlds. These are classified by the Ecclesiarchy as 'Empty Cathedrals' or worlds waiting for the presence of the church to bring them wholly into the light of the Emperor. The most notable of these worlds is the Lathe system in the Golgenna Reach, a centre of the Mechanicus' power within the sector.

During the expansion of the Imperium into the Calixis Sector and bloody years of the Angevin Crusade, the church set up a mission within the system. The mission was then expected to grow into the roots of a strong Ministorum presence, as it has on countless other worlds, and weave them into the fabric of the greater church. However the grant of the system by Drusus in 380.M39 to the Adeptus Mechanicus effectively wiped away all Ecclesiarchy control in one fell swoop. Never content to see its power contested, and not one to forget, the church has waged a quiet war for influence in the system ever since, one that has endured for more than two millennia. Rarely, however, does the conflict turn into open violence between the two mighty factions. Instead, it is mostly played out as a war of influence between Ignato and his opposite number on Scintilla, Magos Luol Rho, for the ear and favour of the Sector Lord. As unlikely as it seems that the Ministorum will ever again set foot in any great numbers on the worlds of the Lathe system, their faith and fervour means that they will never stop trying.

EXPANSION AND THE MARGIN CRUSADE

Along the edge of the Calixis Sector, the Imperium wages war against the dark to push back its borders and reclaim the worlds of man for the Emperor. Alongside crusading soldiers, brave pilgrims and the legendary Rogue Traders, the missionaries and clerics of the Ministorum are at the forefront of this expansion. Nominally occurring all along the edges of the sector, as well as into the numerous uncharted regions within it, this expansion is mostly focused within the Periphery and the nearby Koronus Expanse, the latter connected to the sector via the warp gate at Port Wander. Cardinal Fortis oversees much of these efforts, especially within the Periphery where his clerics, confessors and missionaries make the perilous journey out beyond the dead worlds of Sleef and into the darkness of the spinward rim. He has also however recently taken a keen interest in some of the lost human worlds of the Expanse, such as those recently charted within the aptly named Heathen Stars and has petitioned the Sector Synod for more resources to try and reclaim these wayward planets in the name of the God-Emperor.

Fortis is of course not the only Cardinal to take an interest in the expansion of the Ministorum to the Halo Stars. Kregory, in his efforts to draw as much power to himself as possible and increase his standing with the church, has become a close ally of the Rogue Trader Jonquin Saul. A financial and trading dynasty, the Saul family has seen its fortunes rise of late with the support of the Cardinal of the Drusian Arch-Diocese at its back and has launched several expeditions into the Expanse. The price of such an alliance however may be more than Jonquin has bargained for and though to date Kregory's requests have been relatively reasonable (investigate a star here, take on board a cleric there, leave these sealed letters at your ports of call) it seems likely that the time is fast approaching when the cardinal will ask for something more, something Jonquin may have a hard time refusing.

While the Ministorum constantly picks at the darkness surrounding the Imperium, from time to time it also embarks on grand crusades, hurling men and ships into the void to carve out new realms in fire and blood. Since the creation of the Calixis Sector, the Ministorum have initiated and sanctioned hundreds of crusades down the centuries from minor expeditions to reclaim lost territory to massive undertakings intended to forge whole new sectors in their wake. Perhaps one of the largest and most recent of these has been the Margin Crusade. Led by High Confessor Corvinus, it embarked in the year 784.M41 across the Periphery and into the darkness of the galactic north; a flotilla of dozens

of cruisers and millions of troops. In the three decades since, dozens more ships and millions more troops have been raised in the name of the crusade and sent off into the void never to return. What only a handful of the highest ranking members of the Sector Synod know however is that Corvinus is dead, slain by alien hands on a distant world and his crusade smashed to bloody wreckage amongst the stars.

Despite this however the Ministorum continues to fabricate news of the crusade's success and to draw fresh troops and vessels from the compliant worlds of the sector. Some of these the church uses for itself (outside the sector of course), the majority however find their way to other fronts far from the light of their home stars. The church finds having an active crusade useful in more ways than one. Quite apart from the resources it generates, it allows them to draw attention away from more local problems and the concerns of the System Synods and planetary governance. So as long as it serves their purpose the Margin Crusade will continue to exist, toppling fictitious alien empires and reclaiming distant worlds for the Imperium.

WAR WITH THE FAITHLESS

The church also spends a great deal and time and effort hunting down the faithless and those that have turned from the light of the God-Emperor. Not to be confused with the ceaseless hunt for heresy and heretics by both the Ministorum and the Ordo Herectius, the faithless are those that were once devout members of the church and have since betrayed it. While it is true many of these faithless are also demented heretics, the church takes a personal interest in their recovery and repentance as their actions are seen as a slight against the Ministorum and the Imperial Creed itself. The list of the faithless is long indeed and includes numerous names such as the Apostate Bishop Saren, architect of the Burning Heresy; Cleric Tablor Zul, once a missionary and now self-proclaimed king of the moon Zul's Landing; and Confessor Elye the Traitor, who sided with the Golden Army of Var during the opening days of the Protasian conflict. No misdeed, however, is too large or too small for the church to overlook or ignore and part of the Sector Synod's task is approving names to add to the growing list marking them forever with the stamp of the unrepentant.

The most significant example of this war with the faithless exists on Protasia, a world in the Drusus Marches where an ongoing Imperial military campaign is trying to reclaim the world from separatist forces. Once a devout planet, the Ministorum enjoyed a strong presence on Protasia and holy wonders such as the Thirty-Two Hallowed Steps and the Golden Army of Var drew pilgrims from across the sector. However in the wake of the Foulmind Heresy and the nightmare of the Hundredfold Host, the church on Protasia changed. While records remain unclear, it is believed that the leader of the Protasian Synod, Arch-Bishop Galarphan, or at least something wearing his skin, was responsible for this first great schism and the first seeds of the separatist movement which would grow and thrive under his watchful eye. At first the Sector Synod was not overly concerned with the rise of new cults and the disappearance of a few pilgrims and clerics; it was only later when human sacrifices and dark rituals were uncovered did it discover just how rotten the core of the Protasian Synod had become.

Now Ignato sees the strife engulfing this world as the personal business of the church and has caused both Cardinal Kregory and Sector Lord Marius Hax great pains as he meddles in their efforts to pacify the world. Ignato believes that somewhere on Protasia the Arch-Bishop Galarphan still lives, directing his splinter faith and fuelling the moral and determination of the separatists, and the Arch-Cardinal would like nothing more than to bring him back to Scintilla in chains to meet the just and righteous retribution of the God-Emperor.

C 650.M36

Alicia Dominica falls at the Battle of Frideswide's World, surviving hundreds of blows but falling to a single traitor's lasgun blast to her heart. She is declared a saint soon after.

Ecclesiarch Equitus XI formalises the position of Abbess of the Adepta Sororitas and appoints Sister Palmiro of the Order of the Holy Word to the position.

Mid-late M36

Silvana is slain by a Death Cult Assassin, and her body disappears while lying in state at the Convent Prioris. She too is declared a saint by unanimous vote of the Holy Synod.

Lucia is captured by recidivists, who gouge out her eyes and force her to endure the death screams of a thousand innocents, and the murder of a number of her own sisters, who remain resolutely silent. Mere days after word of her death reaches the Holy Synod, Lucia is canonised.

Saint Mina is martyred by a sanguinary cult whilst at prayer in a shrine on Hydraphur. Saint Arabella is by now the only survivor of the six sisters who went before the Golden Throne, and she disappears from the history books shortly after. Her fate remains a mystery.

Early M38

During a century in which the power of the Ministorum reaches a peak not seen since the reformation of Saint Sebastian, a thousand Wars of Faith are launched across the length and breadth of the Imperium, and billions of heretics are put to the pyre.

Mid M38

An additional two Orders Militant are formed by order of Ecclesiarch Deacis VI. The Order of the Bloody Rose is founded at the Convent Sanctorum in honor of Saint Mina. The Order of the Sacred Rose, founded in memory of Saint Arabella, the last of the six sisters to enter the Throne Room, is formed at the Convent Prioris.

SAINTS OF THE CALIXIS SECTOR

"Saints have ever been a bridge between the God-Emperor and mankind; a stepping stone from the mortal to the divine. It is sadly however a link that can cloud the Master of Mankind's holy message as it is filtered through the imperfect lens of these blessed, dead heroes."

–Cardinal Yvenna, Markayn Arch-Diocese

Saints are a vital and ever changing part of the Ministorum; a reminder to the faithful that man can in exceptional circumstances shake off the burden of his mortal weaknesses and rise up to stand at the shoulder of the God-Emperor. In this way saints light the way for the followers of the Imperial Creed and inspire them to look beyond from the crushing hopelessness and dreary despair of their daily existences. The Ministorum makes great use of saints in its teachings, and whereas the God-Emperor stands above all, the saints often serve as His messengers, delivering his word in the common tongue of the average Imperial citizen. Saints are also the cornerstone of the pilgrim trails and the reason men and women will leave behind their lives to travel to distant worlds (usually to die on them) just to catch a fleeting glimpse of a stone, shoe or shell casing touched by the passing of a saint. For all these reasons and many more, the Ministorum actively fosters saint worship and the formation of cults in the name of saints.

SAINT WORSHIP

Just as the Imperial cults allow cultures and peoples to integrate the superstitions of their worlds and ways of life into the Imperial Creed so too do saints offer the common citizen a focus for their devotion more personal and approachable than that of the God-Emperor alone. Saint worship is seen by the church as an aspect of worship of the God-Emperor—the reasoning being that all saints rise up to become one with the Emperor, therefore to revere a saint is to revere the Emperor. That being said however the Ministorum is meticulous in just who or what it deems to be a 'saint' and even the entire support of a planet or system is sometimes not enough for them to be considered legitimate. Within the Calixis Sector there are at least a score or more of true saints, sanctioned by the Ecclesiarchy and recognised as high up as the Segmentum Obscurus Synod. There are however hundreds more lesser or unsanctioned saints worshipped on worlds all across the sector. Though they risk punitive measures from the church; or in extreme cases the brand of heresy from the Holy Ordos, these saints continue to rise up from the notable deeds and legends of common (and not so common) men and women.

CALIXIAN SAINTS

Like all parts of the Imperium, the Calixis Sector has in its more than two-and-a-half thousand years of existence spawned several men and women worthy of the mantle of sainthood. Almost without exception they did not ascend to sainthood until hundreds of years after their deaths, and only then after decades (or sometimes centuries) of careful examination of their lives and deeds by the Sector Synod and the greater Ministorum. Among the most well know of the saints are:

Drusus the Warrior—the greatest of all the Calixian Saints and one of the few to become a saint in his own time, Drusus is a legendary figure attributed with the formation of the sector itself and honoured in some fashion on almost every world. Standing at the right shoulder of the God-Emperor in cathedrals and shrines across the sector, Drusus is an icon to millions and a pillar of the Calixian Ministorum. More details on Drusus, his influence in the sector and his life can be found below.

Elana the Unshaken—a true martyr, Elana died without regret or complaint for her faith in the God-Emperor. She is worshipped on many worlds by those who must endure great hardships in the name of the Emperor and keep their faith despite their woes, for the saint teaches them that it could always be worse.

Quivvar Nog of Fedrid—proof that even the most primitive of men can find glory in the light of the God-Emperor, Quivvar is an example of the strength of faith and the inevitable march of the Imperial Creed across the stars. Missionaries especially like to teach the tale of Quivvar to primitive and feral cultures that they may rise above their origins and find faith in the Master of mankind.

Rybel Gorth the Watcher of the Dark—an unusual saint in that he was a psyker, Rybel's selfless sacrifice to save sacred knowledge is a lesson that even in the most unlikely of vessels the God-Emperor's divine power can take root. Rybel makes a good story for those that feel they are unworthy of the Emperor's light, and proof that true faith comes only with sacrifice.

Vidicus the Forlorn—a warrior confessor who died in battle against the diabolical Orks, Vidicus became the instrument for the Emperor's glory to shine upon his followers and drive them on a holy crusade against the enemies of mankind. Vidicus, like Drusus, is a warrior saint and favoured by soldiers and guardsmen (especially those facing foul xenos) and is often called upon to bolster their courage in the face of overwhelming opposition.

SAINTS AND MARTYRS

There is a fine line between saints and martyrs and in many cases those who achieve sainthood only do so through martyrdom. However the numbers of martyrs far outweigh the lists of the saints, though they are still honoured and remembered in their own way. Martyrs are examples held up by the church as a lesson in the ultimate expression of faith and the righteous conclusion of a life lived in the service of the God-Emperor. The worlds of the Calixis Sector are riddled with martyrs, from the well known ones like the seventeen Holy Martyrs of Gallowglass, Sisters of Battle who gave their lives in a heroic last stand, to the almost forgotten ones like the Lost Pilgrim who represents those that stray from the pilgrim trails and disappear into the void.

Quite often an individual or group will be remembered for many years as a martyr or martyrs before their deeds are

considered great enough to raise them up to sainthood. Such an example is the Tranch War Saint, a nameless guardsman said to have fallen in the Tranch war only to rise up to fight once again at the side of his comrades no less than 13 times despite the most terrible of mortal wounds. From reports given by the Munitorum and numerous Commissars, there has been a movement to raise this nameless soldier up to sainthood for his martyrdom and he has been repeatedly put forward on the Festival of Saints for the consideration of the Sector Synod. To date however they have only deemed him a martyr of exceptional faith and not yet granted the mantle of sainthood.

SAINT DRUSUS

Known as the Warrior Saint, the First Lord of Calyx and the God-Emperor's Light-bringer, Drusus is the closest thing to a founding father the sector knows and a cornerstone of the Imperial Creed for its citizens. Of course, it has been over two and half millennia since his time, and the tales of who he was and what he did are often contradictory, conflicting, or laced with lies and rumours.

In the Beginning

It is unclear where Drusus's story begins and just what his origins are. In all likelihood, to stand at the side of Lord Angevin he would have had to be a high ranking noble of one of the Segmentum Noble Houses or a masterful General in his own right. The truth however has largely been lost, perhaps deliberately by the church who find the tales more useful to their teachings. Some of these tales are wild indeed.

Legend claims that Drusus came to the crusade as a lowly guardsman, recruited from a remote world with no name. During a fierce battle against an alien world he caught the eye of Lord Angevin when he slew an alien king and single-handedly brought the world to heel. Angevin instantly made him a general and gave him a battle-group so that he might repeat his success.

Less reputable sources claim that Drusus was in fact Angevin's son, grown in an Adeptus Mechanicus vat farm from the great lord's own flesh. He was intended to replace the lord should he fall before his task was complete but was brought to maturity too early and mistakenly sent to join the crusade. He made a great name for himself in battle, so Angevin made him a general and gave him the name of Drusus after his own long lost father.

Clashing rumours state that Drusus was a wild primitive living on one of the worlds of the Calyx Expanse at the time of the crusade. When the Imperial troops descended on his world he had a holy vision and, armed with only a battered sword, joined the crusaders in their battle against his corrupt and heathen brethren. So taken was Angevin by the primitive's, actions he gave him a place in his armies where he would thrive.

What is accepted as fact is that Drusus first came to the Calixis Sector as part of the Angevin Crusade in 322.M39, a General in the great lord's armies with the task of taming the wilds of this far flung region of space for the Imperium and the God-Emperor.

M40

Sister Sabrina of the Order of the Ermine Mantle is elected Abbess of the Adepta Sororitas. Whilst on the pre-inaugural pilgrimage to San Leor, she disappears, leaving the position of Abbess unoccupied until her fate can be ascertained.

Canoness Praxedes of the Order of Our Martyred Lady falls in combat with a Hive Tyrant whilst fighting Hive Fleet Kraken. She is later beatified as Saint Praxedes, though some claim she lives yet, fighting the alien invaders far behind their lines.

Helena the Virtuous of the Order of the Key becomes Prioress of the Convent Sanctorum. Although not previously a member of any Order Militant, she takes to the field of battle and leads the Sisters of Battle to many great victories.

The Sanctorum of Saint Katherine in Hive Tempestora falls during the Third War for Armageddon, hundreds of battle sisters of the Order of Our Martyred Lady laying down their lives in a vain effort to defend it.

The Missionary Uriah Jacobus is declared Protector of the Faith after delivering the people of Solstice from alien infestation. Having converted dozens of worlds, he finally dies on the death world of Gorang.

Redemptor Kyrinov single handedly puts down the Molovian Heresy.

Sister Celestine of the Order of Our Martyred Lady leads the Palatine Crusade, and is declared a Living Saint by a conclave of noted Inquisitors of the Thorian faction. She is believed slain fighting against the renegade Warmaster Forrax, but numerous subsequent sightings are reported.

Victories in His Name

Many of the worlds of the sector conquer to be the site of some battle or other won by the saint, and in many cases there are some grains of truth behind them as Drusus did claim scores of worlds with his armies. Some of the more extraordinary victories claimed in his name include:

Drusus slew the thrice headed serpent of Marioch. Legends say that the wild frontier world was once plagued by a vast flying serpent, held aloft by great external lungs and scaly wings. As large as an Imperial Cruiser, the beast devoured whole towns in a single gulp and its hide was thick enough to turn even lascannon shot. Drusus eventually killed the creature by leading a platoon of soldiers into its maw while it slept and hacking his way to the creature's heart to deliver the killing blow.

Drusus liberated the world of Dreah from the Daemons of Dark Colour. Taking the form of brilliant colours, hues, and flickering mirages, the Daemons had for centuries enslaved most of its human populace and forced the remainder to hide below ground where the creatures of terrible light could not

reach. In his war against the fiends Drusus purged the world of colour so that the daemons might have no place to hide.

Drusus led the great charge against the Twisted Kings on Acreage. Legend says that when the crusade came to Acreage its feudal kingdoms were struggling under the yoke of mutant kings and their hulking armies of brutes. Gathering together the Dirt Knights of Yorth, Drusus led a mighty army to the gates of the palace of the Twisted Kings and shattered their armies in a single bloody day of fighting.

What is known for sure is that Drusus's leadership had a massive impact on the crusade and carved out much of the region that would become the Golgenna Reach as well as great tracts of space within the Drusus Marches such as Malfi and Maccabeus Quintus.

Fall into Darkness

The tale of how Drusus fell is an often told one and a central part of the saint's legend. While some facts are known, much is not, and there are many versions of just how this miracle transpired:

Drusus was betrayed by his fellow generals; jealous of his glory they deployed a Temple Assassin against him, warped and disguised to appear as a tool of the enemy. However, when the assassin struck, it was not able to complete the killing blow as a last shred of its indoctrination and faith in the Emperor remained and it recognised Drusus as a true instrument of the God-Emperor.

Drusus was slain by a daemonic assassin summoned from the warp by agents of the ruinous powers, which has long used the Calyx Expanse as a sanctuary. As it dealt the killing blow however the daemon was splashed in the blood of the saint which consumed him in flames with its holy might, its last vision one of the light of the Emperor filling Drusus and closing his wounds as he lay on the ground.

Drusus was killed by the Yu'vath, aliens who had spent years infiltrating his bodyguard with Dark Lamenters. In a single bloody night the aliens despatched hundreds of possessed warriors against Drusus, dragging him down with sheer numbers. Even as he died however the divine power of the Emperor filled Drusus and the possessed men fell upon their own weapons weeping with regret at their actions.

What is generally accepted is that a potent assassin of the Imperium's enemies tried to kill Drusus as he rested on Maccabeus Quintus but was destroyed by the power of the God-Emperor, a power which also restored Drusus to life even as he lay dying from the assassin's blade. From this point on there could be no doubt as to his divine greatness.

Rebirth and Legacy

After his resurrection, Drusus went on to win many more battles in the name of the Emperor and to leave a lasting legacy of Imperial rule in his wake. For five decades until his death in 417.M39, the saint consolidated the power of the Imperium within the sector and took on the mantle of the first Sector Lord. He personally ended alien domination over the sector's worlds and stood witness to the end of numerous xenos civilisations, such as when he famously watched the Yu'vath homeworld burn from the bridge of his Battle Barge. Today, the legend of the saint remains strong and his mark can be seen on almost every world within the sector. The Cult of Drusus is the largest and most powerful within the Imperial Creed; numerous cities, ships and regiments bear his name; and even the sector laws laid down millennia ago still bear his signature. It seems that while there is a Calixis Sector there will always be a Saint Drusus to watch over it.

Prophetic Shadows

For years, whispers within the church have asserted that the tale of Drusus is not finished, and signs and portents have been observed which claim that the saint will one day rise again to right the wrongs of the sector and bring it back into the Emperor's light. Though officially the Ministorum does not accept such tales, many within its ranks firmly believe that one day the saint will return. Such a possibility is one that is viewed with both joy and terror, as many fear the saint may be less than pleased with what has become of his domain.

Paths of the Righteous

Ministorum Origins

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Ecclesiarchal Backgrounds

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Ministorum Alternate Career Ranks

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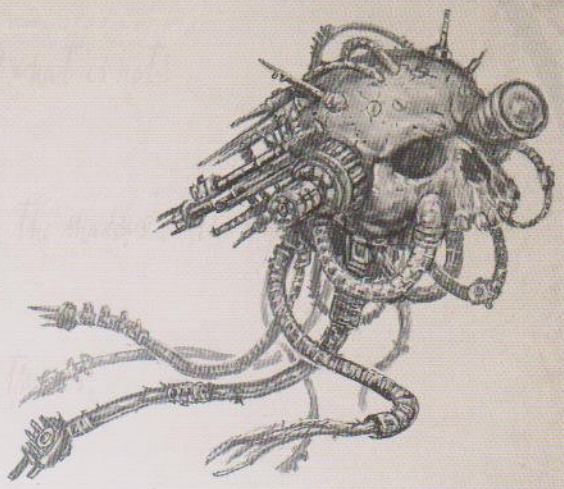
Cell Directives

Chapter II: Paths of the Righteous



"Felroth, know that I respect your drive and your zeal. Such things cannot be feigned. But your methods are starting to attract attention, and I am not confident that the results justify the controversy. Have you not learned to act covertly? Have you not learned that the best cloak is Puritanism? Before the clamour for your head grows too loud, engage the services of some noble confessor. Swell your entourage with the saintly. Surround yourself with mendicants, pilgrims, and demagogues. It may seem facile, but the Holy Ordos are easily swayed by appearances. Such measures may be the only things that keep you from the pyre…"

–An extract from the correspondence of Dagon Caidin

Religion dominates the Imperium. The Imperial Cult pervades virtually all aspects of human existence, and informs the thoughts and actions of every citizen throughout their waking lives. From birth, children of the Imperium are raised in an atmosphere of hushed reverence towards the God-Emperor and his vast pantheon of ancient saints. They are taught to praise without conscious thought and to subsume their identity into their faith. Mothers light candles for the souls of their children in cathedrals so huge that they overshadow whole cities. Guardsmen on strange worlds clutch tin Aquila pendants to their bosoms, muttering half remembered prayers from their childhood as they cower from horrific alien onslaughts. It is impossible to overstate the importance of faith in the mind humanity: everything is seen through the stained-glass filter of the Imperial Creed. The Emperor is a real presence in the lives of the greater part of mankind: an inner conscience, a stern watcher, and a calm centre. The preaching of his Holy Church provides succour and comfort to countless trillions of humans in their darkest hour, and in these dark days that is only just and proper. No normal person would ever dream of questioning—even unconsciously—any aspect of the Ministorum's teachings.

But the Imperium does not solely employ "common" people. On occasion, the skills of free thinking and cynical individuals who are capable of acting ruthlessly and unconventionally must be utilised to better serve the Emperor's needs. Many of these pragmatists find their way into the Inquisition, where they have the freedom to stand aloof from the common herd of humanity. Some of these strong-willed individuals dare to judge the Imperial Creed, venture to put aside their youthful enthusiasms and coldly analyse the Ministorum. Many radical Inquisitors associate concepts such as "Puritanism" and "Faith" with blinkered, self-righteous dogma; genocide, hatred and deliberate, stubborn ignorance. Among some of those permitted to know the darker secrets of the galaxy, the Ecclesiarchy is regarded as little more than a temple of fools, useful for keeping the masses in line, but morally bankrupt and rife with pointless internal squabbles over esoteric doctrinal points that have no bearing upon the future of humanity. There is much to be said for this cynical view. The Temple of the Saviour Emperor has changed beyond recognition over its ten thousand year history, swaying many times from an ideologically innovative grassroots movement to a bloated and venal theocratic monster. Many have observed this cycle, and many more secretly believe that the time fast approaches for a new reformation, for the Ministorum to redeem itself in a sea of fire ignited by the weapons of the pure.

And yet older, wiser heads recognise that to deride the idiocy of the Adeptus Ministorum is a hard-won privilege obtained by the grace of certain individuals from within its ranks who embodied completely the central tenets of the Imperial Creed: sacrifice, hatred, fortitude and, above all, faith in the God-Emperor. It is easy to scoff at the excesses of the clergy, or the culpability of the faithful masses that flock to their sermons. It is harder to explain away the ability of a humble soldier, such as Saint Drusus, to carve a vast empire from a sea of Xenos fiefdoms, harder still to explain his death and resurrection.

The true masters of the Calixis Sector recognise that faith is not a façade, or a device with which to ensnare the gullible. They recognise that it is a weapon, which can only be used effectively by those who truly believe in the messianic vision of the God-Emperor, as expressed by the truest disciples like Fatidicus, Thor, Dolan, and Drusus. Many of the most successful and influential Inquisitors of the Calixis Sector hold their positions on one hand by tolerating a certain degree of radicalism amongst their followers, whilst on the other remaining entirely personally true to the ideals of the Imperial faith. They recognise that there is a moral core to the Ministorum's teachings that cannot be ignored. Like many of the most powerful individuals in the Imperium, they keep personal confessors and spiritual advisors on their staff so that they always are forced to at least consider the ethical dimensions of their actions. Senior Inquisitors who survive long enough in their calling often gradually move from cynicism towards faith though they still balance that faith with the needs of the Imperium.

MONODOMINANTS

There are those for whom such equivocation is anathema. Some within the Inquisition and the Ecclesiarchy believe wholeheartedly in the literal truth of the many teachings of the countless Imperial Saints, and brook no more liberal or adaptive interpretation. These are the Monodominants. For such extremists, the Adeptus Ministorum is the wellspring of truth and purity, and those who mock its teachings are little more than servants of the archenemy merely waiting to show their true colours.

Monodominants believe that humanity has a sacred destiny ordained by the Emperor himself: to conquer the galaxy, immolating all who deny his divinity and right to rule. Monodominants dream of purging all threats, large or small, and have little time for the moralistic debates of Inquisitors who would contend that there are many shades of grey between innocence and corruption. These bombastic zealots know that to hesitate in the face of even the smallest deviation from the true path is to invite eternal damnation. They cleanse and burn with abandon, loading their retinues with preachers, confessors, exorcists and mendicants, surrounding themselves with those who reflect and share their faith.

The Monodominant faction of the Inquisition is widely perceived to be one which lacks the subtle political skill of the Amalathian Puritan mainstream or the ruthless pragmatism of the myriad secretive radical factions. Yet the faction is vocal beyond its size and more influential than it realises. It acts in many ways as the gnawing conscience of the Inquisition, forcing radicals to rein in their worst excesses and obliging even senior Inquisitor Lords to attend to its sermons.

Whilst the Monodominants may regard themselves as noble warriors standing alone against a sea of heresy, persecuted and ignored by their superiors, they in fact embody more than any other group the public face of the Inquisition. Their grandiloquent posturing, ruthlessness and indiscriminate methods genuinely strike fear into the heart of heretics across the galaxy, and more moderate Inquisitors happily use this reputation to their advantage whilst privately decrying the Monodominant's tactics.

For better or worse, then, the Monodominants are a powerful Inquisitorial faction, one with close ties to the Ecclesiarchy whose muddled teachings they slavishly adhere to. Unlike many of the self-righteous "liberal" Inquisitorial factions, they know that they are able to turn to the Adeptus Ministorum for political and financial support. Only a fool would deny the strength of the Monodominants' convictions, and only a fool would ignore the powerful resources they are able to bring to bear.

The Cradle of Faith: Ministorum Origins

"Blessed are the Warmasters, for they are the true children of the God-Emperor. Blessed are the fierce, for they shall inherit the stars."

–Sebastian Thor

The Character Creation chapter in the **Dark Heresy Rulebook** and other supplements cover a wide range of possible life histories and backgrounds for the Acolytes, but there are many foundations for the lives of the greatest servants of the Emperor. The following section lays out a number of variations and alternatives to existing homeworlds and origins. These new origins allow players to create characters infused with the faith of the Emperor.

In order to create a character using one of these Origins, use the Homeworld section of the character creation process as normal, but apply the modifications as detailed in the unique Homeworld or Origin entry.

Example

Peter has decided to take Shrine World as a starting Homeworld for his character. Rather than using one of the Homeworlds set out on pages 14-22 of the **Dark Heresy** *Rulebook, he uses the Shrine World package set out below.*

Additional tables have been provided for those who choose to use the Random Origin and Career path selection process. These tables incorporate the Homeworlds and Origins from the **Dark Heresy Rulebook** and **The Inquisitor's Handbook**. This book does not require any additional supplements to use, but the tables incorporate the options for those who have them available.

When determining starting characteristics (page 23 in the **Dark Heresy Rulebook**) characters who are Famulous Protégé or are from a Shrine World use Table 2-3 to generate their characteristics. Characters with the Monastic Upbringing Origin generate their characteristics as if they were from an Imperial World (See **Table 1-3** on page 23 of the **Dark Heresy Rulebook**).

Table 2-1 Random Homeworld / Origin

Roll (D100)	Homeworld / Origin
01-20	**Imperial World:** Much of humanity hails from one of the myriad civilized worlds of the Imperium, where, despite bewildering diversity, Imperial culture and faith in the God-Emperor is strong. Adaptable and varied, characters with this Origin make good all-rounders and have the widest choice of careers available to them.
21-35	**Hive World:** Hivers are the products of vast a crowded hive cities. They are fast-talking, quick-thinking individuals accustomed to looking out for themselves—perfect if you want to play a roguish character who lives by their wits.
36-50	**Feral World:** Feral worlders are born to worlds trapped in a state of barbarism. They are natural survivors, and are commonly big, strong and tough. Feral worlders make for characters that are exceptional at physical action and combat.
51-55	**Schola Progenium:** Progena are orphans of Imperial servants trained in mind, body and spirit from birth. They make for superior warriors and knowledgeable leaders, if lacking in experience of life's more sordid side. This Origin is presented in **The Inquisitor's Handbook**. If you do not have this **Dark Heresy** Supplement, re-roll on this chart.
56-65	**Forge World:** Those raised in the shadow of the Omnissiah have survived the Machine God's harsh regime and possesses an innate familiarity with the higher mysteries of arcane science, making for excellent scholars and tech-priests. This Origin is presented in **The Inquisitor's Handbook**. If you do not have this **Dark Heresy** Supplement, re-roll on this chart.
66-74	**Shrine World:** Many worlds have been devoted, their entire populous, to the reverence of the God-Emperor and works in his name. The Tithes of these worlds are not only goods and services but men and women of faith.
75-80	**Noble Born:** Nobles are privileged individuals, raised in wealth and steeped in tradition and etiquette. They are ideally suited for those who prefer charm and guile over brute force. Nobles make superb spies, diplomats and assassins. This Origin is presented in **The Inquisitor's Handbook**. If you do not have this **Dark Heresy** Supplement re-roll on this chart.
81-89	**Void Born:** Born from the bloodlines of human star travellers, voiders have lived most of their lives in space within the metallic bastions of great vessels. Uncommonly lucky and strong willed, they are perfect if you want to play a psyker or risk-taking adventurer.
90-94	**Monastic Upbringing:** You spent your youth within the cloistered walls of a monastery or the seat of power to a holy order. You were raised by the community of faithful, preparing your entire life for service in the God-Emperor's name.
95-97	**Famulous Protege:** Your birth was the culmination of generations of preparation. The Ordo Famulous wed your parents in the hopes of creating gifted offspring to aid in the cause of humanity. Born to achieve a destiny, you were raised more by the Ordo Famulous caretaker than any familial relation.
98-00	**Mind Cleansed:** Those whose minds have been emptied of identity and their memories wiped or sealed off. These rare individuals have been "re-made" by their Inquisitorial masters to serve the Holy Ordos. This Origin is presented in **The Inquisitor's Handbook**. If you do not have this **Dark Heresy** Supplement, re-roll on this chart.

Table 2-2 Career Paths

	Adept	Arbitrator	Assassin	Battle Sister†	Cleric	Guardsman	Imperial Psyker	Scum	Tech-Priest
Imperial World	01-11	12-23	24-33	34-42	43-54	55-65	66-77	78-89	90-00
Hive World	—	01-17	18-20	—	21-25	26-35	36-40	41-79	80-00
Feral World	—	—	01-30	—	—	31-80	81-90	91-00	—
Void Born	01-10	11-20	21-25	—	26-35	—	36-75	76-85	86-00
Schola Progenium	01-20	21-40	—	41-60	61-80	81-00	—	—	—
Forge World	01-25	—	26-35	—	—	36-60	—	61-70	71-00
Noble Born	01-18	19-30	31-40	—	41-56	57-75	76-85	86-00	—
Mind Cleansed	—	01-15	16-50	—	51-60	61-80	81-90	—	91-00
Shrine World	01-10	11-18	19-30	31-55	56-80	81-00	—	—	—
Famulous Protege	01-20	21-32	—	—	33-60	—	61-80	81-00	—
Monastic Upbringing	01-25	—	26-50	51-60	61-85	86-95	—	91-00	—

†Battle Sisters must be female; re-roll if your character is male. In addition Battle Sisters and other Adepta Sororitas may have limited build options (table 2-5), as the physical demands of service to the Emperor make some builds unlikely.

Table 2-3 Generating Characteristics

Characteristic	Base	Shrine World	Famulous Protege
Weapon Skill	2d10+	20	20
Ballistic Skill	2d10+	20	15
Strength	2d10+	20	20
Toughness	2d10+	20	20
Agility	2d10+	20	20
Intelligence	2d10+	15	25
Perception	2d10+	15	20
Willpower	2d10+	25	15
Fellowship	2d10+	25	25

Table 2-4 Coloration

—Shrine World Coloration—

Roll	Skin	Hair	Eyes
01-30	Olive	Brown	Brown
31-50	Dark	Black	Black
51-70	Tan	Blond	Green
71-90	Brown	Red	Blue
91-00	Stained (Any)	Dyed (Any)	Lenses (Any)

—Famulous Protege Coloration—

Roll	Skin	Hair	Eyes
01-30	Pale	Gold	Watery Blue
31-50	Fair	White	Violet
51-70	Dark	Luminescent	Gold
71-90	Bronze	Hairless	Emerald
91-00	Dyed (Any)	Pitch	Grey

Table 2-5 Build

—Shrine World Build—

Roll	Description	Male	Female
01-20	Stout	1.65m/80kg	1.55m/80kg
21-50	Healthy	1.85m/85kg	1.70m/70kg
51-80	Robust	2.10m/120kg	2.0m/100kg
81-90	Thick	1.80m/100kg	1.70m/90kg
91-00	Obese	1.65m/140kg	1.55m/120kg

—Famulous Protege Build—

Roll	Description	Male	Female
01-20	Zaftig	1.65m/130kg	1.55m/110kg
21-50	Shapely	1.85m/75kg	1.70m/65kg
51-80	Hardy	1.90m/95kg	1.80m/85kg
81-90	Lusty	1.85m/75kg	1.75m/70kg
91-00	Bulbous	1.65m/135kg	1.55m/115kg

Tabe 2-6: Age

Roll	Famulous Protege	Shrine World
01-10	Junior (20+1d5)	Fledgling (15+1d10)
11-20	Junior (20+1d5)	Fledgling (15+1d10)
21-30	Junior (20+1d5)	Fledgling (15+1d10)
31-40	Junior (20+1d5)	Prime (25 +1d10)
41-50	Junior (20+1d5)	Prime (25 +1d10)
51-60	Docent (25+1d5)	Prime (25 +1d10)
61-70	Docent (25+1d5)	Prime (25 +1d10)
71-80	Docent (25+1d5)	Venerable (35+1d10)
81-90	Docent (25+1d5)	Venerable (35+1d10)
91-00	Wizened (30+1d5)	Venerable (35+1d10)

SHRINE WORLDS

"So you've killed a couple of heretics and now you're feeling all pleased with yourself, eh? Look at the hills yonder, boy. No, really look at them. That's right. That there's a true servant of the God-Emperor… Can't see anything you've done that's worthy of carving a mountain into your image…"

–Pater Gruddus, Venerisian lay preacher

Shrine Worlds are strongholds of the Adeptus Ministorum, entire planets dedicated to exalting the glory of the God-Emperor. They are mighty engines of faith that pulse with the fervid devotions of supplicants, pilgrims and clergy alike. No two Shrine Worlds are identical: some are near empty deserts dotted with the occasional faded tomb and raving hermit, while others are swirling carnivals of colour, sound and spectacle, with vast million-strong crowds of pilgrims and chanting dervishes from a thousand cultures gathered together to kneel before cathedrals that dwarf the cities clustered around their immense buttresses.

These worlds are spiritual tinderboxes, waiting for the right sermon or prophesy to spark colossal wars of faith that can ignite entire sectors in flame, fury and slaughter. The Hierophants, Cardinals, and High Confessors of the Adeptus Ministorum who rule these worlds in the name of the Ecclesiarch of distant Holy Terra do so by virtue of their influence over the common, uneducated, and illiterate masses. Their rule can be either contemplative and peaceful or frenzied and apocalyptic, for maintaining their rule demands an endless stream of external enemies to focus the devotions of the faithful on their holy task of conquering the stars and praising the Master of Mankind.

For planets devoted to spirituality, Shrine Worlds within the Calixis sector are often surprisingly worldly places. They often export only faith to the wider Imperium, so their economies are frequently dependent upon Ecclesiarchal power and support. Often the greatest Shrine Worlds compete with each other to gather the relics of great Imperial saints and stockpile them in their colossal cathedrals. These relics are enshrined with reverence in sacristies that glitter with gold and ornamentation paid for by the devotions of the most pious of humanity. The Calixis Ministorum relies upon these humble citizens, yet some clergy treat their parishes with breathtaking disdain, cynically exploiting them to further their own aims. There are even those who will design pilgrimage routes to deliberately milk as many Thrones from the religious as possible before abandoning the pilgrims, penniless, to their fate with no provisions. Such is the influence of these corrupt clergy that they are able to portray such a sacrifice as a noble and pious act, guaranteeing a place at the Emperor's right hand.

The inhabitants of Shrine Worlds fall into two broad classes: the clergy and their flock. The clergy form the heart and structure of the Imperial faith. They are faithful servants locked in a vast hierarchy designed in pieces over millennia. Their lives are dominated by tradition, precedent, and rituals. They are expected to preach the creed and may not fully understand it themselves. True faith is a rare commodity amongst humanity even on the holiest Shrine World. And yet there are those who have risen above their role to place their trust in the Holy nature of the Emperor and His divine creed.

The Shrine Worlds also play host to lowly masses of lay servants, uneducated and humble serfs, and pilgrims in their uncounted millions. These souls seek their faith in a belief that by visiting the Shrine Worlds and abasing themselves before the images of the God-Emperor and his greatest saints that they shall be forgiven for their transgressions and permitted to join Him-On-Earth upon their death.

SHRINE WORLD CHARACTERS

You were born into a charged and hysterical religious environment. Your life has been dominated by the peculiar vagaries of your homeworld's take on the Imperial creed, and your view of the wider galaxy is heavily influenced even now by your spiritual education. You may be a devout, superstitious follower of the Imperial Creed who makes the sign of the Aquila before every roadside shrine, or a cynical atheist disgusted by the self-indulgence and cruelty of the clergy. Either way, you have been marked by your past, and drawn the attention of greater powers who now seek to use your unique background for their own ends.

Shrine Worlder Skills

You begin play with Common Lore (Imperial Creed) (Int). You treat Common Lore (Ecclesiarchy) (Int) and Literacy (Int) as Basic Skills.

Shrine Worlder Traits

Fear the Unhallowed

Such was the strict observance of the Imperial Creed during your youth that you, even now, feel an instinctive and automatic revulsion towards that which is tainted by the wiles of the enemies of mankind. Regardless of your views about Imperial religion, it has marked you with a fundamental if entirely unconscious hatred of the malefic.

Effect: Your hatred of the unholy imposes a –10 penalty on Forbidden Lore (Int) Tests.

The Power of Hate

Throughout your formative years, you spent much of your time within the halls of grand cathedrals. You may have listened in rapt attention to preachers screaming out their abhorrence of the heretic and now you cannot shake the negative connotations of their sermons even if you wanted to. You may have spent your childhood gazing up at the face of the Emperor, in the form of one of the myriad colossi scattered across your home planet. This experience, has created a powerful impression upon you, forging a personal relationship with the God-Emperor that you have retained your whole life.

Effect: The character gains the Hatred (Heretics) Talent or the Insanely Faithful Talent.

Supplicant

Even if you struggle yourself with the inherent contradictions of your faith, or have cast it aside, you cannot bear to hear it criticised by others.

Effect: When faced with direct challenges to the underlying tenets of the Imperial faith (whether these take the form of mockery, reasoned debate or gentle criticism) the character reacts violently. He may take a Willpower Test to suppress these violent urges, modified by the provocation and the consequences (set by the GM) of succumbing to his anger.

Starting Wounds

Shrine World characters start with d5+8 Wounds.

Fate Points

Roll 1d10 to determine starting Fate Points. On a 1-2, the character begins with 1 Fate Point; on a 3-7, the character begins with 2 Fate Points; on a 8-10 the character begins with 3 Fate Points.

Veneris (Imperial Shrine World)

The last in a chain of shrine worlds across the devout Drusus Marches, Veneris lacks any clear connection to the works of the divinely inspired Saint Drusus, or indeed any of the lesser saints of the Sector's apocryphal history. As such, it should be, in terms of the great Calixian pilgrimage routes, a backwater useful only for temporary layovers after visits to the holier worlds of Maccabeus Quintus and Sentinel.

Yet despite its inauspicious history, Veneris is one of the most popular pilgrimage sites in the entire Sector. This is due entirely to the vast statues carved out of the mountain ranges which crisscross the planet.

Veneris is a grey, dry, desert world, with a handful of shabby towns that cower along the edges of small salty lakes, the only remnants of once vast seas. Sparsely inhabited since the days of the Angevin Crusade, Veneris was never a strategically important or wealthy world. Indeed, it only came into its own some five hundred years after the death of Saint Drusus. Inspired by the devotions of its neighbours, the inhabitants of Veneris used ancient atomic weapons to reshape dozens of the planet's vast mountain ranges into the likenesses of great Imperial Saints such as Thor, Drusus, Vidicus and Perditar the Forgotten.

Now Veneris is renowned across the Calixis Sector and beyond for statues on a scale unheard of outside the Segmentum Solar. For a brief, three hundred year period, the planet's inhabitants engaged in a literally colossal project to reshape their world. Using atomics, conventional explosives, and millions of devout sculptor-slaves, the Venerisians carved titanic religious images up to twenty kilometres long, using entire mountain ranges as their building blocks. The larger sculptures portray Imperial Saints prone, as if sleeping, awaiting the summons of the God Emperor. Smaller colossi test the limits of human engineering skill, depicting the Emperor himself, standing up to three kilometres high, gazing into the stars as if hungry for further conquest.

Centuries after the world-sculpting project ground to a halt amid massive dust-storms, depopulation and starvation, the planet's lone, grimy starport now draws pilgrims by their millions, destined to travel via macro-hauler across the marble wastes, in hushed and awed silence past the colossal castoffs of the natives' ancestors: eroded yet noble visages weighing thousands of tonnes, vast and trunkless legs of stone, and petrified hands that if living could crush a battle titan.

Famulous Protégé

"Of course, my dear, I bow to your greater knowledge of the particular inclinations of your charge, but I wonder at your naiveté in expressing the view that these will affect our programme in the slightest. Margrave Honorious de Caul will marry the Lady Elissiabetta von Draag, and they will bear children who will serve our divine calling. Their own views are immaterial. There is no more to be said on the matter."

-Coded correspondence between Sisters of the Order Famulous, Calixis Sector 766.M40

The sisters of the Order Famulous are a ubiquitous feature of the households of many noble families of the Imperium. These black clad Daughters of the Emperor glide silently through the great manses of the wealthiest and most influential houses, acting ostensibly as maidservants and chatelaines. Those sisters who serve in the Calixis Sector are no exception. They usually commence their service whilst yet young women, acting as nurses to the newborn infants of the nobility. They ensure the physical and spiritual development of their charges, quietly coding lifelong devotion and supplication to the Imperial Creed into the very souls of the future masters of humanity.

As the Calixian nobles under their care mature, they continue to influence and observe them, whispering words in their ears behind the scenes as they comb their hair or dress them for a masked ball. They guide their protégés towards advantageous marital unions or even certain discreet liaisons. They gradually increase their sway over the house they serve over the decades, acting as nurses to the next generation of Calixian nobility, and corresponding endlessly with other Sisters of their order. They match-make on behalf of the most powerful individuals in the sector, creating a network of influential families. They broker arrangements between the houses, quelling vendettas and feuds.

They are also tremendous diarists, maintaining meticulous histories of the families they serve, setting out the personality traits, physical characteristics, spiritual development and genetic purity of every member of the family in obsessive detail. By the time a sister of the Calixian Order Famulous reaches her dotage, she shall often be one of the most influential and powerful figures in a subsector, a secret manipulator who controls whole worlds to ensure that they obey the will of the Ecclesiarchy.

Those Calixian nobles who blossom under the Orders Famulous are an unusual breed, marked at once by all the typical ruthless overconfidence of the Imperial nobility, yet retaining a deep reverence for the Creed Imperialis not often found among their class. They are a fecund group, less prone to the vicious vendettas of the nobles than most. Their children often display peculiar oddities: high intelligence, brooding natures, messianic mental instabilities or uncanny insight. They often rise to high positions within the Ministorum as Cardinals or Confessors.

Famulous Protégé Characters

You are the product of noble liaisons ordained and controlled long before your birth by the machinations of the Orders Famulous, the most secretive and mysterious of the orders of the Adepta Sororitas. You have always believed that you were born to achieve a certain destiny, and that this shall reveal itself to you in due course. You are marked by a strange mix of bloodlines and ancestry which has showed itself in strange ways in your nature.

Famulous Protégé Skills

You begin play with Literacy (Int), Speak Language (High Gothic) (Int) and Common Lore (Imperial Creed) (Int).

Famulous Protégé Traits

Those bred and raised by the Order Famulous are smooth, devout, well connected and often highly eccentric. You gain all of the following traits, which should be recorded on your character sheet.

Etiquette

Your tutors have trained you to act with the highest standards of decorum, the better to serve the Emperor.

Effect: You gain a +10 bonus on Charm, Deceive and Scrutiny Tests when dealing with high authority and in formal situations.

Famulous Network

You benefit from the contacts made by your wealthy lineage and the networking conducted on your behalf by the Order Famulous.

Effect: You begin play with the Peer (Ecclesiarchy) Talent, and in addition you also gain Peer (Administratum, Military or Noble), selecting one category to reflect your family's powerbase.

Wealth

Whether through the actions of your ancestors or through the subtle guidance of your mysterious mentors, you possess tremendous wealth.

Effect: You being play with double the starting number of Thrones. You are also Nobility for the purposes of determining monthly income (see page 124 of the **Dark Heresy Rulebook**).

Mysterious Lineage

Without your knowledge, your bloodline has been scrutinised and manipulated for centuries by successive agents of the Order Famulous. The Order has controlled your ancestors behind the scenes for decades, leading them towards your birth. Perhaps you are the end result of their scheming, a tragic misstep, or simply another unknowing link in a chain that reaches back into the shadowed past and will continue far into the future.

Effect: Roll a D10 and consult table 2-7 and apply the effect to your character:

Table 2-7 Mysterious Lineage

Roll (D10)	Result
1-2	You are extremely intelligent, though you are prone to peculiar headaches and delusions. Increase your intelligence and insanity points by 1d10 (roll only once and apply the result to both).
3-4	The constant manipulation of your family's ancestry has rendered you a mule, much to the disappointment of the Ordo Famulous. You gain the Chem Geld talent.
5-6	You are a naturally gifted orator and dissembler but are unaccustomed to not being the centre of attention. You gain the Talented (Deceive) Talent and a -10 to all Concealment and Move Silent tests.
7-8	Your health has been affected by an ancient genetic defect, but the Sister Famulous nevertheless prepared you for your destiny. Lose 1 wound and -5 Toughness but begin play with Forbidden Lore (Daemonology, Heresy, Inquisition or Psykers).
9-0	You are astonishingly comely externally but at the cost of hidden imperfections. Increase your Fellowship and Corruption points by 1d10 (roll only once and apply the result to both).

Starting Wounds

You begin play with d5+8 Wounds.

Fate Points

Roll 1d10 to determine your starting Fate Points. On a 1-3, you begin with 1 Fate Point; on a 4-9, you begin with 2 Fate Points; on a 10 you begin with 3 Fate Points.

Monastic Upbringing

"We thank, thee, Imperator, for the gift of thy divine protection, and conscious as we are of thine eye upon us every second of every day, we dedicate this humble meal…"

–Abbot Haerig begins the prayer of the Hour of Lauds

The Ministorum is a truly vast organisation, with myriad sub churches, chantries, collegiums and schools nestled under its wing. There is no less variety within its monastic communities. During an aborted census, no less than five thousand separate monastic orders were identified within the Calixis sector, many of which possessed multiple monasteries dotted across the Sector. These communities can be found on many worlds, from the most pious shrine world to the most obscure and distant frontier world. Although some are no doubt fronts for heretical doctrines, cults or criminal fraternities, on the whole they are dedicated communities focused on the execution of faith in the sector.

The typical Monastic community in the Calixis sector has a core of clergy, who are attended to by a number of lay servants, usually from a community based around the monastery location itself. The monks have a strict daily routine of devotional duties, occasionally broken up by some combination of physical labour and study, depending on the doctrines of the community's founder.

The largest monastic order in the Calixis Sector is the Drusian Brotherhood, a fraternal order with millions of adherents. They wear simple grey robes to mark the martial profession of their patron and live humble lives of worship, punctuated only by occasional pilgrimages to Maccabeus Quintus or the Cathedral of Illumination on Scintilla. Clergy of the Drusian Brotherhood spend their entire lives studying every shred of evidence about their patron saint, endlessly debating the finer points of his existence. This makes them sought after by Imperial Guard commanders, Inquisitors and Cardinals to act as advisors in matters of faith in a military capacity.

There are myriad other orders, including the scholarly Codexarians of St Elo, who devote their entire lives to creating beautifully illuminated versions of an unintelligible local mistranslation of the works of Confessor Dolan Chirosius. Also common are the Elanans, who paradoxically honour their widely travelled and proselytizing patron saint by walling themselves in narrow cells and never speaking to anyone.

Although there are as many different flavours of monastic life as there are monastic orders, on the whole they tend to produce personages of a similar type: hardworking and devout, but unworldly and naïve; strong in the faith of the Emperor but weak in practical knowledge. Nevertheless, such individuals occasionally find themselves cast beyond the walls of their safe and narrow former existence, into the headlong rush of wider Imperial life. There are many within the upper reaches of the Imperium who wish to surround themselves with pious followers and the ostensible trappings of a religious devotion that they themselves do not feel.

Monastic Upbringing Characters

You were raised in an obscure monastic community, where hard work and devotion to the God-Emperor were your only comforts. Although you are not necessarily a monk, you are down to earth regarding physical chores and contemplative and spiritual regarding religious and moral matters.

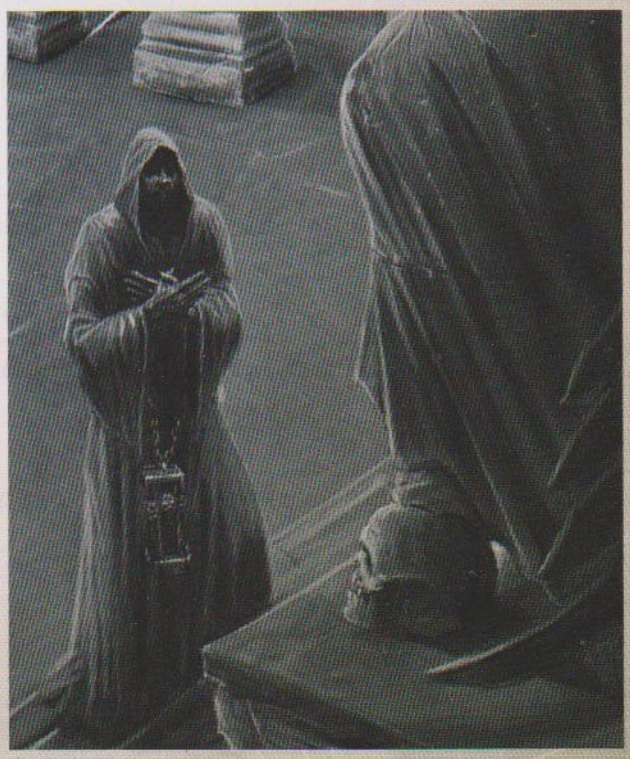
In order to create characters with a monastic upbringing, use the Imperial World Template, but remove the Hagiography Trait and replace it with the Traits listed below.

Know your Place

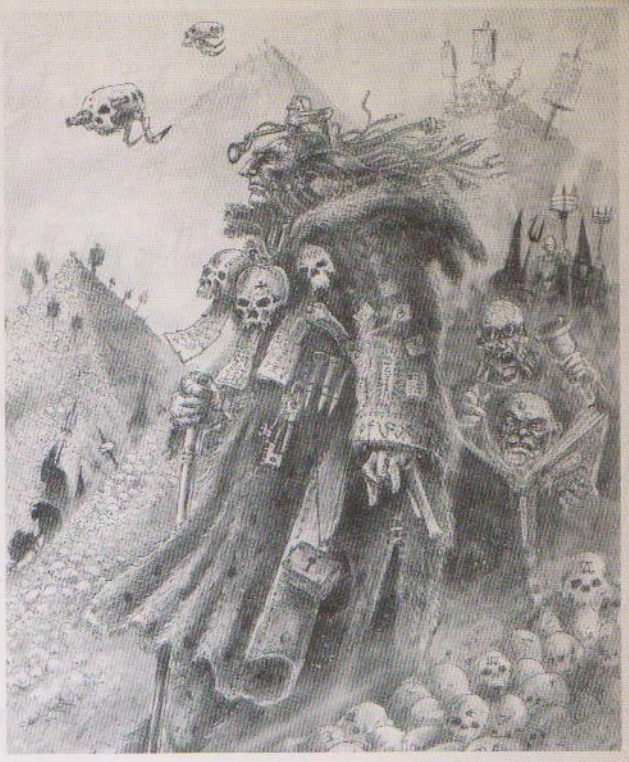
The rule of each Imperial monastery requires every servant to know his or her place, and to work tirelessly according to their assigned duties. You being play with the Hardy talent.

Sign of the Aquila

You have an instinctive reverence for the Ecclesiarchy and its works that borders on awe. You find it extremely hard to act against any orthodox religious symbol or agent of the Ministorum, as this goes against all that you stand for. You take a –10 penalty on any act that would damage or harm the interests of the Ecclesiarchy in any way. Furthermore, you must make an unmodified Willpower Test to avoid piously making the sign of the Aquila when facing an Ecclesiarchical shrine or when presented with the Chaotic spoor of the Ruinous Powers.



The Road of Trials: Ecclesiarchal Backgrounds



"Saint Drusus. Born: 328.M39. Martyred 367.M39 by unknown heretical assassin on Maccabeus Quintus. Miraculously rose again after his death to complete the conquest of what was to become the Calixis Sector. Scourge of the Bale Childer. Bane of the Yu'vath. First Lord Calixis. Creator of the Corpus Presidium Calixis. Died (again) 417 M39. The greatest of the Sector's saints, revered on dozens of worlds as second only to the Holy Emperor. Yet even the greatest Calixian saint had to commence his journey somewhere…"

–Extract from the Book of Saints (Calixis Edition)

The following section presents a variety of optional Background Packages for **Dark Heresy** characters. These backgrounds offer the Acolytes ways to fill in more details of their past and experiences before joining the Inquisition and provide the characters with a "story" of their own, complete with story hooks tied into their personality, beliefs and goals. All of the Background Packages set out here provide additional insights into the origin of those who have a puritanical or religious outlook on their holy duties. Depending upon the character's career, the Background Package may involve life on a particular shrine world, a transcendental religious experience, or an upbringing in a particular monastic community. Each origin describes a turning point in the character's past that led them to the light of the Emperor.

Each Background Package marks the player in different ways, with an Effect in terms of Skills, Talents, or Traits that reflects their unique origin. Not all of these Effects are advantageous: sometimes a character's past has harmed their health, reputation, or sanity.

USING BACKGROUND PACKAGES

Background Packages provide several adjustments to a character's Skills, Talents and, in some cases, Traits. Adjustments made as a result of Background Packages do not count as Advances for the purposes of increases in ranks, nor do increases or reductions count towards or affect the improvement of characteristics through normal means.

To select a Background Package, the player must meet any requirements set out under the description for the Package. Some Packages are restricted to particular Careers, while others are open to many different Careers. Some Background packages include a include a Homeworld or origin requirement, which must also be met. All Background Packages have an xp cost, which is paid for from the character's starting experience during character creation. The Background must be purchased in its complete state: players cannot purchase only part of the Package using half the xp, for example! Players may find that the Background Packages grant Talents and Skills not available due to Character restrictions. The Character does not have to meet the requirement of any listed Talent gained from the Package.

Players may only acquire a Background Package at the start of character creation. A player cannot go back and select a package later in the character's career: they are intended to represent the character's origin and past, not his present or future! A player can only ever have one Background Package. Background Packages are entirely optional, and a player should always get his GM's permission before selecting one for his character.

Example

John has rolled up Tech-Priest, but wants to take a Background Package to better reflect his vision of a character with strong (covert) religious leanings. He looks up those backgrounds available, and settles on the "Omnissian Apostate" Background Package. He gets the approval of his GM for this Package, and applies the effects to his character. He adds the Skills and Talents listed under "Effects" to his character sheet. He also marks off 300xp (the Package's cost) from his starting xp, and goes on to spend the rest of the starting xp given by the GM on the Skills or Talents available under the Tech-Priest Career.

The Background Packages are not intended to be proscriptive, or to tie players or GMs down: rather they are intended to inspire and intrigue. All players are free to vary the details of the "story" that underpins the Package to reflect their own views and tastes, provided the effects and cost are the same as those listed.

BLESSED BIRTH

Career: Cleric and Sororitas only
Cost: 100xp

The Imperium has a bewildering array of Saints' days, holidays and festivals. Greatest amongst these is the Feast of the Emperor's Ascension, the holiest day in the Imperial Calendar. The event is marked—according to the nature of the local cults—by feasting, sacrifices (either highly symbolic or disturbingly real), games, parades, mystery plays, or revelry and many more too numerous to describe. Yet there are also millions of other festivals, both large and small. In the Calixis Sector, for example, Drusus Day is widely celebrated, marking the date of his death and mysterious resurrection.

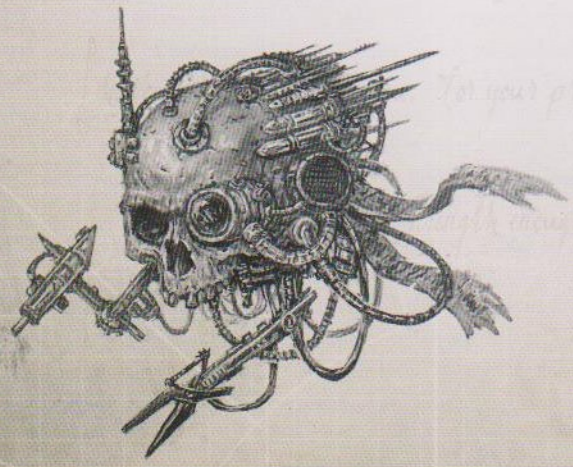
On individual worlds, other, more bizarre dates might be celebrated, such as Saint Absolar's Day, on Ichovor, where the inhabitants, having spent the year meticulously carving beautiful statuettes of Saint Absolar the Iconoclast, smash them to smithereens on the Plains of Shards, so that the images of the Saint go the spiritual realm and sit alongside the Emperor. On the Hive World of Piety, vast night-time street parades consisting of tens of millions of individuals take place under glowing argon lights every year to mark the death of Father Faithful, an apocryphal local saint not recognised by the Ecclesiarchy. Every year these parades end in riot and disorder, but they continue for century after century.

According to the dictates of the local belief system, a handful of children born on one of these holy days are often marked for greatness. They may be deemed to have the attributes of the Saint whose day marks their birth, or they may represent some feature of the Holy Day's underlying message. Such children are often named after the Saint who shares their day. Whatever the specifics of the individual's personal holy day, they are marked by the faith of their world in some indefinable way.

EFFECTS

Apply all of the following effects to your character:

Fate Point: You are destined for greatness, having been born on a great holy day. The Emperor Himself surely watches over you. You begin play with one additional fate point to a maximum of 3.



CONVERT

Career: Feral Homeworld only
Cost: 300xp

The Imperial Creed is a rabidly evangelical one, which loudly professes its divine mission to spread across the universe, annihilating all other faiths. Yet the Imperium, for all its might, does not dominate every corner of the Galaxy. There are many independent worlds and human-controlled empires where older faiths yet prevail. Some are relics of pre-Imperial religions, perhaps even from old Terra, while others are local inventions or the works of subtle and devious xenos who use humanity's drive to spirituality against it.

Such heathen worlds are targeted by the righteous missionaries of the Missionarus Galaxia, experienced Imperial servants who voyage alone to study the local heretical faiths in order to either implant coded long-term prophesies into the local myth cycle, or, where possible, to overthrow the pre-eminent religion through sermons or outright violence. Such is the faith, fervour and charisma of these men and women that they are often able to sway even the most dedicated followers of the rival religion to their cause. Many a dread Priest-King of a heathen world has been rudely awoken by the charge of a vast army of converts headed by a grizzled veteran of the Missionarus Galaxia.

Those who join the Imperial fold (save those who have dabbled in the work of the Ruinous Powers) are embraced by the Ecclesiarchy, even though their religious instruction is often fragmentary and distorted. The Clerics ask why should the Ministorum reject the devotions, however misguided, of any convert willing to lay his life down for the Emperor?

EFFECTS

Apply all of the following to your character:

Talents: You gain the Unshakeable Faith Talent, as you are a genuinely dedicated servant of the Emperor.

Rough and Ready Faith: You have travelled from a far frontier world, where the Imperial Creed is only newly established, to the realm of the God-Emperor. You have practice surviving in many environments and therefore you gain the Survival Skill.

Former Heathen: As a convert to the Imperial Creed, your faith is strong but the details of your new faith are somewhat confusing to you, as you were converted rapidly under difficult circumstances. Gain the Common Lore (Imperial Creed) skill, but if you ever make a test with this skill and roll with more than two degrees of failure, you have fundamentally mistaken the details of the Imperial Creed, and the GM must determine the most socially embarrassing or perilous outcome of this misunderstanding. You retain this tendency even as you improve this skill.

PILGRIM

Career: Any except Tech-Priest
Special: A character may take this background package after character creation should their duties allow them to take a Pilgrimage of no shorter than two years.
Cost: 0xp

Public travel within the Calixis Sector is, on the whole, not encouraged. Large population movements cause difficulties for planetary governors, and force Battlefleet Calixis to increase its patrols to protect migrants from the inevitable pirates, slavers and xeno scum who frequently descend upon vulnerable starships.

The one exception to this rule is pilgrimage. Religious authorities encourage the faithful to revere the Imperium's various holy sites and shrine worlds. Pilgrimage binds fractious populations together, generates religious awe, affirms the Ecclesiarchy's hold over the feudal mindset of the average citizen and increases the sector-wide sense of Imperial community.

A pilgrimage is not something one takes up lightly. It is often one's children or grand children that will complete the journey and many families have been on the path for generations. Most citizens remain bound to their homeworld their entire lives, but a brave few embark their meagre belongings on their back to the Shrine Worlds on the vast Jericho-Class pilgrim vessels, which cram tens of thousands of the faithful on perilous journeys across the Calixis Sector. The Ministorum, facilitates passage for devotees from all parts of the social spectrum. Whether the pilgrim is a great lady travelling with her entourage, or a humble groxdrover huddled in fifth-class steerage, the Imperial church is able to ferry the faithful to Shrine Worlds. These journeys do not always end where the pilgrims would like. Unscrupulous captains or the dangers of warp travel can deposit those aboard on any number of habitable planets.

Pilgrimages take decades and can be adventures in their own right. Most pilgrims never return but the ancestors of those who do are changed, penniless individuals, tanned by the suns of a dozen strange worlds, inspired by the words of the saints, and bearing countless battered and travel worn personal relics. Pilgrimage is by no means a "soft option." Those who survive the major pilgrim routes are canny and wary travellers, well experienced in the wider Imperium.

Effects

Apply all of the following effects to your character:-

Skills: You begin play with the Common Lore (Ecclesiarchy) (Int) and Survival (Int) skill.

Seasoned Traveller: You gain the Hardy Talent.

Penniless: You begin play (or return from your pilgrimage) with one weapon, a single devotional trinket, the clothes on his back and nothing else. All other equipment that your character would normally have is removed.

OMNISSIAN APOSTATE

Career: Tech-Priest only
Cost: 100xp

The Imperium consists of two great empires divided by a common faith. The Ministorum claims the souls of the untold trillions who worship the Emperor as the saviour of mankind, and the Adeptus Mechanicus claims the bodies of a lesser part of humanity in the name of their Omnissiah, caring little for the souls of their devotees at all. Although in the Credo Mechanicus, the Emperor is nominally acknowledged as the Omnissiah, some extremists from both factions chafe at the teachings of the other. Many fanatics within the Calixian Ministorum are secretly shocked that what is in effect a massive Empire of heretics is allowed to flourish within the bosom of the Imperium.

Inspired by misguided zealotry, certain devout, renegade Ministorum clerics infiltrate the great Forge Worlds of the Calixian Mechanicus, seeking to reclaim lost souls in the name of the Emperor from what they regard as a nest of mechanical monsters. They set up secret shrines, priest holes and temples in corners of the vast factoria, quietly teaching the Imperial Creed and offering hope to those who have toiled their entire lives beneath belching smokestacks to obey the bland dictates of their part-machine overlords. The Lathe Worlds are a particular target for the Calixian Ministorum, which has historically resented their tremendous power, wealth and influence within the Sector. Turbulent priests seek to destabilise the trio of Forge Worlds from within by creating secret cells of long term sleeper agents, raised from birth to clandestinely kneel before the "true" Emperor.

It is said that no man may truly serve two masters, and indeed Tech-Priests who deviate, even for a moment, from any outward displays of devotion to their great calling take their lives in their hands, for the Calixian Technomagi would be well within their rights to execute or servitorise any within their realms who cast aside the Omnissian oath. These devout servants of the Emperor become cunning and devious, wise in the ways of the machine in order to allow them to practise their faith in secret. Such conflicted individuals are very rare, and often seek release from the pressures and risks of their immensely stressful secret life by consenting to being assigned to lonely assignments in far flung worlds, or to assist in the retinues of powerful Inquisitors.

Effects

Apply all of the following to your character:

Skills: Deceive (Fel) and Common Lore (Imperial Creed).

Rational Liar: You are adept at crafting logical half truths that seem plausible to all but the most careful and thoughtful observer. Use Intelligence in place of Fellowship on all Deceive Tests.

Condemned In the Eyes of the Omnissiah: Supplication to the Imperial Cult would mark you as an apostate in the eyes of the Calixian Cult Mechanicus. You must live a secretive life of furtive worship, snatching moments to commune with the God-Emperor away from the gaze of your peers. Such behaviour means that you may never gain the following Talents: Peer (Adeptus Mechanicus) or Good Reputation (Adeptus Mechanicus). Furthermore, if you are discovered you will be punished severely.

WITNESS TO THE DIVINE

Career: Guardsman only
Cost: 300XP

It is no secret that the Ecclesiarchy is a vast, bloated, worldly, and corrupt organisation. Uncounted billions are exploited every day in the name of the God-Emperor. Naïve pilgrims hand over their life savings on one way trips that are destined to end on the bone-deserts of Sentinel. Venal pardoners exploit the uneducated with honeyed promises of redemption for trivial sins through the payment of indulgences. Poor masons neglect their families to carve divine images to adorn the palaces of wealthy Cardinals.

And yet, time and time again, rare individuals have arisen who somehow prove that there is something wondrous behind the Imperial faith. When the faithful feel at their lowest, persecuted by foul heretics or enslaved by malign xenos, saints inevitably manifest, speaking the words of the Emperor himself, performing miracles and shining with a profound inner faith and you have seen it first hand.

There is often no logical explanation for the abilities and actions of these incredibly rare individuals. Proof can never be found of what gives them the grace to achieve such miracles, and so it should be, for proof denies faith. Their achievements are seized upon by true believers as evidence of the divine will and design of the Emperor, debated and pored over for centuries after their deaths.

You have seen a miracle so awe inspiring that it has distilled your faith in the Imperial Creed to a singular powerful internal truth. No matter what you see the rest of your life you know that the God-Emperor's power is without question or imperfection.

Such sanctity often begins with a small kernel of true faith. In these last days, few indeed are those who retain this, though many pay lip service to it. There is something about you that is…different from the mass of humanity. In some way, you have truly connected with or witnessed the divine.

Perhaps you were present during some great battle, and saw a true hero of the Imperium, shining with the Emperor's light, smiting foes asunder in their dozens whilst braving withering fire. Perhaps you were present when an Imperial Saint led a rag tag army of scum and vermin to incredible victory against impossible odds. Or perhaps you witnessed some quieter miracle, the deathpyre conversion of a notorious heretic or the saving of an Imperial ship lost in the warp through the power of prayer.

Whatever the source of your newfound faith, it is profound and deep, and reaches forever more to the very core of your being.

Effects

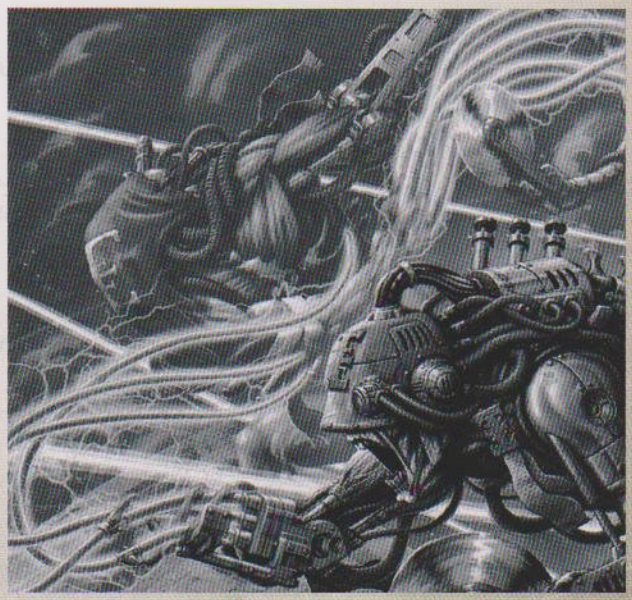
Apply all of the following effects to your character:

Talents: You start the game with the Pure Faith Talent (see page 103).

Miraculous Events

There are countless professions of faith throughout the Imperium on a daily basis. While many of these pleas fall upon the deaf ears of the universe some find their way to the Emperor and are answered with miracles. There are no apostates in a fox hole and Guardsmen whose lives are saved by miraculous events will often be changed forever. The miracle you witness need not be one of a Saint shining with light but something more personal. Some possible miracles could be:

- On the war torn world you saw a lowly private charge across a hundred meteres of open battlefield to stab an Ork mercenary leader in the eye with a broken boot knife, killing the beast.
- When the hull of your transport vessel was breached, the bulkhead your squad was in saw no casualties despite the airless environment as you all solemnly recited the Litany of Vaccuum until the breach was plugged by debris.
- Out of devotion, the driver of your squad's Chimera painted an Aquila on the front of the vehicle. The following day the tank was fired upon by renegade lascannons and upon inspection all the shots fired had hit the Aquila directly but failed to penetrate the armor beneath.
- Lost in the jungle of an alien planet, your platoon's priest recieved a vision of St. Drusus guiding you through the wilderness. The platoon arrived at a space port just in time to defend it from an alien attack.
- Having thrown a tread, your squad was trapped in the desert without supplies. Having exhausted all options, a crazed private screamed a plea to the Emperor and opened a fuel can to drink. It and all the other fuel reserve cannisters were filled with water.



Path of Glory: Ministorum Career Ranks

"And do you still perform fell rituals on behalf of the Ruinous Powers? Come now Governor, it's a very simple question… Yes or No?"

–Witchfinder Gaius Marcellus Bastus "interviews" a suspect

The following Section details a number of Ranks which may be taken during your character's career progression as alternatives to the normal path of his Career. In many ways these Alternate Ranks change your character's potential abilities and direction, but not his fundamental nature. A player won't swap his character's Career Path, but rather his character's fate takes an unusual detour for one Rank along the way.

These Alternate Career Paths serve two functions: The first is to offer the player an opportunity to personalise his character and make him or her unique. The second is to give characters a very definite place within the Adeptus Ministorum of the Calixis Sector.

Taking an Alternative Rank

Alternate Ranks are attractive and for good reason. Gaining new powers, Skills, Talents and giving you more tools to distinguish a character from others of the same path are all excellent reasons for acquiring an Alternate Rank. To select an Alternate Rank, a player must first secure his GM's permission. Several of the Alternate Ranks require adopting a specific social role that may be at odds with an existing plot line or campaign. Second, most Alternate Ranks include one or more prerequisites that a player must fulfil before taking the rank. Finally, Alternate Career Ranks have a minimum level at which they can be taken by the character (and some can be taken by more than one Career Path). The Rank can be taken at this minimum Rank or at any Rank thereafter.

Once his character meets all the requirements and the GM agrees, a player may select the Alternate Rank. In every case, the Alternate Rank is "swapped" for the Rank he would otherwise take, and its Advance Scheme is exchanged for the one found in his Career's normal Path. From this point onward, the character has access to these advances, and you may spend your xp freely on them. The rank may also indicate some unique ability or Trait that is gained as well—apply this immediately.

Despite offering up a slew of new abilities and potential, taking an Alternate Career has its downsides. A character may (and probably will) miss out on certain Skills and Talents from his original Rank, have his maximum ability with certain Skills capped out early, or be forced to pay more xp for them. This is simply the price your character pays to study a new and specialised area. The GM may allow a player to still pick up missed Skills and Talents if appropriate, but only as Elite Advances (see Elite Advances from Missed Career Ranks) during the player's next Career Rank.

Because taking an Alternate Rank complicates the character progression system, it is recommended for experienced players.

Example

Barrabus, an Assassin from a Shrine World, decides to become a Redemptionist , a member of a cult whose faith preaches narcotic use as a way to be closer to the Emperor's divine will. He exchanges his usual Rank 1for Rank 1: Redemptionist and fulfils the requirements listed. He doesn't cease to be an Assassin, he is just now an Assassin who also devoted to the Ecclesiarchy.. Barrabus' player now has access to the Skills and Talents listed under the Redemptionist advance at the costs listed there, and may spend xp freely on them from this point forward. However, all the time he spends expanding his knowledge of the Imperial Creed tmeans that he misses out on certain opportunities from Assassin Rank 1. When he moves on to Assassin Rank 2, if he wishes to still obtain these, and has the xp to spend, he must pay for them as Elite Advances.

Moving On

Once a player has accumulated and spent enough xp to advance his character to the next rank, he does so as normal. If his Career Path splits, he must choose one path as he normally would, his alternate career standing in the stead of any previous choice he needed to make. The player must then follow this chosen path normally, although again he may find your tangent has left his character missing certain Skills needed as prerequisites for some of the Advances offered by the new Rank and to acquire them he must obtain them as Elite Advances. More likely, however, he will continue to develop your advances from his alternate career to make up for missed advances.

Elite Advances from Missed Career Ranks

Having taken an alternate career means a character has deviated from the regular path experience and training would have taken, and while the character will have gained new and often unique abilities from this extracurricular activity, he misses out on what would have been his regular development. In this case, Talents and Skills can be reasonably obtained by the character (with the GM's approval) as Elite Advances for their listed costs in the missed rank plus 50xp.

Confessor

"There are many who have transgressions against the God-Emperor they need to confess. This simple act of admitting ones own heresy is the first step towards redemption. It is the duty of my Confessors to hear the sins of those in greatest need... the unwilling."

—Arch-Cardinal Ignato

With the ever present threat of heresy hiding in the souls of the weak-willed, the Ecclesiarchy can take no chances that an apostate is able to fool those who seek to bring their transgressions to light. Arch-Cardinal Ignato has established many training shrines in the Calixis sector to his prepare clergy for service as confessors. It is from these holy sites and institutions that many of the most talented interrogators hail.

Confessors are hardened servants of the Ecclesiarchy who know how to get the information they want in a timely fashion. Many Inquisitors will recruit a Calixian Confessor to serve in an Acolyte Cell. Such is their zeal for the discovery of heretical influence that a few Confessors who survive their tasks with any semblance of sanity became Inquisitors in their own right.

Confessors are filled with the power and fury of faith. There are legends of Confessors in the shrine worlds of the Calixis sector who have turned back armies with a word or incited entire cities to rebel against an apostate dictator. These individuals can be found on almost every world, commanding loyal servants of the God-Emperor to seek out foul heretics and purge them.

Imperial Guard and PDF Commanders often retain a confessor among their advisors, bringing their rhetoric and oratory to the soldiers on the eve of battle. Occasionally Cardinals will dispatch groups of fiery Confessors to lead Frateris Militia on wars of faith against the opponents of the Imperium of Man.

Every Confessor has his own unique brand of oratory and interrogation. The two are not vastly dissimilar practices in the mind of a Confessor. While many use speeches honed and practiced to perfection ,others might call out to the crowd for responses to questions, correcting and praising them. In the confession chamber these men would ask questions of the shriven, demanding that they incriminate themselves to gain absolution. Others whisper the correct words in the ears of commanders so that they might deliver their own sermons and in the Confession chamber a whisper in the ear and a hot brand can be very persuasive, guiding the pliant subject to a clear conscious.

Veneris Quarry Uprising

The world of Veneris is well known for its massive statues of the Emperor and Imperial saints so large they dwarf nearby mountains. These colossi must be maintained with constant repairs to fend off the elements. The quarry, therefore, near the planet's southern pole is one of the most important locations on the planet.

When the quarry was infected with recidivists who believed their toil too great, the mining of stone halted and demands were sent to the local Ecclesiarchal authorities. Confessor Von Schteil rallied a force of unknowable size from the pilgrims come to Veneris to weep. He whipped his Fraeteris Militia into a frenzy with sermons on the heresy of sloth and fuelled the hatred for those who would allow the monuments to die rather than perform their sacred duty.

Over the course of three bloody days the Fraeteris Militia killed nearly half of the workers. Confessor Von Schteil accepted the confession of the leaders and they were put to death in front of an ocean of praying pilgrims.

Becoming a Confessor

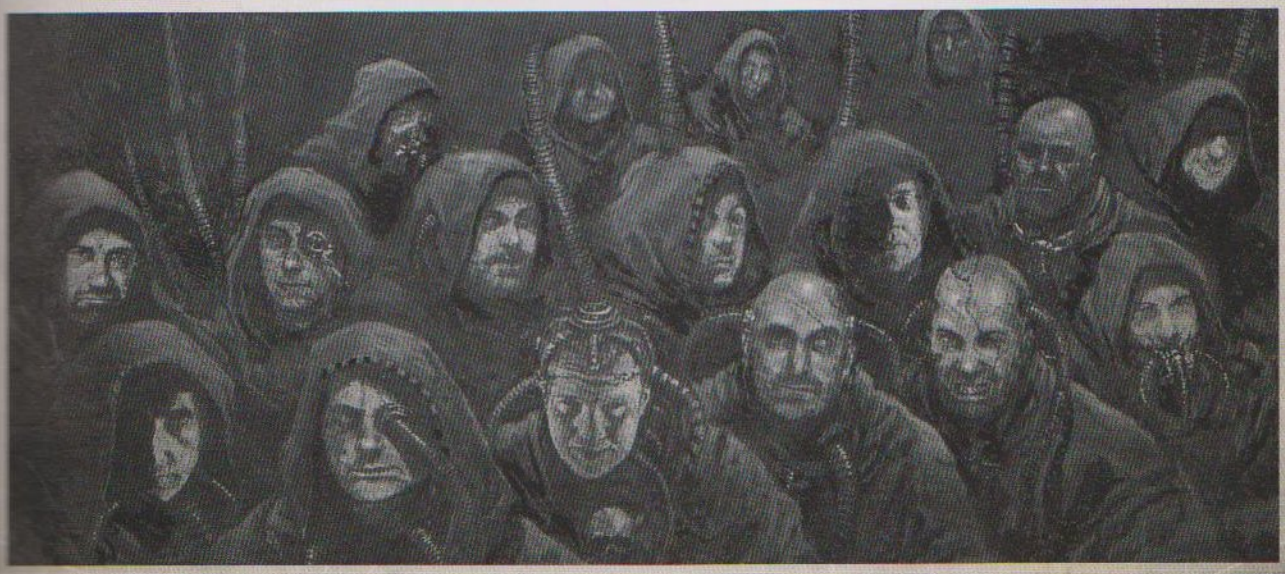
The majority of Confessors operating in the Calixis sector are trained at one of the Adeptus Ministorums special shrines. The process is not dissimilar to the training of an Arbitrator or a Cleric, in that the Confessor is drilled with the Imperial Creed and the price of straying from it. Along with physical training, the Confessors ply their new found trade upon each other in an attempt to cleanse the weakness and sin from the group. Some keep the scars of this experience for life as a reminder of the pain they must deliver to others as an opportunity to be pure and whole. While many clergy are selected to join the ranks of the Confessors directly from the Schola Progenium or other Ecclesiarchal recruiting grounds, there are many more who attend the training facilities at the behest of Judges or Inquisitors. Those who are not educated at one of the approved Adeptus Ministorum sacred places are trained in private by experienced Confessors, often for a specific duty.

Required Career: Arbitrator or Cleric
Alternate Rank: 1 or higher (0 xp)
Starting Skills: A character who replaces Rank 1 with Confessor also replaces his starting skills. A Confessor begins play with:
Speak Language (Low Gothic) (Int), Common Lore (Imperial Creed) (Int), Interrogation (WP), Literacy (Int).
Starting Equipment: A character who replaces Rank 1 with Confessor also replaces all starting equipment with a Stub Revolver and 6 bullets, Excruciator Kit, Aquila Necklace, a Charm (Skull), 4 Candles, a backpack and Shield Robes (see page 120).
Income: The Characters income becomes Supine Class.

Confessor Advances

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Chem-Use	100	S	—
Interrogation	100	S	—
Intimidate	100	S	—
Lip Reading	100	S	—
Medicae	100	S	—
Scrutiny	100	S	—
Sound Constitution	100	T	—
Disturbing Voice	200	T	—
Pure Faith	200	T	—
Air of Authority	300	T	—
Faith Talent†	300††	T	Pure Faith

†Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Cleric may have purchased up to 5 Faith Talents in total during his career.
††Confessors pay only 200 xp for Emperor's Sign Faith Talents.



Frateris Militia

"My militia of faithful, you may not be clad in the blessed flak armour of the Imperial Guard. You may not bring the Emperor's wrath through the barrel of the righteous Lasgun. What you lack in the Imperium's most blessed weapons of war you replace with fervour and faith. No army forged can stand before the might of the Emperor's judgement wrought by our hands."

–Abbot Von Schteil at the Veneris quarry uprising

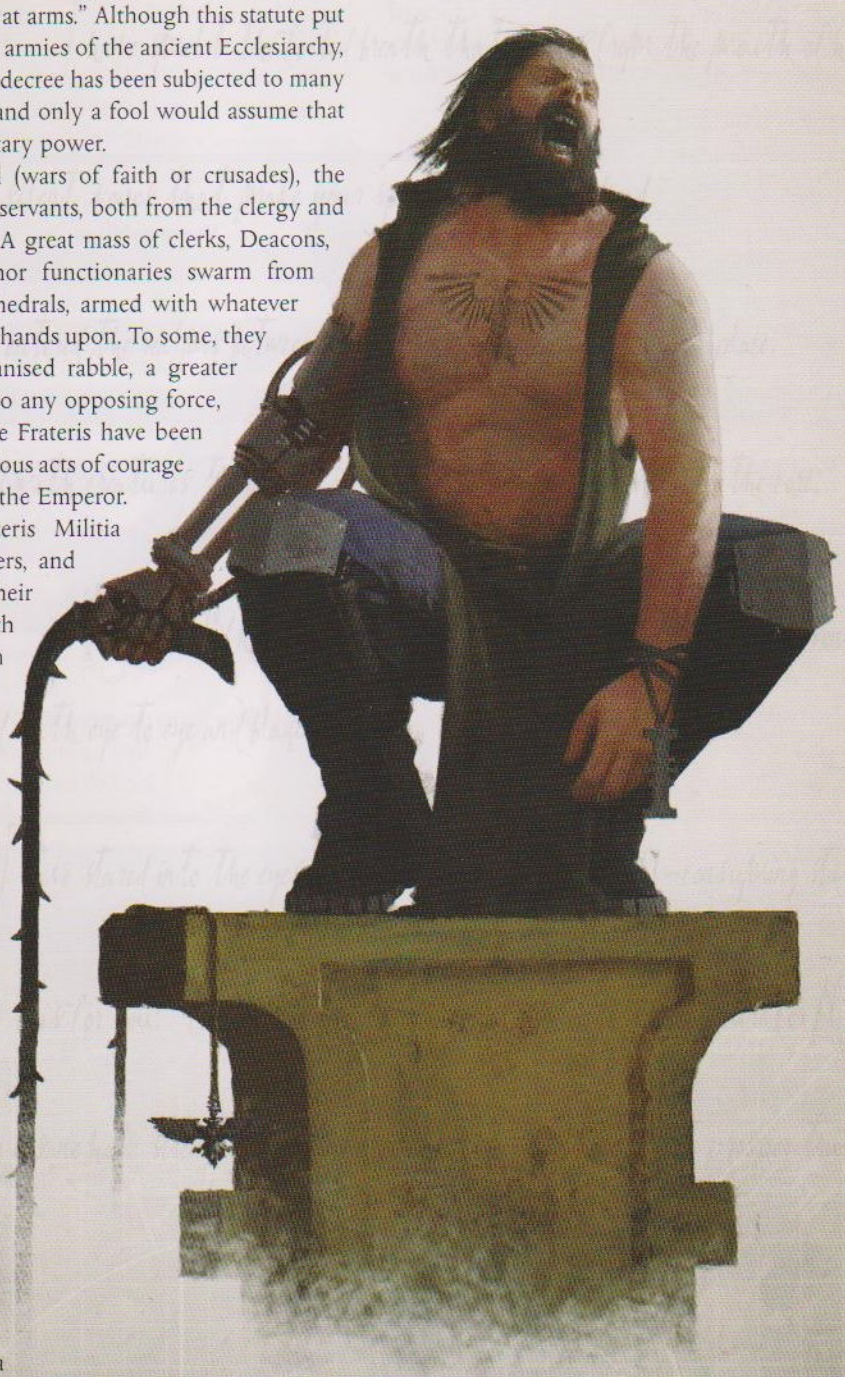
Since the dark days of Sebastian Thor's great reformation, the Ministorum has been prevented, by the dictates of the Decree Passive, from maintaining forces that consist of "men at arms." Although this statute put an end to the vast standing armies of the ancient Ecclesiarchy, the archaic wording of the decree has been subjected to many abuses over the centuries, and only a fool would assume that the Ecclesiarchy lacks military power.

In times of great need (wars of faith or crusades), the Ecclesiarchy arms its male servants, both from the clergy and the mass of lay followers. A great mass of clerks, Deacons, Pardoners and other minor functionaries swarm from the great temples and cathedrals, armed with whatever weapons they can lay their hands upon. To some, they are nothing but a disorganised rabble, a greater threat to themselves than to any opposing force, but on many occasions the Frateris have been known to perform tremendous acts of courage and valour in the name of the Emperor.

Members of the Frateris Militia are not professional soldiers, and receive no training in their role. However, their faith is strong, and they often go on to perform great and terrible deeds in the name of the Master of Mankind.

One of the many legends of St. Drusus involves a close friend and confidant, Abbot Rempsi. As a young man Rempsi had been drafted into the Frateris Militia and joined the crusade to retake the Calixis sector. He was a fiery orator whose rage was barely contained even when not surrounded by the bloodshed of combat. The survival rate of the Frateris Militia during the Angevin Crusade was low by any standards but Rempsi manage to survive a dozen conflicts before he met Drusus.

While in warp transit the vessel carrying both the Imperial Guard and the Frateris Militia was assailed by daemons blinded with rage and intent on severing the heads of the crew. Locked in a bulkhead with several dozen Frateris Militia, Drusus battled alongside Rempsi, holding the choke point leading to the Navigator's chambers. Eventually overrun, dozens of daemons rushed through the corridors. The young Rempsi bellowed with rage and his militia followed him headlong towards the enemy and then abruptly stopped. Peaceful calm washed over them as they began to recite litany. The daemons were repelled, unable to come within striking distance of the Frateris Militia and Drusus new that he had witnessed a miracle. Abbot Rempsi was forever changed and Drusus travelled with him for years until the Abbot eventually died in battle.



Becoming an Frateris Militia

Those who serve the Ecclesiarchy are often drafted into the Frateris Militia to serve in times of need. While not formally trained or given a wage as members of a proper military would be, they are excused from other official duties during their service. Anyone with strong loyalty to the Ecclesiarchy could have served in a Frateris Militia and an Inquisitor or Cardinal values those who bring experience at arms to an Acolyte Cell in the field.

Required Career: Adept, Cleric or Scum only.

Restrictions: This Alternate Career Rank is only open to male characters.

Alternate Rank: 1 or higher (0 xp).

Starting Equipment: A character who replaces Rank 1 with Frateris Militia also replaces all starting equipment with a Las Carbine or Hunting Rifle and 2 reloads, Aquila Necklace, a Charm, a Knife, a backpack and a Flak Vest.

Frateris Militia Advances

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Ecclesiarchy)	100	S	—
Common Lore (Imperial Creed)	100	S	—
Common Lore (Imperium)	100	S	—
Common Lore (War)	100	S	—
Dodge	100	S	—
Swim	100	S	—
Basic Weapon Training (Primitive)	100	T	—
Basic Weapon Training (SP)	100	T	—
Melee Weapon Training (Primitive)	100	T	—
Pistol Training (Primitive)	100	T	—
Pistol Training (SP)	100	T	—
Sound Constitution†	100	T	—
Frenzy	200	T	—
Insanely Faithful	200	T	—

†This talent may taken up to two times.

The Calixian Frateris Militia

While reviled as a useless and disorganised pitchfork-wielding mob by professional military strategists, the Frateris Militia have proven their worth time and time again in low-level conflicts throughout the Calixis Sector. Veterans of the Frateris Militia often identify strongly with on another as brothers, just as any other military unit. On many shrine worlds orginizations of ex-militia can grow very powerful as the tight knit nature of the group assures mutual support.

In 799.M41 a million strong mob of Frateris Militia on Maccabeus Quintus, whipped into a frenzy by the exhortations of the Grand Hierophant and his entourage of Black Priests, conducted a brilliantly successful prosecution of a deadly False Prophet of the Pilgrims of Hayte, with only a few thousand innocent victims.

707. M41 saw the Frateris Militia literally crush an uprising by disgruntled marble miners on Veneris by toppling a two kilometre high Macrostatue of St. Berevus onto the assembled rioters.

While strategy isn't usually associated with the militia, in 681. M41 Deacon Ollenburger and his rabble group carved a defensible position by crashing the remnants of their badly damaged Jericho class transport. Their force of around 3000 Frateris Militia armed with nothing more than handguns and improvised weapons beat off an attack from over ten thousand hardened slavers on the frontier world of Faldon Kise.

It is true that the Frateris Militia are by no means professional soldiers on many worlds they are in effect the dominant military power, and high ranking clerics repeatedly turn to them to prop up their theocratic regimes. The Inquisition has a mixed view of the Frateris Militia. On the one hand individual Inquisitors are often inspired by the insane acts of courage and faith exhibited by poorly trained and led congregants, frequently recruiting Acolytes from the ranks of the survivors of heroically doomed wars of faith. Yet on the other hand the Inquisition as a whole—and in particular the Ordo Hereticus—is mindful of the historical precedent of the Age of Apostasy, where the military forces of the Ministorum grew too powerful.

Redemptionist

"There are none above redemption at the end of a Chainsword. Should I fall, it is because it is my sublime reward to have been chosen for absolution by the God-Emperor."

–Redeemer Cosler

The Imperial Creed is not a forgiving doctrine of faith. Those who observe it in the strictest possible way know that redemption is only found in death. Many seek their own redemption on the battlefield for the sins they have committed against the God-Emperor. The Redemptionist seeks to bring redemption to others. Many Redemptionists find one sin particularly offensive and seek any opportunity to bring final salvation to Xenos, Heretics or those who traffic with Daemons.

Redemptionists will often congregate in cults whose focus of hatred is similar. A few Cardinals see these cults as breeding grounds for assassins of the faith. They will provide the cults with resources as well as targets. Confessors or other clergy will often accompany them to document and bear witness to the faithful cleansing. Those Redemptionists who prove themselves competent or especially devoted are often recruited into the service of a Cardinal or into an Acolyte Cell.

Large groups of Redemptionists are known to pose a serious threat to stable populations. The task at hand is never truly done in their eyes, if all of the Xenos are purged then all those who aided them must be purged. All those who failed to fight the Xenos must then be purged, then all those who might fail in the future and so on until everyone is persecuted for the failure to prevent such heretical acts. Planetary governments must often act quickly before the frenzied need to put the blasphemous to the pyre spreads. Clever leaders will find new targets or crusades for the Redemptionist cults. More drastic means may also be utilized including condemning the cult as heretics themselves.

Inquisitors, especially those who are very zealous, put such reactionary men to productive purposes in Acolyte cells that lack either focus, faith or simply a large chainsword capable of tearing an Ork or Heretic in half. The Redemptionist is, however, only a man and is susceptible to many of the same depravities, confusions and wounds as any other man. Determination and Faith do not make one invincible and many die willingly for their cause.

The Disciples of Duran Eckert

The Drusus Shrine World (also known as Sentinel) is home to a sect of Redemptionists born from the works and service of an Acolyte cell. The legend tells that Duran Eckert was an assassin of considerable skill in service of the Inquisition. He grew weary of the endless killing required of him, performing his duties without passion and risking corruption as a result. In time he was nearly killed in the line of duty and received a vision of St. Drusus leading armies in the name of the God-Emperor. His new found faith gave purpose to his slaughter and other assassins fell to his Redemptionist creed.

The truth behind the legend is, however, very different. Duran Eckert was in fact two people. Duran, a faithful cleric, served alongside Eckert for many years, and they learned to trust each other. When Eckert became corrupted by the warp, Duran had little choice but to end his heresy while on assignment. Desperately needing to complete their mission, Duran took Eckert's name and crafted a ruse to inspire a small Death-Cult to his cause. Only the highest ranking members of the Disciples of Duran Eckert know the truth, and those who do understand that even self deception can be a weapon against the enemies of mankind.

Redemptionist Advances

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Intimidate	100	S	—
Basic Weapon Training (Primitive)	100	T	—
Basic Weapon Training (Flame)	100	T	—
Melee Weapon Training (Chain)	100	T	—
Melee Weapon Training (Primitive)	100	T	—
Thrown Weapon Training	100	T	—
Frenzy	100	T	—
Hatred (Any, Pick One)	100	T	—
Sound Constitution†	100	T	—
Dodge	200	S	—
Scrutiny	200	S	—
Pure Faith	200	S	—
Chain Weapon Expert	300	T	Melee Weapon Training (Chain)
Flame Weapon Expert	300	T	Basic Weapon Training (Flame)
Faith Talent††	300†††	T	Pure Faith

†This talent may taken up to two times.
††Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Cleric may have purchased up to 5 Faith Talents in total during his career.
†††Redemptionists pay only 200 xp for Emperor's Wrath Faith Talents.

Becoming a Redemptionist

A strict adherence to the vengeful spirit of the Imperial Creed is the first step down the road of the Redemptionist. Faithful communities from all across the Imperium of Man produce Redemptionists and their cults. It is possible for these men and women to be a member of one of these cults (perhaps coming from a Redemptionist monastic community). It is equally likely that a Cardinal or Inquisitor had a Redeemer prepared from birth to serve in a specific capacity.

Required Career: Assassin or Cleric

Alternate Rank: 1 (0 xp)

Starting Talents: A character who replaces Rank 1 with Redemptionist also replaces Basic Weapon Training (Primitive) or Thrown Weapon Training with Melee Weapon Training (Chain) or Basic Weapon Training (Flame).

Starting Equipment: A character who replaces Rank 1 with Redemptionist also replaces all starting equipment with a Common Quality Chainsword or Common Quality Flamer, and Shield Robes (see page 120)

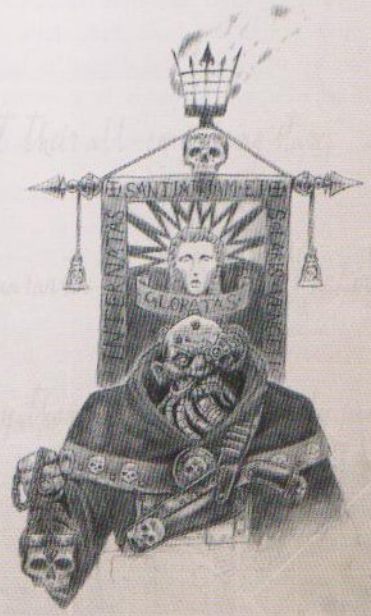
Income: The Character's income becomes Supine Class.

Talent: Chain Weapon Expert

Prerequisite: Melee Weapon Training (Chain)
The character knows that fear is for the enemy, fear and wrath. When wielding a Chain Weapon that has a chance of striking the user, like an Eviscerator, the user deftly turns the blade to its side after the swing and only takes damage equal to his unmodified Strength Bonus in Impact damage rather than the weapon's full damage when he hits himself. He reduces this damage as normal with armour and Toughness of the location.

Talent: Flame Weapon Expert

Prerequisite: Basic Weapon Training (Flame)
When wielding a Flame Weapon, the character knows exactly when to release the trigger to avoid jamming the weapon or when to push its functions in the glorious name of the God-Emperor. A character with this talent may treat all Flame weapons as reliable.



Arch Exorcist

"I charge thee, foul spirit, whatever thy corrupt nature, along with all thy twisted minions now possessing this servant of the God-Emperor, by the mysteries of his holy ascension and enduring sacrifice in the sacred chains of the golden throne, that you tell me by some sign thy name, and the day and hour of thy departure. I compel thee, moreover, to obey me to the letter, I who am a humble servant of the God-Emperor. Depart, then, despised transgressor. Depart and burn forever in the outer darkness that awaits thee and thy benighted kin!"

–Extract from the Codex Exorcismis

> The power of the God-Emperor compels all things. It compels the stars to shine, the blood to flow, and the fires to burn. This power is limitless, far more so than any foul warp beast's master. The power of the God-Emperor compels all things and today it compels them to leave this planet, to suffer upon us no longer. He compels them through me to die.

The senior members of the Adeptus Ministorum are aware that there are unclean and unquiet spirits lurking in the warp, seeking to devour the souls of the faithful. The senior clergy fear the influence of these beings, and rightly so, for they are the antithesis of all for which the God-Emperor's church stands.

The Calixian Ministorum is not tasked with combating these entities: that is the role of the elite Daemonhunters of the Ordo Malleus. However, some within the Calixian Ministorum chafe at such political restrictions. A large proportion of those clerics who are aware of the existence and nature of Daemonkind yearn to take the fight to them, to dispel them and cast them out of the material realm and back to the myriad hells that spawned them. For these zealots, combating the Daemonic is a holy work that follows the example of the Emperor himself.

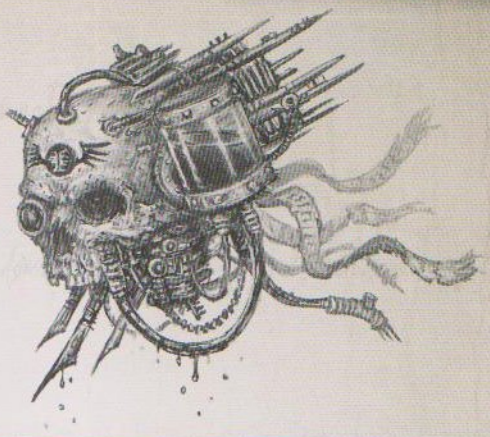
A few senior clergy of the Calixis sector, including Cardinal Ignato himself, maintain a small and secretive order of specialist clerics devoted to the expelling warp fiends from the material realm. This is a dangerous measure, for the Cardinal risks offending the powerful and secretive Ordos. He reasons, however, that in these dark days, command of a cadre of skilled and devout holy warriors sworn to destroy Daemons is a treasure beyond measurable price.

This gamble paid off during the events on the world of Redemption. Inquisitor Octus Enoch desperately fought to avoid invoking the Exterminatus in the face of a daemonic incursion. Unable to procure Ordo Malleus resources due to a warp storm, he petitioned the Ecclesiarchy to raise a Frateris Militia to combat the threat. Instead the local diocese sent three Arch Exorcists. To this day Inquisitor Enoch works closely with the Ecclesiarchy when pursuing daemonic threats and works to ensure that Arch Exorcists are available to members of the Ordo Malleus. Where the Daemonhunters assist the Ordo Hereticus, Ignato and other Cardinals with Arch Exorcists among their staff often lend their services to Inquisitors of the Ordo Malleus.

The Arch Exorcists use faith itself as a weapon to scour a Daemon. Their prayers and hymns madden and deafen the servants of the archenemy, and their holy symbols and gestures blind them. They castigate and berate the possessed, driving the Daemon forth before them and freeing the victim—often with fatal consequences for both.

Such is the faith of these individuals that they are permitted to study the foul texts of the enemy in order to learn the wiles of the Daemon. However, unlike the radicals of the Ordo Malleus, they scorn using the methods of the archenemy against him. They know better than anyone that such methods are inherently corrupting, eventually turning the user into that which he fears most.

Becoming an Arch Exorcist



Clerics who have shown a particular aptitude for defeating Daemonic opponents will be gently nudged by their superiors in the direction of Cardinal Ignato's secret order of Arch Exorcists. Based in an obscure side chantry of the Cathedral of Illumination on Scintilla, the order poses as a harmless order of choristers, devoted to study and song. Here they peruse arcane and forbidden texts and memorise hundreds of holy exhortations crafted to smite the Daemon.

Required Career: Cleric
Alternate Rank: 7 or higher (8,000xp)

Arch Exorcist

Advance	Cost	Type	Prerequisites
Forbidden Lore (Daemonology)	100	S	—
Speak Language (High Gothic) +10	100	S	Speak Language (High Gothic)
Speak Language (High Gothic) +20	100	S	Speak Language (High Gothic) +10
Hatred (Daemons)	100	T	—
Command +20	200	S	—
Forbidden Lore (Daemonology) +10	200	S	Forbidden Lore (Daemonology)
Scholastic Lore (Occult) +10	200	S	Scholastic Lore (Occult)
Armour of Contempt	200	T	WP 40
Litany of Hate	200	T	Hatred
Orthoproxy	200	T	—
Pure Faith	200	T	—
Resistance (Fear)	200	T	—
Resistance (Psychic Powers)	200	T	—
Strong Minded	200	T	WP30, Resistance (Psychic Powers)
Forbidden Lore (Daemonology) +20	300	S	Forbidden Lore (Daemonology) +10
Scholastic Lore (Occult) +20	300	S	Scholastic Lore (Occult) +10
Faith Talent†	300††	T	Varies
Fearless	400	T	—

†Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Cleric may have purchased up to 5 Faith Talents in total during his career.
††Arch Exorcists pay only 200 xp for Emperor's Wrath Faith Talents.

It is with high hopes that I thank you for your continuing assistance in this matter. When Sister Heasha first told me of your order of–shall I call them specialists? When she told me of them I was sceptical. My heir is no apostate and I could not believe that his maladies could be related to anything that your servants would concern themselves with.

Deacon Reeze arrived this morning and already I have renewed faith. The pox is receeding even now and my heir's future, and by extension the future of the entire city, has been secured. There are more prophecies even now. Perhaps that is what the disease's true purpose was, perhaps they wished to silence the truth that the God-Emperor gifted my family.

Drill Abbot

"No no no! By the Throne, boy, how many times? Depress the loading catch before removing the drum feed, not while removing the drum feed! You'll jam the weapon! (smack) Oh stop bawling, child. You're ten years old, you should have learned basic autogun procedures by now. Fifty press ups and fifty Pax Imperiums. And certainly there will be no dinner."

–Drill Abbot Kross Vorgt

Drill Abbots are decorated veterans of the Imperium's wars who tirelessly work at converting the orphans of martyred Imperial servants into driven and dedicated fanatics prepared for the trials of Imperial life.

The Imperium has many layers of government, but those who rise to the top tend to be the survivors of the Schola Progenium, a brutally effective institution which every year produces untold numbers of planetary governors, commissars, Adeptus Arbites, Navy officers, Storm Troopers and Inquisitors. Such prodigies require tutors capable of driving home hard lessons and able to instil discipline into the souls of the scared and lonely young.

The Drill Abbots are technically full preachers of the Ecclesiarchy, but are excused from a preacher's normal duties of ministering to the faithful in favour of a more specialised role in teaching the future leaders and special forces of the Imperium. This sacred duty is fulfilled through the focussed application of devotional teachings, exercise and weapons training. They stalk the hallways of the Schola, striking the fear of the Emperor into the hearts of youths who one day shall have the power of life and death over millions. Even the most ruthless Lord Inquisitor may still, centuries later, remember his time in the Schola Progenium with a mixture of fear and awe due to the work of these fearsome individuals.

Drill Abbots come from a wide variety of backgrounds, but most have served at least half their lives in one branch or another of the Imperial military. They have seen first hand the enemies of the Imperium, and are anxious to impress upon their young charges the absolute necessity of faith in the Emperor and skill at arms. They are charismatic and inspiring, caring in their own harsh way, and famed for their unbending stubbornness and strength of will. They seek to maintain their fighting edge throughout their lives, and remain fierce and skilled combatants and warriors.

Many Drill Abbots forge lifelong bonds of mutual respect with the Progena in their care, which can result in useful contacts years later with some of the most senior figures in the Sector. Indeed, it is not unknown for Inquisitors to recruit their old tutors for their retinues, as a sign of the tremendous debt they owe for the gift of the light of the Emperor.

After serving so long within the Schola Progenium, some Drill Abbots find it difficult to return to active duty or to be drafted to an Acolyte cell. While these men serve the God-Emperor to the best of their ability, it is often a surprise when their commands are not met with cowering obedience.

So harsh are many of the methods Drill Abbots employ that many students fear for their lives. The more fearsome Drill Abbots have been known to employ branding, freezing cold and sleep depravation to motivate their charges, which is the source of the understandable terror that some Progena feel. This fear is not typically necessary, however, as Drill Abbots wish to prepare them for service to the God-Emperor and it is well known that service only ends in death.

Regardless of their past, Drill Abbots are well known for their uncompromising and stubborn natures. Coupled with their faith in the God-Emperor of mankind they have considerable martial prowess and the respect of even the most season guardsman. A Drill Abbot has suffered and knows how to administer it in turn; they are not people to be trifled with.

Becoming a Drill Abbot

A Drill Abbot is typically an experienced Imperial Guardsman who is ordained as an Abbot by the Adeptus Ministorum. They are drawn from decorated NCOs of the Imperium's military, as such men and women already have the experience and skills necessary to forge warriors from the rabble and raw material of the Progena. Although the process of indoctrination into the Schola's more arcane educational techniques takes some time, most Drill Abbots are thrown in at the deep end and can go from fighting Orks to fighting for the souls of troubled adolescents in just a few short weeks. Encouraged to treat these children just as they would treat soldiers, the task of a Drill Abbot is not one for the merciful of heart. A certainty of purpose is required, one must know that to show a pupil mercy is to lie to them about the nature of the galaxy.

Required Career: Guardsman

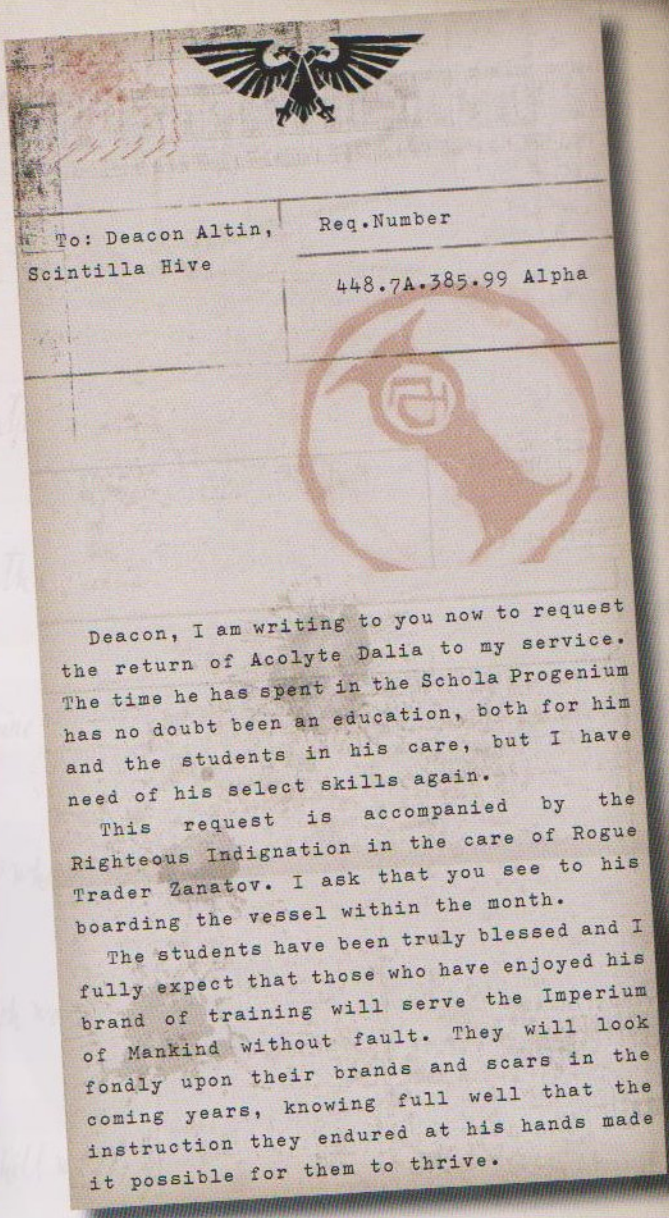
Alternate Rank: Rank 5 or higher (3,000 xp)

Other Requirements: 20 Corruption or less. In addition the character must take a leave of absence from any other duties to teach at a Schola Progenium for no less than a year.

Talent: Drill Instruction

The character may bellow commands to all those in earshot. So precise are these commands that all those who obey find that they are able to perform in ways they are unaccustomed to.

The character chooses a single Basic, Pistol or Melee weapon training skill that he has and makes a **Challenging (+0)** Command Test. If successful, anyone under his command or who chooses to obey (including other Acolytes) are treated as if they too have that weapon training talent until the end of the encounter or until this talent is used again.



To: Deacon Altin, Scintilla Hive

Req.Number 448.7A.385.99 Alpha

Deacon, I am writing to you now to request the return of Acolyte Dalia to my service. The time he has spent in the Schola Progenium has no doubt been an education, both for him and the students in his care, but I have need of his select skills again.

This request is accompanied by the Righteous Indignation in the care of Rogue Trader Zanatov. I ask that you see to his boarding the vessel within the month.

The students have been truly blessed and I fully expect that those who have enjoyed his brand of training will serve the Imperium of Mankind without fault. They will look fondly upon their brands and scars in the coming years, knowing full well that the instruction they endured at his hands made it possible for them to thrive.

Drill Abbot Advances

Advance	Cost	Type	Prerequisites
Command	100	S	—
Common Lore (Imperial Creed)	100	S	—
Interrogation +10	100	S	Interrogation
Search	100	S	—
Air of Authority	100	T	Fel 30
Heightened senses (Hearing)	100	T	—
Iron Discipline	100	T	WP30 Command
Sound Constitution†	100	T	—
Unshakeable faith	100	T	—
Drill Instruction	200	T	—
Hatred (Heretics)	200	T	—
Iron Jaw	200	T	—
Peer (Ecclesiarchy)	200	T	Fel 30
True Grit	200	T	T 40

†This talent may be taken up to two times.

Calixian Witchfinder

"...be fired into ye heart of a sun lest heresies spread even unto death.

2496. Place ye suspect in an airlocke and remove all air for a period not less than one standard Terran hour. If ye suspect survives, then he is a Witch and should be placed in ye vessel's plasma core until he is reduced to ash.

2497. Chain ye suspect and bury him in a desert up to his neck. Fill his mouth with salt and sew it shut. Observe ye suspect for one week. If ye suspect survives, he is a Witch and should be rendered into four parts, burned, and his ashes scattered to ye winds..."

–Extract from Ye Book of Trials, a common Calixian Witchfinder text.

The teachings of the Ministorum can provide immense comfort to oppressed humanity. They are often couched in terms that can appeal to the meanest understanding, with appeals to hope and faith in the darkest of times. Yet they can also be vituperative and hateful, inflaming billions of fanatics against the enemies of the Imperium. This outpouring of righteous ire unites humanity against its darkest foes. Internecine conflicts between sects can arise over minor doctrinal points. Pilgrims riot over access to holy sites. Restless populations overthrow planetary governors, and the Pax Imperialis is threatened. Worse are the heretics and the apostates who threaten the very souls of the Imperial citizenry. The Ordo Hereticus uses its vast influence and resources to root out cults that corrupt the populace.

The Calixian Ministorum, under Cardinal Ignato, needs individuals who, in service of the Holy Ordos, bring witches to justice. These Witchfinders are Inquisitorial agents trained by the Synod Calixis to investigate and move against unsanctioned psykers, thus enabling the Imperial Church to protect the populace. The Ministorum lauds particularly successful Witchfinders with the title Peritus Malificarum, a formal designation in the eyes of the Calixian Ecclesiarchy that the holder of the rank is an expert at facing a witches' wiles. Together with the Ordo Hereticus it equips them with sealed warrants empowering them to requisition resources as they act against such witches, as well as against other deviants such as heretics and mutants.

Many of the more successful Acolyte Clerics are recruited by the Inquisition, particularly by those in the Monodominant faction, as their paranoid views mesh well together. Consequently, some Ordo Hereticus Inquisitors select Acolytes already in their service to become Witchfinders. It is not unheard of for an Inquisitor to maintain the title Witchfinder well into their career.

Witchfinders are colourful, charismatic, and terrifying individuals, with a strong taste for the theatrical. Having legal and moral mandates for their actions makes them brazen in their use of religious iconography and texts to justify the fear they inspire. Well-travelled and experienced, their speciality is the show trial, with dizzying, shifting, and occasionally contradictory accusations, obscure evidence, horrific trials and tests, and nigh inevitable executions. Motives vary between individuals, though most are inspired by a genuine holy zeal for the rooting out of witches.

Witchfinders, to some extent, create their own status. A Witchfinder who quietly and cautiously investigates witches without causing any collateral damage is not worthy of the name: witchfinding at its core is theatre and drama, providing the masses of humanity with both a warning against heresy and instruction on how to act when confronted by it. A Witchfinder is a demagogue and to some extent a showman, who is nevertheless a profound man of faith. His loyalties are principally with the Ordo Hereticus, but also with the Ecclesiarchy, who have sponsored him. He rarely finds these two in conflict and when he does it is, in his eyes, because members of on organization were lead astray from the path of righteousness..

Becoming a Calixian Witchfinder

All Calixian Witchfinders are of the Ordo Hereticus and are Inquisitors in training. Prepared to uncover heretical cults and withstand truths that would decimate a lesser mind, the Witchfinder requires practical experience that prepares him for the rigours of facing psykers. A Witchfinder is in many ways a junior Interrogator in service of the Ordo Hereticus. They are trained men of faith who turn their hard earned wisdom to the service of the Inquisition.

Required Career: Cleric
Alternate Rank: Rank 5 or higher (6,000xp)
Other Requirements: WP 40+, Command
Special: The character must have served an Ordo Hereticus Inquisitor and proven himself a potential Throne Agent.
Note: Witchfinders are powerful servant's of the Inquisition with strong ties to the Ecclesiarchy. They have authority that allows them to pursue their own agenda's to some degree. GMs should consider this when a player wishes to take the Calixian Witchfinder as an alternate Career Rank.

Calixian Witchfinder Advances

Advance	Cost	Type	Prerequisites
Deceive +20	100	S	—
Forbidden Lore (Psykers)	100	S	—
Forbidden Lore (Heresy) +10	100	S	Forbidden Lore (Heresy)
Inquiry +20	100	S	Inquiry +10
Intimidate	100	S	—
Scrutiny +10	100	S	Scrutiny
Search	100	S	—
Interrogation	100	S	—
Air of Authority	100	T	Fel 30
Disturbing Voice	100	T	—
Frenzy	100	T	—
Hatred (Heretics)	100	T	—
Litany of Hate	100	T	Hatred
Paranoia	100	T	—
Forbidden Lore (Daemonology)	200	S	—
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Forbidden Lore (Heresy) +20	200	S	Forbidden Lore (Heresy) +10
Interrogation +10	200	S	Interrogation
Intimidate +10	200	S	Intimidate
Intimidate +20	200	S	Intimidate +10
Armour of Contempt	200	T	WP 40
Resistance (Psychic Powers)	200	T	—
Talented (Scrutiny)	200	T	—
Deadey Shot	300	T	—
Interrogation +20	300	S	Interrogation +10
Mental Fortress	300	T	WP 50, Strong Minded
Strong Minded	300	T	WP 30, Resistance (Psychic Powers)

Transcript from the Trial of the Heretic Maybry

Witchfinder Farrer: I have before us, sir, the deposition of an Acolyte in service of the Holy Inquisition who is also a powerful psyker sanctioned by the Imperium of Mankind. He has born witness to your crimes Legate, and I use the term as a favour to your father, as it is clear that you will soon be stripped of any title along with your life.

Legate Maybry: I have committed no crimes. How can you, of all people, level the words of a witch against me. Your witch possesses a side arm that is clearly of xenos construction, his loyalty is more suspect than my own!

Witchfinder Farrer: How do you know it is of xenos construction? Only those who traffic with xenos would even suspect such a thing. You add conspiracy against mankind to your list of heresy. By your own admission of forbidden knowledge I sentence you to death by void. Take him to an airlock!

Ecclesiarchal Cell Directives

"I have gathered you here for a simple purpose. Pray that you are able to fulfil this purpose, should you fail I will have to resort to more unfortunate measures."

–Inquisitor Vilane

Cell Directives represent the communal abilities available to a group of Acolytes who have special training or doctrines of procedure. Similar to Alternate Career Ranks they give characters additional or different options for training and talent choices that the career may not normally allow. Unlike Alternate Career Ranks, Cell Directives are purchased by entire groups of Acolytes. Each player in a group must pay the Induction cost in experience points and the group must meet any other listed requirements to gain access to the Advance Table for the Cell Directive. In addition all members of the group gain any special abilities of the Cell Directive.

Cell Directives do not replace a Rank of the players career but instead allow them to purchase options from another Advance Table at any time in his career. If the group wishes to add another member to their cell, the new member must simply pay the Induction cost.

Using Cell Directives

The entire group must willingly elect to use a Cell Directive and get the GM's permission to do so. Cell directives apply a theme to all the Acolytes and as such should be carefully discussed. Once a Cell Directive has been chosen by the group, each character must spend the Induction Cost in experience points to form the Cell. They then have access to the special ability associated with the Cell as well as the advances listed on the Cell's Advance Table.

If another character wishes to join the Cell he must get permission from the group. If they agree (perhaps requiring some sort of initiation) he may pay the Induction Cost and gain access to the special ability and Advance Table of the Cell.

Cell Directives Format

Each Cell Directive uses the following format:

Name

Each Cell has a unique name. It is often a title used by Inquisitors to describe the purpose of the Cell.

Description

In each Cell section is a description illustrating the purpose of the Cell. This will help to give you some ideas about how your group might look and act if they choose to form a Cell of this type.

Induction Cost

This gives the cost in experience points each player must pay to create or join the Cell.

Requirements

This is the requirements the Cell must meet at all times. If for any reason the Cell stops meeting these requirements the members of the Cell may not purchase further advances from the Cell's Advance Table until they meet the requirements again.

Special Ability

Every member of the Cell gains access to a special ability immediately upon becoming a member of the Cell.

Advance Table

This is the advance table associate with the Cell. Members may purchase abilities from the Cell as if it were a Career Advance Table. This may give them advance options that they would not normally have or earlier than normal or at a lower cost.

Hereticus Retinue

The Ordo Hereticus often works closely with the Ecclesiarchy in the pursuit of Heretics and Witches. An Inquisitor of the Ordo Hereticus often has favours and personal history with high ranking Ecclesiarchal officials granting them access to clergy and other Acolytes typically in the service of the Imperial Cult. There are some secrets that can only be trusted to those whose faith has been proven and vouched for.

Whether acting as a battlefield bodyguards for an Inquisitor or being sent on special missions, the Cell operates as the personal retinue of an Inquisitor of the Ordo Hereticus.

Induction Cost: 200 xp

Requirements: The group must include at least one Cleric or member of the Adepta Sororitas.

The Apostates Bane: Trained to battle the enemy within, each member of the Cell gains the Hatred (Heretics) or Hatred (Psykers) talent.

Firebrands

While many cells of Acolytes are subtle investigators, a wise Inquisitor knows when less obscure means are necessary. Groups of zealots and militant preachers often serve an important purpose in rooting out heresy. Cells of these fiery individuals pray and recite litanies together, often during combat. This type of cell must be handled with care by whatever controlling entity (be it Ecclesiarchal or Inquisitorial) puts it to the field, as Firebrands are just as likely to report the existence of a heretical enclave as they are to incinerate the city block where the enclave is meeting.

Induction Cost: 250 xp

Requirements: The group must include at least one Cleric or member of the Adepta Sororitas.

Bathed in Promethium: Frequent use of fire grants each member one of the following talents: Basic Weapon Training (Flame), Pistol Training (Flame) or Resistance (Heat).

Hereticus Retinue Advances

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Imperial Creed)	100	S	—
Dodge	100	S	—
Inquiry	100	S	—
Hatred (Heretics or Psykers)	200	T	—
Paranoia	200	T	—
Forbidden Lore (Cults)	300	S	—
Forbidden Lore (Heresy)	300	S	—
Forbidden Lore (Inquisition)	300	S	—
Forbidden Lore (Ordo Hereticus)	300	S	—
Forbidden Lore (Psykers)	300	S	—
Armour of Contempt	500	T	Willpower 40

Firebrands Advances

Advance	Cost	Type	Prerequisites
Common Lore (Imperial Creed)	100	S	—
Intimidate	100	S	—
Secret Tongue (Ecclesiarchy)	100	S	—
Hatred (Heretics, Mutants or Psykers)	200	T	—
Resistance (Fear)	300	T	—
Resistance (Heat)	300	T	—
Basic Weapon Training (Flame)	300	T	—
Pistol Training (Flame)	300	T	—
Cleanse and Purify	300	T	Basic Weapon Training (Flame)
Hand of the Emperor†	300	T	Pure Faith
Wrath of the Righteous†	300	T	Pure Faith
Armor of Contempt	500	T	Willpower 40
Pure Faith	500	T	—

†Information on these faith talents can be found in Chapter 4: Faith and Fury.

Iron Evangelists

Priests willing to deliver the doctrine of the Imperial Cult are not rare within the Imperium. There are many who repair the bulwark of faith with the cement of sermon. Inquisitors who value a strong indoctrination in the Imperial Creed often recruit these men and women and assemble Cells to root out Heresy within the bowels of the vessels of the Imperial Navy or in the twisting labyrinth of a hive city. Iron Evangelists are groups of Acolytes who take the word of the Emperor to those who may go years without being given His blessings and are in grave danger of ignorant heresy.

Induction Cost: 100 xp

Requirements: The group must include at least one Cleric and at least one member from a Hive World or Void Born Homeworld.

Sermons in the Dark: Constant exposure to sermons on the Faith grants every member Common Lore (Imperial Creed).

Sanction Wardens

The dangers of pskyers are well documented and according to Imperial doctrine the witch must be hunted and purged with holy promethium at every opportunity. However, the Imperium sanctions some psykers to use towards its divine purpose, their souls tempered into weapons of the Emperor's will. Many Inquisitors feel that even a sanctioned Imperial Psyker should be monitored at all times and groups of Acolytes capable of this duty accompany the psyker.

Induction Cost: 250 xp (0 xp for Imperial Psykers)

Requirements: The group must include at least one Imperial Psyker. The group must also include an Arbitrator, Assassin or Guardsman.

Suffer the Witch: If an Imperial Psyker in the Cell rolls on the Perils of the Warp table, any member of the Cell may make a single attack against him as an immediate reaction before the effect is rolled. If at least 1 wound is dealt to the Imperial Psyker, the Perils of the Warp effect is not rolled and the psychic power fails to activate.

Iron Evangelists Advances

Advance	Cost	Type	Prerequisites
Speak Language (Hive Dialect)	100	S	—
Speak Language (Ship Dialect)	100	S	—
Resistance (Fear)	100	T	—
Blather	200	S	—
Secret Tongue (Ecclesiarchy)	200	S	—
Common Lore (Imperial Creed) +10	200	S	Common Lore (Imperial Creed)
Common Lore (Ecclesiarchy)	200	S	—
Hatred (Heretics)	200	T	—
Tech-Use	300	S	—
Unshakeable Faith	300	T	—
Burden of Guilt†	300	T	Pure Faith
Soul Decay†	300	T	Pure Faith, Burden of Guilt
Pure Faith	500	T	—

†Information on these faith talents can be found in Chapter 4: Faith and Fury.

Sanction Wardens Advances

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Imperial Creed)	100	S	—
Intimidate	100	S	—
Scholastic Lore (Imperial Creed)	200	T	—
Double Team	200	T	—
Exotic Weapon Training (Mancatcher)	200	T	—
Hatred (Psykers)	300	T	—
Heightened Senses (Sight)	300	T	—
Paranoia	300	T	—
Rapid Reaction	300	T	—
Resistance (Psychic Powers)	300	T	—
Strong Minded	300	T	Willpower 30, Resistance (Psychic Powers)
Mental Fortress	500	T	Willpower 50, Strong Minded

III

Brides Of The Emperor

Adepta Sororitas in the Calixis Sector

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Adepta Sororitas Character Creation

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Sisters of Battle

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Non-Militant Orders

Chapter III: Brides of the Emperor

"You have committed the ultimate heresy. Not only have you turned your back on the Emperor and stepped from His light, you have profaned His name and almost destroyed everything He has striven to build. You have perverted and twisted the path He has laid for Mankind to tread. As your own decrees have stated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship; you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and now it is time for you to die."

–Last words spoken to High Ecclesiarch Goge Vandire by Saint Alicia Dominica

Answering the call to both worship and battle, the sisters of the Adepta Sororitas epitomise true faith in the God-Emperor. Trained as warriors and devoted to the Imperial Creed, the Orders Militant are a largely independent collection of religious orders, composed exclusively of women. They form the militant wing of the Imperial Ecclesiarchy. Each member of the Orders is sworn to serve the God-Emperor, relentlessly trained to excel in all she does, and devoted absolutely to her Order, her work, and the Imperial faith.

The origins of the Adepta Sororitas lie in the bloody reign of Goge Vandire and the Age of Apostasy. At that time, they were the High Ecclesiarch's personal bodyguard who swore to protect him and the Imperial Creed to the death. After being shown the heresy of Vandire by the Adeptus Custodes, they were forced to choose between their oath to Vandire and their duty to the Imperium. They slew the High Ecclesiarch and allowed Sebastian Thor's reformation to move forward. Thor decreed that the Ministorum was thereafter prevented from raising permanent bodies of "men under arms", but as a reward for their change of heart, the Sisterhood were granted the right to defend the Ecclesiarchy from its enemies. They are a zealous and totally fanatical force of elite soldiers, skilled physicians, and learned sages devoted to rooting out heretics and any other threats to the Imperium.

Sororitas in the Calixis Sector

"It is not enough to serve the Emperor, or even to love Him. You must give to Him all that you had, all you have, and all you shall ever have. You must give yourself over utterly and entirely to His divine will and become a vessel of that will. Only then is your sacrifice fitting."

–From the Rule of the Sororitas

The Adepta Sororitas of the Calixis Sector are governed by the Convent Sanctorum on Ophelia IV. While the Convent Prioris has opted to stay out of the daily machinations of Calixis politics, the leaders of the Convent Sanctorum has taken a different approach. When they receive word of false cults taking root, they instruct the Sisterhood to engage and destroy them. In the Calixis Sector, this has made the Sisterhood a widely recognised and influential force. It has also given the Inquisition additional well-trained forces to call upon when needed, and the Tricorn has frequently put the additional forces to good use. Among many other interventions, a trio of Sisters Dialogous aided Inquisitor Drahc Ireel in his purge of a Council of Six recruitment cell on Sophano Prime, and several squads of Battle Sisters from the Order of the Valorous Heart quelling a series of mutant riots on Sepheris Secundus.

The religious wars brewing in the Drusus Marches have led to increased Sisterhood activity and recruitment in the sector, particularly in an expanded presence of the Orders Militant. Escalation began with the mission of the Order of the Ebon Chalice on Iocanthos having its dormitories built and filled nearly over night. More recently the enlargement of the Order of the Bloody Rose at the Shrine of the Seventeen Martyrs near Malfi to a full preceptory, has made it very clear that the Ecclesiarchy is preparing for larger endeavours.

The Orders Militant are not the only ones increasing their influence in the Calixis Sector. The Order of the Opening Eye has offered its services to most of the noble houses on Scintilla and Sepheris Secundus and has even returned to Malfi in limited capacity. Virtually all the members of House Krin have a Sister Famulous at hand when negotiating and handling trade, prompting other trading families, such as the Cestelle Alliance, to do the same. Thus far, no Sororitas sisters have been seen with members of the DeVayne Corporation nor with the Machenko Dynasty, though the aides for those merchant entities have been no less skilled. The discussions between DeVayne and House Krin in 813.M41 regarding the purchase rights of generations of Sepheris Secundus' serfs was said to be almost hostile in tone as the advisors almost broke protocol to speak directly to each other.

RECRUITMENT

The majority of recruits into the Adepta Sororitas are drawn from the Schola Progenium, having been identified by the Drill Abbesses as suitable candidates from an early age. A few may be transferred from outside organisations, in particular the ranks of the servants of the Inquisition, although this is relatively unusual and only undertaken following lengthy consideration. Having been identified as a candidate for membership, the individual is shipped to one of the two convents, where she will be subjected to a lengthy and arduous regime of testing intended to gauge her suitability to join the sisterhood and to identify which of the orders she would be most suited to. Regardless of which order she will eventually join, all candidates undergo extensive instruction in the traditions of the Adepta Sororitas, and most receive at least a modicum of military instruction.

Once a sister is judged worthy to join the sisterhood and has received her basic training, the candidates are gathered in the great hall of the convent before the Canonesses and Palatines of the orders to which they will be assigned. Such gatherings range from grand ceremonies involving several thousand new sisters and taking several days and nights to conclude, to smaller events where only a handful of candidates gather in the great hall. One by one, the name of each candidate and the order she will join is announced, and the newly elevated sister will be led off to begin her vocation. Once she is assigned to her order, the sister will begin a period of even more rigorous training and indoctrination, which, it is said, will never end until she sits in death at the right hand of the Emperor.

THE ORDERS FAMULOUS

The sisters of the Orders Famulous serve amongst the household of the highest of the Imperium's nobility, acting as chamberlains, counsellors and consuls. They broker inter-house alliances, trade deals, and marriages, and their hand is ever at work amongst the highest echelons of power. The Sisters Famulous are skilled diplomats able to reconcile the most bitter of rivals, but their true mission is often performed entirely behind the scenes.

The Orders Famulous are greatly concerned with the spiritual and genetic purity of the human race. Through their arranging of alliances and marriages, they take a direct hand in the fate of humanity, for those they counsel wield the power of whole planets and control the fates of billions. The servants of the Orders Famulous do not openly discuss this element of their work, even with other members of the Sisterhood, but many do appear to have extensive contact with members of the Inquisition, especially the Ordo Hereticus and within the ranks of that order, those who subscribe to the doctrines of the Thorians.

Much of the work of the Orders Famulous also involves tracking the manifestation of saints, and they often become involved in the arcane process of determining whether or not

an individual is to be beatified. They also become deeply involved in investigations surrounding the appearance of so-called Living Saints. Perhaps due to their connections with the Thorians and their manipulation of noble bloodlines, they have on several occasions predicted and prepared for the arrival of a Living Saint long before she was even born.

THE ORDERS DIALOGOUS

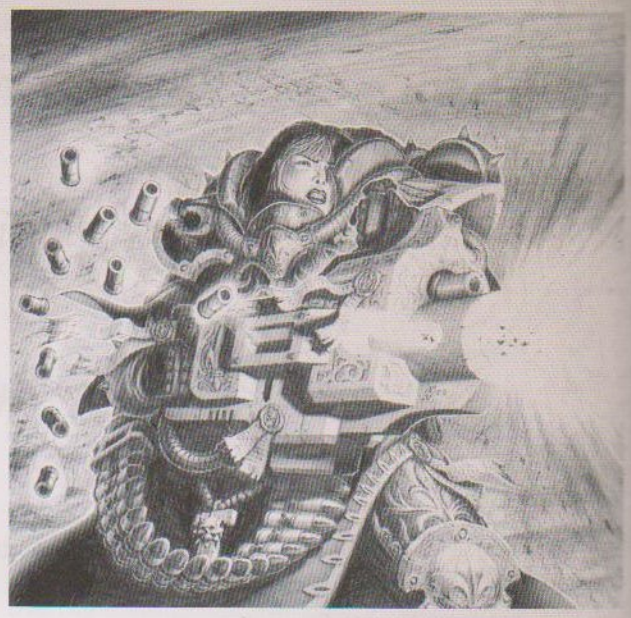
The Orders Dialogous are amongst the most learned of scholars, and their particular field of interest is that of language. Their tasks are many and varied, from the interpretation and transcription of long lost texts to accompanying Imperial diplomats on contact missions with intelligent xenos species. The average Sister Dialogous might be fluent in several hundred everyday human dialects, and dozens of secret cants, ciphers and even xenos tongues. They are amongst the very few judged sufficiently pure and incorruptible to withstand the deceits which the capricious Eldar often use in their dealings with Mankind. Many times, an Imperial official has come away from a contact with an Eldar leader believing himself to have gained the upper hand, only for an accompanying Sister Dialogous to inform him of the true meaning and implications of the alien's words.

Sisters Dialogous often work alongside both Sisters Famulous and the agents of the Inquisition. Their skills at deciphering ancient records greatly aid the work of the Orders Famulous when delving into the very earliest days of the Imperium's noble bloodlines. When serving alongside Throne Agents, Sisters Dialogous are often required to attend interrogations, especially those of alien captives, to serve as translators.

THE ORDERS HOSPITALLER

Sisters Hospitaller are amongst the most skilled and compassionate surgeons in the Imperium. Their convents often take the form of hospitals and retreats, and large numbers of them accompany the armies of the Imperial Guard. So skilled are the Sisters Hospitaller that they are regarded as saints by the common soldiery, who far prefer their gentle ministrations to the crude work undertaken by the field surgeons of the Departmento Munitorum.

Sisters Hospitaller often serve in conjunction with members of other orders. Their knowledge of genetics makes them useful to Orders Famulous investigations, and their knowledge of the human body often leads them to accompany an Inquisitor into the torture chamber. It is a true measure of their dedication to the Emperor that these supremely skilled and compassionate individuals are able to put aside all selfish thoughts of their personal morality and turn their hands to inflicting pain when duty calls them to do so.



OTHER NON-MILITANT ORDERS

There are scores, perhaps even hundreds more non-militant orders within the Adepta Sororitas, the vast majority of which are unknown to the bulk of Mankind. The Orders Sabine for example specialise in infiltrating newly rediscovered human worlds and preparing the way for the arrival of the Missionarius Galaxia. The Orders Pronatus tend to the myriad sacred relics of the Ecclesiarchy, and are entrusted with the care of artefacts recovered from the followers of Chaos or of aliens. The Orders Madriga provide the all-female choirs that fill the cathedrals with sublime, heavenly song in the temples favoured temples of Arch-Cardinal Ignato. The Orders Planxilium form thousand-strong processionals leading weeping and wailing pilgrims upon the remembrance and high holy days of Veneris. The 'dark sisters' of the Orders Vespila are tasked by Cardinal Kregory Hestor with the sanctification of the bodies of fallen kin, and are sometimes called upon to serve as forensic specialists when a Throne Agent has recourse to disinter a long dead corpse.

The Order of the Ebon Chalice

It is unknown why Palatine Rhiannon was sent from the Convent Prioris to the Calixis Sector. Her mission's arrival on Iocanthos was initially considered a slight on the Canoness General and brought with it many questions. Only the influence of the Ordo Hereticus has managed to smooth things over. As yet, the fifty Battle Sisters have not seen much combat action, but their presence is reflected in the more aggressive role that the Order Famulous has recently taken on Iocanthos, possibly preparing the Nobility for some Ecclesiarchal goal.

Adepta Sororitas Character Creation

The Sister of Battle Career is an alternative to the Adepta Sororitas career from the **Inquisitor's Handbook** and is presented here without need to reference previous publications. Previous Adepta Sororitas career options in **Inquisitor's Handbook** represent general Sisters in service of the Ecclesiarchy. In contrast, this chapter includes options for Sisters in service of a specific order their entire career. It includes new options, abilities, and access to expanded Faith Talents. There are also alternative ranks that provide options for additional aspects of the Adepta Sororitas. In line with their primary role as defenders of the Ecclesiarchy, there are no true 'branches' to this career. The Sisters of Battle are devout, fanatical warriors who are largely single-minded in purpose.

The Dialogous, Hospitaller, and Famulous Alternate Starting Ranks allow a player to create a different kind of Sororitas character than the Battle Sister. They have access to a wider variety of skills and talents, but lack the military prowess. Though these members of the Sisterhood have received combat training, their talents are best used off the battlefield and thus the Ecclesiarchy and the Sororitas have access to a wide variety of talented individuals. If a player wishes to use one of these Alternate Starting Ranks, it must be done at character creation, or the option is lost. Once a character achieves Rank Two, she returns to the appropriate career for advancement. Characters from Non-militant Orders are treated as Adepts and Clerics for all purposes, but have specialized skills and alternative career ranks available to them as they progress.

The Seraphim and Celestian Alternate Ranks bring tactical and command capabilities to the Battle Sister Career, and the Sister Repentia Alternate Rank focuses on the utter devotion with which the Sisterhood serves the God-Emperor even when heavily exposed to corrupting influences.

Each of these additions comes with specialised Faith talents to reflect the ways they hone their faith into a weapon against their foes. The progression of the Battle Sister career will lead a devoted Sister of the Adepta Sororitas down a different path than those who are selected for other Orders.

Many Sororitas skills and talents are more expensive in xp than other characters'. While this makes it a longer process to gain some of the abilities that reflect their very focused training and skill set, Adepta Sororitas characters are more than compensated with their impressive starting equipment and access to the power of Faith.

Tailoring Power Levels

The Adepta Sororitas consists of some of the most ardent followers of the God-Emperor and the armament and focus of the Sisters of Battle reflect their role as defenders of the Imperial Creed and the Ecclesiarchy. The Career and Alternate Career ranks within this supplement represent a Sororitas from one of the Orders Militant, also called a Battle Sister. In combat situations, a Battle Sister can be an invaluable asset to an Acolyte cell. However, Battle Sisters do not always interact with the lower echelons of Imperial Society as easily as other Acolytes.

Some of the Adepta Sororitas have an extremely narrow-minded outlook on the universe and the power to enforce their views, so the GM should always have the final say on whether a particular Sororitas character will be a good fit. Battle Sisters must hail from a world with strong ties to the Ecclesiarchy, so starting options are limited by the GM's discretion.

The GM should be aware that at rank 1, a Sister of Battle may have superior armaments to other Career options in the form of her bolter and power armour. The other Careers have additional options presented in supplements (including this one) that might adjust the focus of the character. Depending upon the composition of the acolyte cell, the GM may wish to alter the Battle Sister for game play purposes. Sisters of Battle do not have access to the breadth of Talents or Skills that many other careers grant and depending on the style of campaign this might also need to be addressed by the GM.

Here are some ways to tailor a Sister of Battle to the power level and style of your campaign.

- If the Sister's armaments are too powerful at early ranks, a GM could rule that Adepta Sororitas begin play with a Bolt Pistol and sword instead. While Sisters of Battle are known for their skill with a Bolter, one travelling with an Acolyte Cell might be issued a lighter side arm and melee weapon to better perform her duties in service of the Holy Ordos.
- If the Sister is to accompany more powerful characters (possibly in a **Rogue Trader** or **Deathwatch** campaign) she may have access to heavy weapons or best quality weapons earlier in her career than normal. She might also carry an additional weapon that was not requisitioned but is instead kept as a memento of previous deeds or lost comrades.
- If the game focuses heavily on mystery and intrigue, and a Battle Sister's skill set is not broad enough, a GM may allow her to take an alternate career rank from one of the non-militant orders that she would not typically qualify for.
- In a game where social or political manoeuvring is important, a GM may allow a Battle Sister to switch her Characteristic Advances costs for Ballistic Skill and Fellowship.

Battle Sister

"Bring salvation through annihilation."

—Common commandment of the Sisters of Battle

The Militant Orders of the Adepta Sororitas are composed of women whose dedication to the Imperial Creed is above suspicion. The Orders Militant are filled with the Sisters of Battle, who as a whole comprise the Chamber Militant of the Ecclesiarchy. In combat, forces of the Sisters of Battle can turn back armies of Orks or renegade Imperial Guardsmen. As servants of the Ecclesiarchy, Inquisitors often request their talents as part of a cell of Acolytes, serving as a tactical weapon of faith.

Inquisitors of the Ordo Hereticus find Sisters of Battle particularly useful, as their faith in the God-Emperor of Mankind makes them perfect tools for use against the enemy within. Inquisitors of other Holy Ordos will use Sisters of Battle from time to time to join their Acolyte cells both to root out the heretic but also to maintain the faith of a those in the Inquisitor's employ.

The Sisters of Battle train extensively with the weapons of the Emperor, chiefly the Bolter. So honed is their expertise that a Sister of Battle can stand firm in the face of hive gangs and renegade guardsmen, her faith and power armour protecting her from their lesser weaponry. While their equipment is some of the best the Ecclesiarchy has to offer, they are not mere soldiers, they are icons of the Imperial Creed.

Acolyte Cells may find their ability to travel incognito greatly reduced when in the company of a Battle Sister. Imperial Citizens take note of her presence and often ask for advice in matters of faith or minor blessings. Some Sisters of Battle prefer to travel without their Power Armour for just this reason, wearing it only when they know battle is likely or when serving in an official capacity.

The Sister of Battle is also endowed with powerful faith. Much like a psyker can mold the Warp to his use, the purity, will, and faith of an Adepta Sororitas sister is a tangible and real thing. It is capable of shielding her from the predations of Daemons and heretics or enabling her to perform miraculous deeds that are nothing short of divine intervention. A Battle Sister's faith manifests itself physically and cannot be denied as mere indoctrination of the Imperial Creed.

Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Literacy, Speak High Gothic, Speak Low Gothic, Performer (singer).

Starting Talents: Basic Weapon Training (Bolt), Melee Weapon Training (Primitive), Unshakeable Faith, Hatred [choose one] (Heretics, Mutants, or Psykers), Pure Faith.

Starting Gear: Sororitas Power Armour (without Helmet), Godwyn-De'az Bolter and 2 reloads, Chaplet Ecclesiasticus (acts as a charm), Ring of Suffrage, copy of Rule of the Sororitas, Scoriada (flail for self-flagellation), writing kit, Shield Robes.

Starting Wealth: 50 Thrones

Monthly Income: Sisters of Battle are servants of the Ecclesiarchy in the truest sense. They do not receive a monthly income from the Adeptas Ministorum or from an Inquisitor. Rather their equipment is provided for them as they require it. A Sister of Battle is given her starting equipment and a small amount of Throne Gelt in case she require it when in service outside of the convent. A Sister of Battle may replenish her starting equipment from the reserves of the Ecclesiarchy any time she is able to visit an Order Militant convent or similarly stocked bastion of the Imperium. A Battle Sister does not care for personal wealth, when she is able she will happily give all of her Throne Gelt to the Ecclesiarchy at her first opportunity and often abstains from any spoils that an Acolyte cell is normally entitled to. A Sister of Battle is expected to return equipment she is not using and rarely carries more than two weapons at any time.

A Sister of Battle my turn in her current equipment and requisition up to two weapons that she is high enough rank to qualify for and two reloads for those weapons.

At Rank 2 she may requisition a Flamer, Bolt Pistol or Sword.

At Rank 3 she may requisition a Hand Flamer or Chainsword.

At Rank 4 she may requisition a Meltagun. She may also add a Helmet to her Power Armour if she wishes.

At Rank 5 she may requisition a power sword.

At Rank 6 she may requisition a Godwyn-de'az Storm Bolter.

Battle Sister Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1000
Ballistic Skill	100	250	500	750
Strength	250	500	750	1000
Toughness	500	750	1000	2500
Agility	250	500	750	1000
Intelligence	500	750	1000	2500
Perception	250	500	750	1000
Willpower	100	250	500	750
Fellowship	250	500	1000	1000

Rank 1 Advances

Name	Cost	Type	Prerequisites
Awareness	100	S	—
Climb	100	S	—
Common Lore (Ecclesiarchy)	100	S	—
Common Lore (Imperial Creed)	100	S	—
Performer (Singing)	100	S	—
Trade (Copyist)	100	S	—
Basic Weapon Training (Las)	100	T	—
Basic Weapon Training (SP)	100	T	—
Forbidden Lore (Heresy)	200	S	—
Flagellant	200	T	—
Pistol Training (Las)	200	T	—
Pistol Training (SP)	200	T	—
Sound Constitution†	200	T	—
Faith Talent†	300	T	Varies

†You may take this Talent two times at this Rank.

Rank 2 Advances

Name	Cost	Type	Prerequisites
Intimidate	100	S	—
Performer (Singer) +10	100	S	Performer (Singer)
Tech Use	100	S	—
Trade (Copyist) +10	100	S	Trade (Copyist)
Pistol Training (Bolt)	100	T	—
Quick Draw	100	T	—
Scrutiny	200	S	—
Secret Tongue (Sororitas War Cant)	200	S	—
Sound Constitution	200	S	—
Basic Weapon Training (Flame)	200	T	Awareness
Forbidden Lore (Ordo Hereticus)	200	T	—
Hatred (Heretics)	200	T	—
Hatred (Mutants)	200	T	—
Hatred (Psykers)	200	T	—
Scholastic Lore (Archaic)	200	T	—
Scholastic Lore (Philosophy)	200	T	—
Thrown Weapon Training	200	T	—
Faith Talent	300	T	Varies

Rank 3 Advances

Name	Cost	Type	Prerequisites
Common Lore (Ecclesiarchy) +10	100	S	Common Lore (Eccles.)
Common Lore (Imperial Creed) +10	100	S	Common Lore (Imp. Creed)
Dodge	100	S	—
Drive (Ground)	100	S	—
Melee Weapon Training (Chain)	100	T	—
Awareness +10	200	S	Awareness
Meditation	200	T	—
Mighty Shot	200	T	BS 40
Sound Constitution	200	T	—
Heavy Weapon Training (Bolt)	300	T	—
Resistance (Psychic Powers)	300	T	—
Search	200	S	—
Ambidextrous	200	T	—
Hatred (Abhumans)	200	T	—
Hatred (Radical Inquisitors)	200	T	—
Hatred (Xenos)	200	T	—
Pistol Training (Flame)	200	T	—
Rapid Reload	200	T	—
Unshakeable Faith	200	T	—
Faith Talent	300	T	Varies

Rank 4 Advances

Name	Cost	Type	Prerequisites
Climb +10	100	S	Climb
Common Lore (Imperium)	100	S	—
Common Lore (War)	100	S	—
Literacy +10	100	S	—
Command	200	S	—
Crack Shot	200	S	BS 40
Forbidden Lore (Heresy) +10	200	S	Forbidden Lore (Heresy)
Forbidden Lore (Psykers)	200	S	—
Basic Weapon Training (Melta)	200	T	—
Cleanse and Purify	200	T	Basic Weapon (Flame)
Sound Constitution	200	T	—
Armour of Contempt	300	T	WP 40
Arms Master	300	T	BS 30, Basic Weapon Training (any two)
Faith Talent	300	T	Varies
Heavy Weapon Training (Flame)	300	T	—
Litany of Battle	300	T	Fel 30
Hardy	400	T	—

The Power of Faith

A Sororitas sister's faith is a series of Talents that allow her to use her Fate Points in unique ways. Full details on the power of Faith and how characters can use it in **Dark Heresy** can be found in **Chapter 4: Fire and Faith**.

Talent: Litany of Battle

The Battle Sister knows hundreds of litanies and always recites exactly the most appropriate verse in battle, bolstering her allies with the wisdom of saints. The Sister of Battle may spend a fate point to allow an ally who can hear her to re-roll a failed Weapon Skill or Ballistic skill test. Characters may still only re-roll a test once.

Rank 5 Advances

Name	Cost	Type	Prerequisites
Common Lore (Ecclesiarchy) +20	100	S	Common Lore (Ecclesiarchy) +10
Common Lore (Imperial Creed) +20	100	S	Common Lore (Imperial Creed) +10
Dodge +10	100	S	Dodge
Literacy +20	100	S	—
Nerves of Steel	100	T	—
Awareness +20	200	S	Awareness +10
Common Lore (War) +10	200	S	Common Lore (War)
Drive (Hover)	200	S	—
Scrutiny +10	200	S	Scrutiny
Search +10	200	S	Search
Silent Move	200	S	—
Tech Use +10	200	S	Tech Use
Hip Shooting	200	T	BS 40, AG 40
Jaded	200	T	WP 30
Melee Weapon Training (Power)	200	T	—
Sound Constitution	200	T	—
Die Hard	300	T	WP 40
Faith Talent†	300	T	Varies
Marksman	300	T	BS 35

Rank 6 Advances

Name	Cost	Type	Prerequisites
Heightened Senses (Hearing)	100	T	—
Heightened Senses (Sight)	100	T	—
Insanely Faithful	100	T	—
Ciphers (Sororitas War Cant) +10	200	S	Ciphers (Sororitas War Cant)
Command +10	200	S	Command
Drive (Ground) +10	200	S	Drive (Ground)
Scholastic Lore (Imperial Creed)	200	S	—
Scholastic Lore (Tactica Imperialis)	200	S	—
Deadeye Shot	200	T	BS 30
Light Sleeper	200	T	Per 30
Peer (Adepta Sororitas)	200	T	Fel 30
Sound Constitution	200	T	—
Search +20	300	S	Search +10
Faith Talent†	300	T	Varies
Heavy Weapon Training (Melta)	300	T	—
Litany of Hate	300	T	Hatred
Tests of Faith	300	T	WP 30

Heavy Weapon Requisitions

While Battle Sisters may be capable of using Heavy Weapons they are not typically issued them when serving as part of an Acolyte Cell and not part of a Sisters of Battle Squad. It is up to the GM's discretion when a Sister of Battle has access to these weapons.

Talent: Tests of Faith

The Battle Sister's faith has been tested in the fires of combat and she has emerged with her faith tempered and sharpened. Once per game session the Battle Sister may activate an Emperor's Wrath Faith talent without spending a Fate Point. The effect activates as normal as if the character had spent a Fate Point but not as if she burned a Fate Point.

Rank 7 Advances

Name	Cost	Type	Prerequisites
Climb +20	100	S	Climb +10
Common Lore (War) +20	100	S	Common Lore (War) +10
Charm	200	S	—
Scholastic Lore (Archaic) +10	200	S	Scholastic Lore (Archaic)
Scholastic Lore (Bureaucracy)	200	S	—
Scholastic Lore (Imperial Creed) +10	200	S	Scholastic Lore (Imperial Creed)
Scholastic Lore (Tactica Imperialis) +10	200	S	Scholastic Lore (Tactica Imperialis)
Scrutiny +20	200	S	Scrutiny +10
Search +20	200	S	Search +10
Tech-Use +10	200	S	Tech-Use
Counter-attack	200	T	WS 40
Fearless	200	T	—
Nerves of Steel	200	T	—
Sharp Shooter	200	T	—
Sound Constitution	200	T	—
Air of Authority	300	T	Fel 30
Faith Talent	300	T	Varies
Iron Discipline	300	T	WP 30, Command

Rank 8 Advances

Name	Cost	Type	Prerequisites
Scholastic Lore (Tactica Imperialis) +10	100	S	Scholastic Lore (Tactica Imperialis)
Command +20	200	S	Command +20
Scholastic Lore (Archaic) +20	200	S	Scholastic Lore (Archaic) +10
Scholastic Lore (Bureaucracy) +10	200	S	Scholastic Lore (Bureaucracy)
Scholastic Lore (Imperial Creed) +20	200	S	Scholastic Lore (Imperial Creed) +10
Scholastic Lore (Tactica Imperialis) +20	200	S	Scholastic Lore (Tactica Imperialis) +10
Blind Fighting	200	T	Per 30
Foresight	200	T	Int 30
Sound Constitution †	200	T	—
Drive (Ground) +20	300	S	Drive (Ground) +10
Forbidden Lore (Psykers) +10	300	S	Forbidden Lore (Psykers)
Faith Talent	300	T	Varies
Into the Jaws of Hell	300	T	Iron Discipline
Peer (Ecclesiarchy)	300	T	Fel 30
Miraculous Survival	400	T	—

Talent: Miraculous Survival

The Sister of Battle is not merely protected by her faith in the Emperor, it is clear to all that He has plans for her and she will not die until He ordains it. When the Sister of Battle burns a Fate Point to avoid death, she stands up (or climbs her way out of the rubble, etc.) at the beginning of her next action completely unharmed in any way. She has full wounds, no fatigue and is cured of any critical effects that she has sustained, even if the damage was incurred before the event that would have caused her death.

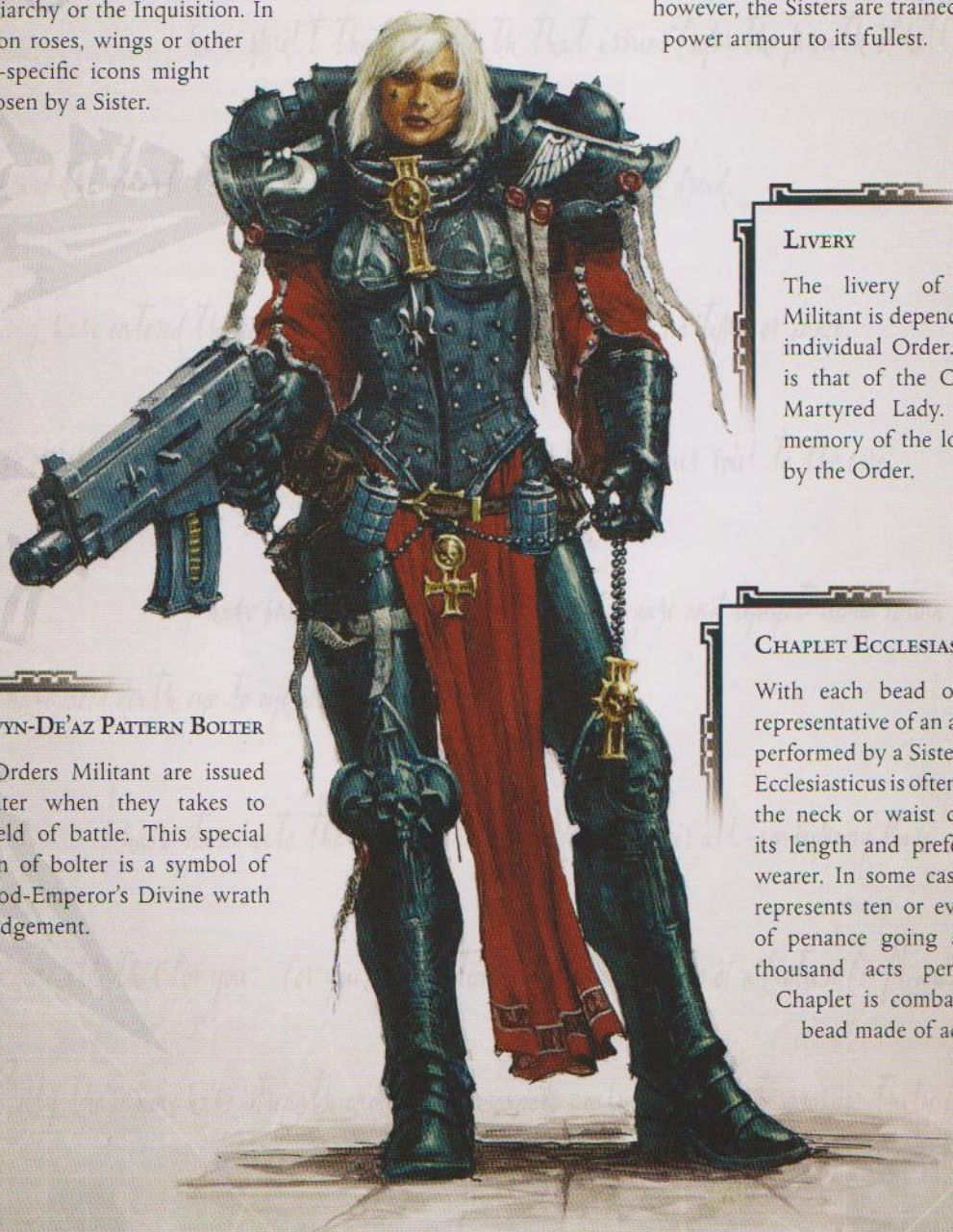
Battle Sisters Vestments

Fleur De Lys Tattoo

Devoted to the Ecclesiarchy in mind and body, the Adepta Sororitas often bear tattoos, ritual scaring or other markings that display their loyalty. The Fleur De Lys is a symbol of the Sisterhood but a Sister might also bear markings of the Ecclesiarchy or the Inquisition. In addition roses, wings or other Order-specific icons might be chosen by a Sister.

Sororitas Power Armour

Similar to the light power armour often used by many Inquisitors, the Sororitas Power Armour has an extended operating life. Sisters of Battle do not have the advanced Black Carapace of the Adeptus Astartes, however, the Sisters are trained to use their power armour to its fullest.



Livery

The livery of the Orders Militant is dependent upon the individual Order. Shown here is that of the Order of Our Martyred Lady. The red in memory of the losses suffered by the Order.

Godwyn-De'az Pattern Bolter

The Orders Militant are issued a Bolter when they takes to the field of battle. This special pattern of bolter is a symbol of the God-Emperor's Divine wrath and judgement.

Chaplet Ecclesiasticus

With each bead on the string representative of an act of penance performed by a Sister, the Chaplet Ecclesiasticus is often worn around the neck or waist depending on its length and preference of the wearer. In some cases each bead represents ten or even more acts of penance going as high as a thousand acts per bead. The Chaplet is combat ready, each bead made of adamantium.

Seraphim

"They appear upon the field of battle, the suns are their halo's and their arms are the Emperor's judgement. I welcome their arrival as the number of executions I must perform decreases significantly."

–Commissar Cadet Vectili

Even amongst the highly skilled warriors of the Orders Militant, some Battle Sisters prove themselves to be exceptionally talented. These are organised into Seraphim squads and the Seraphim Sister Superiors teach them the ancient fighting techniques which have been passed on down the millennia since the Daughters of the Emperor were founded. Using a mix of pistols, predominantly bolt pistols and hand flamers, the Seraphim act as the roving hit-and-run specialists of the Sisterhood, hunting heretics from the air and punishing them up close. In order for a Battle Sister to be accepted into the ranks, they must display close combat aptitude and be experienced warriors. Being a Seraphim is a great honour in that they are often lauded as the heroes among heroes, the 'saviours' of a battle as they dispense the Emperor's wrath from the heavens.

Open only to the Orders Militant, those who join the Seraphim exemplify the willingness of the Sisterhood to pursue heretics wherever they hide. Their mobility on the battlefield makes them one of the most deadly assets a Canoness has at her disposal. Even among the Sororitas, their tactics and training are considered impressive. The are schooled in the ancient skills of their order. This includes methods of unarmed warfare, armed hand-to-hand combat, and the use of sophisticated equipment such as jump packs. Most importantly of all, the Seraphim are taught co-ordination and control to fire two pistols at once. In combination with their jump packs, this skill is deadly and means the Seraphim can strike almost anywhere, hitting hard and fast before moving onto another target.

The sight of the Seraphim has a very powerful influence upon friendly troops who bear witness to them descending into battle, often described as a feeling of being protected by a higher power. The angelic profile given by their jump packs is reportedly an unexpected benefit, though some have speculated that it was intentionally designed millennia ago to boost the morale of the devout and to strike fear in the corrupt. Thousands of battle-weary troops have reported that when the Seraphim arrived, they felt their spirits rise and became newly emboldened to fight their enemies. Many division commanders in the early holy wars of the Calixis Sector were known to time their assaults to coincide with the appearance of the Seraphim. To date, few wars have been lost when the Seraphim have been present (see Siege of Vaxanide below).

Seraphim in the Calixis sector

Seraphim have traditionally been in short supply in the Calixis Sector due to the demand for them to fight in holy wars elsewhere in the Imperium. The Calixis Ecclesiarchy has placed great faith in the Frateris Militia to manage alone, but with holy wars brewing in Protasia and 47 Kapella, this issue may be revisited. Only two of the Orders Militant currently have ready Seraphim squads: the Order of the Bloody Rose and the Order of the Valorous Heart.

Becoming a Seraphim

Only the Sisters of Battle with a clarity of purpose and exceptional talent take on the mantle of the Seraphim. These women are implacable foes to those who would blaspheme against the Emperor or his Imperium, and fonts of inspiration to those fighting on the Emperor's behalf. The sight of the "avenging angels" has on more than one occasion provided the needed boost of morale to PDF and Imperial Guard troops disheartened by battle losses or more arcane forces. While many aspire to stay in the ranks of the Seraphim, the need for trained leaders in other combat-ready squads often pulls away from the Sororitas' ability to retain veteran sisters in these units. Seraphim assigned to act with acolytes of the Inquisition or to work with other servants of the Ecclesiarchy are often younger Battle Sisters whose zealous pursuit of the enemy within is not tempered by experience.

Required Career: Battle Sister
Rank Requirement: Rank 5
Prerequisites: BS 35, WS 35, Ambidextrous
Effects: You gain the Pilot (Jump Pack) Skill
Equipment: Seraphim may requisition a pair of Seraphim Hand Flamers at Rank 6 or a pair of Seraphim Inferno Pistols at rank 7.

Talent: Hit and Run

Seraphim are masters of battlefield mobility and find that rapid response is one of their greatest assets. A Seraphim with this talent may make a Disengage action as a Half Action. The Seraphim may choose to take a Full action to disengage, if she does she moves her full Jump Pack speed rather than half her speed.

The Siege of Vaxanide

After the Space Hulk *Pinnacle of Savagery* was splintered in space over the world of Vaxanide, several smaller groups of orks continued on to the surface. One of those was a small Kult of Speed group headed by a warboss named Gurdok Ironclaw. Gurdok had developed a reputation for hit and run attacks on other planets where he used his massive power claw to rip apart any opposition and then vanished into the wilderness. When he landed on the planet's surface, he wasted no time in moving toward the closest human settlements. Unfortunately for him, the closest was the Abbey of Divine Judgment, run by the Order of the Valorous Heart.

As the Warboss began his assault on the surrounding lands, Legatine Brigit led five full squads of Seraphim out to evacuate the civilians. Seeing softer targets leaving the area, Gurdok led half of his force to pursue the troop carriers filled with civilians. Taking her squad to counter them, Brigit and her sisters harassed the bikes and buggies of the warlord, removing long ranged elements and enraging Gurdok. He stopped his pursuit of the civilians and surrounded the Seraphim, firing all shootas at the ten women in front of him. Outnumbered ten to one, all ten women knelt in prayer and as the orks pulled the triggers, they leapt up and began to pour fire into the horde. Brigit jumped straight for Gurdok and with a sweep of her power sword beheaded him. When she turned, her sisters had cut down no less than half of the remaining Orks with their hand flamers, sending the rest fleeing. Brigit returned to the walls of the Abbey and flung Gurdok's head into the throng. The immediate squabbling by the nobz in the group turned ork against ork and the rest of the green host was easily cut down by the Abbey's forces.

Seraphim Advances

Name	Cost	Type	Prerequisites
Navigation (Surface)	100	S	—
Two-Weapon Wielder (Ballistic)	100	T	BS 35, Ag 35
Two-Weapon Wielder (Melee)	100	T	WS 35, Ag 35
Dodge +10	200	S	—
Navigation (Surface) +10	200	S	Navigation (Surface)
Pilot (Jump Pack) +10	200	S	Pilot (Jump Pack)
Hit And Run	200	T	—
Leap Up	200	T	—
Melee Weapon Training (Power)	200	T	—
Pistol Training (Melta)	200	T	—
Dual Shot	300	T	—
Faith Talent	300	T	Varies
Gunslinger	300	T	BS 40, Two Weapon Wielder
Lightning Reflexes	300	T	—
Pilot (Jump Pack) +20	400	S	Pilot (Jump Pack) +10
Independent Targeting	400	T	—
Tests of Faith	400	T	WP 30

Celestian

"Come sisters, rejoice and be glad, for before this day ends, we shall be at our Father's side."

–Sister Superior Lucrezia Bask, The Last Stand at Gallowglass

An Adepta Sororitas who has proven herself to have exceptional battlefield skills will often be brought into a Celestian squad. Using training and techniques that have been passed down for millennia, a Celestian is a dangerous and capable battlefield combatant. Celestians are ferocious fighters whose burning hatred of the Emperor's enemies makes them formidable foes in combat. They are fervent adherents to the Imperial Creed and skilled practitioners of the martial disciplines of the Daughters of the Emperor of old.

While the Celestians are armed in the same ways as a regular Battle Sister squad, what is different is that their burning hatred allows them to fight harder against the sworn enemies of the Imperium. When engaged with an enemy, these Sororitas let the pent-up rage vent on their foes; unleashing bullet, bolt, and blade with terrifying results. In combat, Celestians often counter-attack a flank assault or plug a breach in the lines. It is a tactic that has been used to great effect since their inception. It is rumoured that the Seventeen Martyrs of Gallowglass were all Celestians, but this has never been confirmed.

The Celestians are honoured and revered by the Sisterhood as genuinely touched by the Emperor. It is said of them that the hand of the Emperor guides their blows and makes them stand their ground when others would falter and run. When not in combat, the honour accorded to them is the same in many ways as the Palatines of the Order. When engaged with the enemy, their arrival heralds the utter devastation of the Order's foes and all other Sororitas rally to them.

Celestians in the Calixis Sector

If the stories and rumours are accurate, Celestians have accomplished many of the more miraculous events in the history of the Sisterhood. From the Last Stand on Gallowglass to the Purifying of Lind, stories of the Celestians are found everywhere, each one telling nigh-impossible tales of divine feats of bravery and honour. In more recent times, many of these same acts of selflessness have been repeated by the Celestian squads, so there is evidence to support the stories. One of the more interesting things that has gone unnoticed outside of the Sisterhood itself is that the majority of the new Celestians in the sector come from the Order of the Valorous Heart. While there is no apparent explanation for this, Canoness Constance has used her Celestians to great effect in the escalating conflicts on Protasia and 47 Kapella.

Becoming a Celestian

Celestians come from many orders, though the vast majority of them come from the Orders Militant where the focus on heretical confrontation is more prevalent. The Imperial Creed that burns within the Battle Sister compels them to actively engage the enemies of the Imperium. Like the Repentia, a Celestian's ability to control their hatred in the presence of a known enemy is nonexistent. All she knows is that the heretic, alien, or witch must perish to atone for its crimes. A Celestian's martial prowess and training is the best the Adepta Sororitas have to offer. Much of their training and tactics dates back to the Daughters of the Emperor.

Required Career: Battle Sister

Rank Requirement: Rank 5

Prerequisites: WS 35, BS 30, Hatred (Any Two)

Effects: You gain the Holy Hatred Talent.

Equipment: The Celestian may requisition an Inferno Pistol at rank 6.

Talent: Holy Hatred

Celestians know that those who do not serve the Emperor with the entirety of their existence are merely heretics, mutants, or worse waiting to happen. Against any target that is not a true servant of the Imperium of Mankind (GM's discretion) the Celestian is treated as having the Hatred talent. If the Celestian has a Hatred talent appropriate to the target she gains an additional +5 to WS Tests to hit the target. This talent cannot be shared by the effects of the Litany of Hate talent.

Celestian Advances

Name	Cost	Type	Prerequisites
Common Lore (War) +10	100	S	Common Lore (War)
Dodge +10	100	S	Dodge
Nerves of Steel	100	T	—
Two-Weapon Wielder (Ballistic)	100	T	BS 35, Ag 35
Two-Weapon Wielder (Melee)	100	T	WS 35, Ag 35
Combat Master	200	S	—
Berserk Charge	200	T	—
Furious Assault	200	T	WS 35
Melee Weapon Training (Power)	200	T	—
Pistol Training (Melta)	200	T	—
Sound Constitution	200	T	—
Strong Minded	200	T	Resistance (Psychic Powers)
Command +10	300	S	Command
Air of Authority	300	T	Fel 30
Blind Fighting	300	T	Per 30
Dual Strike	300	T	Ag 40, Two Weapon Wielder (Melee)
Faith Talent	300	T	Varies
Intimidate +10	400	S	Intimidate
Counter-Attack	400	T	WS 40

Sister Repentia

"Should any Sister, in her deeds or thoughts, sin, she should willingly and immediately make her fault known to her Superior, and amend with a pure heart. If she does not usually fail in this manner, let her be given but a week's penance, but if her sin is great, let her go apart from the company of her Sisters, so that she may not sit at table with them, nor kneel in prayer at their side. Let her go alone, submitting herself to the will of the almighty God-Emperor of Mankind. Let her don the hood of the penitent and take up the ceremonial eviscerator, and seek her redemption upon the field of battle."

–Rule CCCLIX, the Rule of the Sororitas, Volume VI

The Adepta Sororitas are known to be some of the most ardent followers of the Imperial Creed. Their faith in the God-Emperor and their willingness to smite the foes of the Imperium is legendary. Over time, however, the vile foes of the Imperium have the ability to soil the souls of even the most devout followers of the Imperial Creed. For any other member of the Imperium, this starts the treacherous slide toward heresy. For a Sororitas sister, they willingly become a Repentia.

The Sisters Repentia are those Sororitas who have felt the cold hands of doubt or heresy inside of them and cannot purge themselves of it through extensive fasting, daily self-flagellation, or performing rites of contrition. Whether the perceived sin is slight or imagined, the Repentia's faith holds her true to the God-Emperor's will and she seeks penance in battle. Those who seek absolution in this way are graced by the God-Emperor, for all are imperfect and owe penance to Him. With the fire of His will burning in their chests, Sisters Repentia want nothing more than absolution for their sins in the heat of battle, whether through castigating the heretic or achieving their glory-filled death.

The oaths taken by a Sister Repentia are personal vow's to cleanse themselves of any sin. No matter the vows contents, however, it can only be attained in death. The longer a Sister Repentia survives, the longer she is forced to atone, and only in her last breath does she find absolution. In some cases, a Sororitas sister will claim a sin for another person, often a blood relative or an infamous ancestor, and in rare cases even another member of the Sisterhood who cannot fulfil her duties. These self-sacrificing Battle Sisters must still carry the burden of a Sister Repentia.

While the majority of the Sisters Repentia in the Calixis sector have traditionally come from the Orders Militant, an increasing number from the non-militant Orders are willingly taking up the oath to atone for information they have seen or heresies they have witnessed but failed to prevent. It has been speculated that the recent activity of the Tyrant Star may have something to do with it, but these rumours have been largely discounted. As more and more Sororitas are pressed into service, an increasing number of Sister Repentia are serving alongside acolytes of the Ordo Hereticus as a means to fulfil their vows.

The Oath of Penance

An oath of penance is a role-playing based condition agreed upon by the player and the GM upon becoming a Repentia. It is very important that the criteria are clear and consistently gauged as the character seeks atonement. If the oath is abandoned then the consequences are a matter for the GM to decide. While a Sister Repentia is a very formidable opponent in melee combat, taking this oath can easily be a death warrant. Beginning the journey of the Sister Repentia is one that should not be taken likely, as this is a sure path to martyrdom which the character must be prepared to complete.

Taking an Oath

An oath of penance sets the Sororitas on a journey that is revered by the Sisterhood even though the Repentia are apart from their Sisters. As a penitent, only a few Sororitas ever interact with a Repentia outside of battle once she has taken an oath. While separated from their sisters, the Repentia hold a special place of honour. Repentia face their inner daemons alone rather than risk others of the Order. Those that fulfil the oath are often some of the most formidable warriors in the Adepta Sororitas and are treated with the utmost posthumous respect.

The oath is fulfilled only when the Sister dies, often in glorious battle. The oath varies according to whatever sin the sister must atone. This penance could be killing known heretics, service to a Witch-Finder, or defending a relic of the Ministorum from alien raiders. Whether the sister dies quickly or after years of service is irrelevant, only that the oath is fulfilled.

The exact process for taking an oath varies from order to order. In the Calixis Sector it is common practice that from the moment a Sororitas declares her intent to take the oath, she is formally removed from the Sisterhood and is taken to the chapel's sanctum. The eldest heroine of the Order removes the petitioner's armaments and ritually shaves her head in preparation for coming battle. The vestments of the Adepta Sororitas are replaced with the Robes of the Penitent, simple crème coloured robes with little protective value. The Chapel is then cleared of all other Sororitas and she is left alone with the eldest heroine. During this time, the heroine leads the Repentia through a series of litanies and oaths designed to stoke the raging fire of faith she will need to complete her task.

Becoming a Sister Repentia

Sisters Repentia are fanatical warrior women who show no fear in battle and no remorse to those who blaspheme against the Golden Throne. Their single-minded devotion to the God-Emperor gives them protection against the heretics they have been sent to destroy. Only when a Sororitas sister feels she has something to atone for will she take an oath of penance. A martially minded Inquisitor may find the unbreakable faith of these sisters a welcome addition to his retinue.

Talent: Only In Death...

Once per encounter the Repentia can make an attempt to rid herself of the taint of the Ruinous Powers. She must add an additional 1d10 damage to her next melee attack that hits. Once the attack has hit, regardless of whether or not damage was dealt, the Repentia suffers 1d5 wounds that are not reduced by armour or Toughness.

Roleplaying a Sister Repentia

The Sister Repentia is a different kind of Elite package in that it is typically the death of the player character. When the package is selected (or enforced by the GM), the terms of the oath should be worked out in advance by both the player and the GM so that the ending condition is clear. The Repentia gains experience just like everyone else, but may not use those experience points for skills and talents not on the Repentia Advance Table.

Required Career: Battle Sister, Order Dialogous, Order Famulous, or Order Hospitaller.

Rank Requirement: Rank 4 or higher. If you have 40 or more Corruption Points, your GM may decide that you must become a Sister Repentia in your next Rank or cease progressing as a Sister of Battle.

Package Cost: You must relinquish your equipment and take the Oath. All personal effects are removed from you. You are shaved bald and given loose fitting robes and a Best-craftsmanship Eviscerator, covered in purity seals. These are the only possessions you are allowed to have under the Oath.

Effects: You gain the Unshakeable Faith, Flagellant, Melee Weapon Training (Chain), and the Holy Hatred Talent (see page 89).

Sister Repentia Advances

Name	Cost	Type	Prerequisites
Dodge	100	S	—
Intimidate	100	S	—
Fearless	100	T	—
Hatred (Heretics)	100	T	—
Hatred (Mutants)	100	T	—
Hatred (Psykers)	100	T	—
Hatred (Radical Inquisitors)	100	T	—
Hatred (Xenos)	100	T	—
Dodge +10	200	S	Dodge
Battle Rage	200	T	Frenzy
Berserk Charge	200	T	—
Combat Master	200	T	WS 30
Crushing Blow	200	T	S 40
Furious Assault	200	T	WS 35
Sound Constitution†	200	T	—
Dodge +20	300	S	Dodge +10
Blade Master	300	T	WS 30, Melee Weapon Training (any)
Blind Fighting	300	T	Per 30
Hard Target	300	T	Ag 40
Lightning Attack	300	T	Swift Attack
Only In Death...	300	T	Wp 40, 40+ Corruption Points
Swift Attack	300	T	WS 35
Step Aside	400	T	Ag 40, Dodge
Fearless	500	T	—

†This talent may be selected any number of times this rank up to a maximum of 15 wounds.

Sister Dialogous

"Words are the weapons of our enemies. I have seen an apostate sermon cut through a soul like a chainsword. Leaving nothing but a husk where once a loyal servant stood. The weapons of our enemy must be blunted upon our faith."

–Sister Sephi of the Order of the Lexicon

Of the three well-known Orders Non-militant, the Orders Dialogous is the one least often seen. Revered within the Ministorum as some of the most learned people in the Ecclesiarchy, the Sisters Dialogous generally keep to themselves. Inquisitors heading into places that speak new or unusual dialects often seek them out for their skills in unlocking ciphers and translating languages. Though they specialize in languages and processing information, Sisters Dialogous are just as martially trained and fanatically devoted to the Imperial Creed as any Battle Sister.

Sisters Dialogous generally leave their datastacks only when their linguistic or cipher-breaking skills are needed. There have been occasions where a full Mission is sent to retrieve data, though this is rare because the risk involved in letting sisters with access to sacred and secret information out into the open is very high and has to be authorized by the Convent. This has led the Dialogous to be a much more cloistered and in some ways naïve Order than the others.

Dialogous in the Calixis Sector

As in other sectors of the Imperium, the Calixis Sector Sisters Dialogous have opted to stay out of the limelight, providing support and information to both the Ecclesiarchy and the Ordos. While the entire Sisterhood is far more active in the Calixis Sector than in other places, they still hold true to the principle that knowledge comes before action. When on active field duty with the Orders Militant or the Ordo Hereticus, they are generally used in a support role as a communications or scientific experts. Field agents are likely to hear them only at the other end of a comm-link as they provide detailed information on the enemy.

The largest concentration of the Order Dialogous in Calixis is the Sanctum Dialogous on Solomon. It houses a full preceptory of Sisters Dialogous and is guarded by a thousand Battle Sisters and a squadron of Imperial Navy ships in orbit. While regular traffic is allowed to and from the planet, it is commonly believed that the Naval ships keep sensors locked on the small promontory where the Sanctum is located. No one has revealed the secrets held in its vaults (under penalty of death), though it has been thought to hold all manner of heretical and xenos texts which have been fully translated into High Gothic. In conjunction with their joint work with the Sisters Famulous, they also maintain the history and blood lineage of the founding nobles for the sector including the Sinos family, the Haarlocks, the Sabrehagens, and, of course, the Angevin. Whatever is actually in there, the information deep below the Sanctum rivals that are housed anywhere within the Ecclesiarchy's holdings.

Another aspect of the Order Dialogous is that they are some of the best information gatherers in the Sisterhood. Respected for their translation skills, they often work in data repositories and thus have access to new sources of data. Both the Ecclesiarchy and the Inquisition use this detailed information on potential threats to the Creed and the Imperium. While the Sisterhood has frowned on the Inquisition's usage of Dialogous services, their efforts have led to the discovery and destruction of some of the larger cults in the sector. Prol IX and the Library of Knowing on Fenksworld each house a small contingent of Sisters Dialogous.

Becoming a Sister Dialogous

Sisters Dialogous are talented at breaking ciphers and translating texts. They are also extremely diligent in caring for the records they are entrusted with and guarding the secrets of the Ecclesiarchy and the Sisterhood. They understand knowledge is useless if they don't act on it. Any extended field assignment with either the Inquisition or the Ecclesiarchy grants them a unique opportunity to experience the Imperium first hand and to use their knowledge to actively hunt down heretics and pry their secrets from them. They also know that the information they seek and guard comes with the eternal threat of temptation. It has been drummed into them that they cannot fail in their duties, because when condemned knowledge falls into the hands of the unwary, catastrophe often follows.

All Starting Skills, Talents, Gear and Wealth listed here replace the Adept Rank 1 starting Skills, Talents, Gear and Wealth.

Starting Rank: Rank 1 (Replaces Rank 1 Adept on page 44 of the **Dark Heresy** Rulebook).

Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Literacy, Logic, Speak High Gothic, Speak Low Gothic, Performer (singer), Trade (Copyist) and Forbidden Lore (Heresy).

Starting Talents: Pistol Training (SP), Melee Weapon Training (Primitive) or Basic Weapon Training (SP), Light Sleeper.

Starting Gear: Shield Robes, Dialogous Staff, Chaplet Ecclesiasticus, Ring of Suffrage, Rule of the Sororitas, Stub Revolver (and two reloads).

Requirements: WP 30, Int 30

Starting Wealth: 100+2d10 Thrones

Monthly Income: Learned Class

Restrictions: Characters with this alternate career rank may not purchase Psy Rating advances or any advance that allows use of psychic powers or sorcery.

The Order Pronatus

Tasked with the care of holy relics reclaimed from the clutches of renegades and heretics, the Orer Pronatus is subtly influential within the Ecclesiarchy of the Calixis sector. They can be found on many shrine worlds, tireless working to purify the stain of the Warp from artifects recovered on crusades. Inquisitors will occasionally recruit the skills of an Order Pronatus sister when they feel their acolytes may need to deal with unholy devices.

A Sister of the Order Pronatus is effectively a Sister Dialogous for game play purposes. With GM permission the character may exchange Forbidden Lore (Heresy) for Forbidden Lore (Warp).

Sister Dialogous Advances

Name	Cost	Type	Prerequisites
Common Lore (Imperium)	100	S	—
Drive (Ground Vehicle)	100	S	
Lip Reading	100	S	—
Scholastic Lore (Imperial Creed)	100	S	—
Secret Tongue (Ecclesiarchy)	100	S	—
Swim	100	S	—
Trade (Copyist) +10	100	S	Trade (Copyist)
Lip Reading +10	200	S	Lip Reading
Scholastic Lore (Cryptology)	200	S	—
Scholastic Lore (Philosophy)	200	S	—
Speak Language (Hive Dialect)	200	S	—
Trade (Copyist) +20	200	S	Trade (Copyist) +10
Scholastic Lore (Cryptology) +10	300	S	Scholastic Lore (Cryptology)
Faith Talent†	300	T	Pure Faith
Foresight	300	T	Int 30
Forbidden Lore (Xenos)	400	S	—
Pure Faith	400	T	—
Total Recall	400	T	Int 30

†Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Sister may have purchased up to 5 Faith Talents in total during her career.

Sister Famulous

"I come now before you not as a Sister of the Sororitas, nor as one of the faithful, nor even as your judge. I come as an emissary of He who sits on the Golden Throne and I bring you His word: you have sinned and you shall pay for your sins."

–Sister Famulous Esme to the heretic Cardinal Galt

The Order Famulous are chamberlains and advisors to royalty throughout the Imperium. While they have traditionally held the official status of a mere ear whisperer, it is commonly known that the Sisterhood holds a lot of sway on the worlds where they advise. Where the Sisters Famulous have worked over the last several millennia, tithes have been maintained or increased, trade has improved, and in general the population has fared better than on other worlds. With such clear evidence of the benefits they bring, it is no wonder that the Sisters Famulous are in high demand among noble families throughout the Imperium.

Novice sisters who show a strong set of communication skills and a distinct ability to stay calm under pressure are often drafted into the Orders Famulous. Unlike most other Orders in the Sisterhood, Sororitas in this non-militant role are trained in critical thinking, etiquette, and trade on top of their devotional studies and service. As they learn, they are sent to noble houses and trade consortiums to help guide the nobility. From the noble's point of view, the Sister's role is to help their house. For the Sisterhood, their efforts are intended to influence a noble's decisions so that his work will help the Imperium as well as his house. Whether they help broker trade agreements or ensure a strong marriage union between two families, the Sisters Famulous are often found at the side of the decision makers, offering counsel to keep them honest and prosperous.

Famulous in the Calixis Sector

Every noble in the Calixis sector has servants, advisors, sisters, or sages to guide his decisions. Lesser nobles may hire scholars or sages, but the elite trust their business dealings to no one else other than sisters of the Orders Famulous. Canoness Goneril has offered the services of her Order to every major noble family in the sector as well as many other lesser nobles and mercantile houses. Very few have refused their services when offered, as it is a sign of future prosperity. One notable exception is the recent decline in numbers at the Lucid Palace. Within the last thirty years, the number of advisors from the Sisterhood serving Sector Governor Hax and his immediate subordinates has dropped by a third. While her sisters have always been politely refused, Goneril has found the emerging trend very disturbing.

What is not commonly known is that the Orders Famulous serve the Imperium in another way. They keep extensive records of the bloodlines and mercantile dealings of virtually every noble family in the Calixis sector. Combined with the records of the Orders Hospitaller and Dialogous, Sisters Famulous have access to an exhaustive history of the noble families in this area of space. Their knowledge has made them very valuable to Ordo Hereticus Inquisitors, particularly those of a Thorian persuasion, as tracing the bloodlines of well-known heretics has often uncovered leads on much larger conspiracies.

While the Sisters Famulous try to stay above the machinations of the political arenas, they have been occasionally known to mediate disputes and moderate councils. Legatine Christal, from the Abbey of the Dawn, is often away from her Iocanthos fortress and has been spotted in recent years re-establishing a mission on Malfi and arranging a marriage between Friedrich Krin of House Krin and Josi Cestelle of the Cestelle Alliance on Scintilla. It is rumoured that the Legatine even officiated at the actual ceremony and blessed the union on behalf of the Order.

Becoming a Sister Famulous

To be a Sister Famulous means being exposed to the licentious ways of the nobility. Though the Sisters rarely step outside of their official duties, they still find it difficult to avoid noticing the depravity that entertains the upper social echelons. They know that they have been deemed strong enough to withstand the pressures of this duty and have studied to help those in need of their services. Unlike other Orders, they are likely to ask questions and listen first before smiting the unbeliever immediately They typically wear the armoured robes of the Orders Non-militant, though these are often tailored to reflect local clothing as befitting their station and duty.

All Starting Skills, Talents, Gear and Wealth listed here totally replace the Rank 1 Adept listing on page 44 of the **Dark Heresy** Rulebook.

Starting Rank: Rank 1 (Replaces Cleric Rank 1 on page 62 of the **Dark Heresy** Rulebook).

Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Deceive, Literacy, Speak High Gothic, Speak Low Gothic, Performer (Singer), Scholastic Lore (Heraldry).

Starting Talents: Air of Authority, Basic Weapon Training (SP) or Melee Weapon Training (Primitive), Pistol Training (SP), Flagellant.

Starting Gear: Shield Robes , Staff, Chaplet Ecclesiasticus, Ring of Suffrage, Rule of the Sororitas, Scoriada (flail used for self-mortification), Stub Revolver (and two reloads).

Requirements: Wp 30, Fel 30

Starting Wealth: 120+3d10 Thrones

Monthly Income: Trading Classes

Restrictions: Characters with this alternate career rank may not purchase Psy Rating advances or any advance that allows use of psychic powers or sorcery.

The Order Sabine

The Order Sabine is a minor Order of the Adepta Sororitas in the Calixis sector, mostly populated from the ranks of the Order Famulous. It works hand in hand with the Missionarius Galaxia to prepare worlds long lost to the Imperium for re-integration. This Process can take generations as Sisters Famulous arrange royal marriages and act as court advisors. When the Missionarius Galaxia arrives on the world the leadership is primed to simply accept the coming of the Imperial Creed without struggle.

A Sister of the Order Sabine is effectively a Sister Famulous for game play purposes. With GM permission the character may exchange Scholastic Lore (Heraldry) for Survival.

Sister Famulous Advances

Name	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Administratum)	100	S	—
Drive (Ground Vehicle)	100	S	—
Scholastic Lore (Bureaucracy)	100	S	—
Scrutiny	100	S	—
Swim	100	S	—
Trade (Copyist)	100	S	—
Basic Weapon Training (SP)	100	T	—
Melee Weapon Training (Primitive)	100	T	—
Command	200	S	—
Evaluate	200	S	—
Inquiry	200	S	—
Logic	200	S	—
Decadence	200	T	—
Faith Talent†	300	T	Varies
Total Recall	300	T	—
Pure Faith	400	T	—

†Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Sister may have purchased up to 5 Faith Talents in total during her career.

Sister Hospitaller

"Ours is to honour the martyr, tend the fallen, defend the innocent, and walk always in the light."

–The Hospitaller's Book of Hours

Novice sisters who show a gift for healing and attending to the needs of others are often ushered into the ranks of the Orders Hospitaller. Amongst the most widely welcomed of the Adepta Sororitas, the Hospitallers are sent to war zones or disaster stricken areas, providing the people of the Imperium with medical care and compassion when it is most needed. These sisters display incredible healing skills and compassion towards the wounded and fallen, yet remain implacable foes to the heretics, witches, and mutants around them.

Like their counterparts in the other non-militant Orders, they serve primarily in supporting roles. Where the other Orders may advise nobles or transcribe information in quiet rooms, these Sororitas often see the atrocities of war first-hand. They are often found in battlefield hospitals on board ships in orbit, tending to the soldiers of the Imperial Guard. There are rare occurrences, however, when a platoon's medic is wounded and a Hospitaller will go into battle with the troops to provide support in the field. It is these battle-hardened women that the Inquisition looks for to join their retinues.

Traditionally, the Order Hospitaller dresses in light armour and healer's robes that allow for easy movement. In the Calixis Sector, all but one of the Orders Hospitaller have some sort of crimson and bone colouring on their robes to mark them as medical staff. The Order of Quiet Sorrow on Sigurd IV alone wears a black and bone colour scheme in penitence for a past failing.

Hospitallers in the Calixis Sector

In the Calixis Sector, the Hospitallers have an exceptionally good relationship with the Imperial Guard. Their efforts have saved millions of lives and no place more than on Tranch with the sisters at the Sainted Encarmine Hospital. In that never-ending civil war, the Sororitas have provided solace for the wounded and dying and have even taken up arms upon occasion to defend the hospital. When the Shroud Council attempted to make a statement by taking the hospital by force, they were surprised to find battle-ready warriors defending it, wielding their patients' autoguns and lasguns. Needless to say, the attack was repelled rather quickly.

Second in size to the Order Famulous, the Sisters Hospitaller are very valuable to the Ecclesiarchy because of the faith they inspire. Many a jaded soldier has embraced the Imperial Creed more devoutly after a Sister Hospitaller saved his life. As a result of this personal contact with units of soldiers and officers, they can also provide the Imperial Guard with advance warning of emerging problems with morale or heretical ideas among the troops. The bedside execution of cult leader Silas Grimm by a Hospitaller novitiate during the Mining Riots on Pellucida IX is a staunch reminder that heretics have no place in the leadership of good men. His taint forced the Inquisition to purge one-third of a division of troops and burn down the barracks in which they lived. The remaining troops then served with distinction in quelling the riots following the purge.

One of the other more discreet tasks the Hospitallers perform is that of sampling genetic material from the nobility. Done as a precautionary measure, these Sororitas often work hand in hand with the Order Famulous to prevent inbreeding and to ensure that mutations are not passed on—a significant problem on worlds with a high incidence of mutation such as Feral Worlds, Pleasure Worlds, and Malfi.

Becoming a Sister Hospitaller

The Sisters Hospitaller are reputed to be the 'gentle' arm of the Adepta Sororitas, though in many ways this is far from the truth. As healers, doctors, and spiritual counsellors, they are peerless among the Orders. They are, however, still willing and able defenders of the Imperial Creed ready to crush the life from a heretic, mutant, or alien threat. A Hospitaller's convictions, like those of her fellow sisters, are rooted in their desire to defeat the enemies of the Emperor without hesitation. Those deserving of her assistance will receive it without hesitation. Likewise, those undeserving will either not receive any care or will be sped along to meet the Emperor face-to-face for final judgement. It is for this reason that Sisters Hospitaller cannot be utilised in the interrogation cells at the Tricorn as confirmed heretics tend to die in their care prior to divulging information.

All Starting Skills, Talents, Gear and Wealth listed here totally replace the Rank 1 Adept listing on page 44 of the **Dark Heresy** Rulebook.

Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Common Lore (Imperial Guard) Literacy, Speak High Gothic, Speak Low Gothic, Performer (singer), Medicae.

Starting Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP), Peer (Imperial Guard).

Starting Gear: Hospitaller Carapace, Hospitaller Medicae Tools, Chaplet Ecclesiasticus, Ring of Suffrage, Rule of the Sororitas, Stub Revolver (and two reloads).

Requirements: WP 30, Fel 30

Starting Wealth: 70+2d10 Thrones

Monthly Income: Supine Class

Restrictions: Characters with this alternate career rank may not purchase Psy Rating advances or any advance that allows use of psychic powers or sorcery.

The Order Vespila

The sisters of the Order Vespila have earned the name 'dark sisters' because of their association with the death of beloved Ecclesiarchal clergy. Cardinal Kregory Hestor petitioned the Ordo Hospitaller to populate this Order within the Calixis Sector. Tasked with the internment of bodies, the Order Vespila's grey shrouded ceremonial robes are synonymous with the death of priests. It is unknown why Cardinal Hestor felt it so important to be certain that the bodies of the faithful were properly buried, but rumours abound that he has secret knowledge of a prophecy regarding a long dead saint.

When an Inquisitor needs the Sister's macabre skills he calls upon the Ecclesiarchy to provide him with the graveyard guards of the Order Vespila.

A Sister of the Order Vespila is effectively a Sister Hospitaller for game play purposes. With GM permission the character may exchange the Peer (Imperial Guard) Talent for the Dark Soul Talent.

Sister Hospitaller Advances

Name	Cost	Type	Prerequisites
Awareness	100	S	—
Charm	100	S	—
Drive (Ground Vehicle)	100	S	—
Scholastic Lore (Chymistry)	100	S	—
Trade (Apothecary)	100	S	—
Chem Use	200	S	—
Common Lore (Tech)	200	S	—
Common Lore (War)	200	S	—
Tech Use	200	S	—
Trade (Copyist)	300	S	—
Faith Talent†	300	T	Varies
Master Chirurgeon	300	T	—
Pure Faith	400	T	—
Talented (Medicae)	400	T	Medicae
Good Reputation (Imperial Guard)	500	T	Fel 50, Peer (Imperial Guard)

†Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Sister may have purchased up to 5 Faith Talents in total during her career.

Most esteemed Inquisitor Octus Enoch,

As requested I have learned all I can from Inquisitor Medina regarding the events near Hecaton Rift. It is my hope that the Scholariate at Arms may make quick judgement and dispatch a throne agent privy to information I cannot fathom. I leave now my hasts upon this vacant world. Please accept these sparse words now until such time as I can make my report in person.

The Order of the Bloody Rose maintains a small cloister on a world known only as Abandoned Hope. An outpost of this size might only house a handful of Adepta Sororitas tasked with maintaining the quarantine of the world, however the small fortress has a good quantity of Battle Sisters. An observer might mistake the area for a training ground, with drills, prayer and battle inspections happening at regular intervals. This would be a grave error, as these Sororitas are veterans guarding a terrible secret.

While on a mission within the Koronus Expanse, Inquisitor Medina of the Ordo Hereticus led a force of Sisters of Battle near Hecaton rift in pursuit of an Eldar raiding party. The Inquisitor suspected that the Eldar were leading the inquisitorial forces into a trap, but the reality was far more dire.

The Inquisitor boarded the Eldar vessel with a full contingent of Adepta Sororitas accompanying him. It is unknown what transpired on board, but a handful of Adepta Sororitas and Inquisitor Medina returned to their ship with a navigator who had been driven mad while in captivity. Bleeding from his third eye he ranted about planets orbiting a sun that did not burn. He screamed secrets that he could not have known, but the Inquisitor verified them and enacted a quarantine. Palatine Calia alone administered care to the navigator, memorizing his mad ravings until she was forced to grant him release from his torment.

Upon their return to the Calixis sector, Inquisitor Medina brought her testimony to Lord Inquisitor Zerbe. The planet that would be re-named Abandoned Hope was promptly evacuated of all Imperial citizenry and the Tenebrae Chancel built upon a strategic location. Adepta Sororitas of several non-militant orders as well as the Order of the Bloody Rose serve a variety of Inquisitors throughout the sector at the behest and training of Palatine Calia, often being assigned to various acolyte cells.

It is a closely guarded secret, even from the Sisters who serve there, what the true purpose of the small stone chapel is. Set inside of the small cathedral is a raised dais with a polished black orb. Around it are thirteen thrice blessed Aquila's attended at all times by a Battle Sister reciting litanies of faith. Every seven hours Palatine Calia recites exactly five words from the mad navigator's text, constantly repeating the entirety of the memorized transcript every seventeen days. I do not understand the importance of this process, but Palatine Calia is a pure servant of the God-Emperor whose judgement should be trusted.

Always in holy servitude,

Sister Miriya of Magera

Faith and Fury

The Power of Faith
•
Emperor's Sign
•
Emperor's Mercy
•
Emperor's Wrath

Chapter IV: Faith and Fury

"Faith is the blade with which we hew our foes, spilling their unholy blood by the strength of our righteousness and for the glory of the God-Emperor!"

–From the 1673 Divine Scriptures of Man

The Ministorum endures by the faith of countless billions of citizens and their unwavering devotion to the God-Emperor. For millennia it has guided and shaped the minds of humanity, teaching them that they live only by the grace of the Emperor, protected from the dark by his divine light as it blazes forth from the Golden Throne on Terra. For the vast majority of men, women, and children the Emperor is but a word, repeated in prayers, droned by preachers and carved into the grand statues and buildings of their world. They are born, live, and die believing the God-Emperor is watching them, protecting them, and sheltering them from harm. This in itself is an act of faith, a common belief held by the teeming masses of mankind, and it happens every day on every world across the length and breadth of the Imperium, fuelled by the sermons, prayers and orations of priests, confessors and missionaries. Faith is the rock upon which the Imperium stands.

For those of pure heart that truly believe in the glory of the Emperor, faith is much more than an unseen force which guides their lives through the words and teachings of the Ministorum's preachers. For a rare few blessed individuals such is their connection to the divine glory of the God-Emperor that their unshakable power of belief can manifest into psychic phenomena, changing the world around them and rippling across the Materium and into the Immaterium. This is the power of faith, the ability to turn the prayers and symbols of the Emperor into potent weapons or powerful wards against evil.

The Power of Faith

"Through faith are wars won, through war is faith fuelled. Blessed are those who slay the xenos, the heretic, and the mutant for they shall inherent the galaxy."

–Sister Isha

Faith as a manifest power is an ability that only the most dedicated of the Emperor's servants will ever see, let alone command. How and why it works, and just why certain individuals or groups of individuals display it is even less understood than the powers of the psyker or the gifts of the Navigator. In fact there is only a tiny fraction of the Imperium that know it exists. Even within the ranks of the Ecclesiarchy, most priests live their entire lives accepting faith without ever seeing such wondrous miracles as can be performed by those touched by the divine. If there were to be an exception it would be the Adepta Sororitas, the Brides of the Emperor, women blessed with a special connection to the divine and the light of the Master of Mankind. Within the ranks of this sisterhood, the Sororitas live lives of complete dedication to the God-Emperor, raised and guided by his teachings. Perhaps it is this total devotion or their special connection to the divine that grants them the gifts of Faith, or perhaps it is their role as the militant arm of the church and their duty to protect it from its foes. Whatever the reason, the Adepta Sororitas share a special bond with the God-Emperor and more than any other group within His domain can channel the power of Faith, perhaps proving their favour in His eyes.

However faith chooses its vessels, and however they can channel it to the Emperor's bidding, one thing is for certain: faith cannot be forced, hunted, or captured, it must be found by a pure mind, a righteous heart and a complete devotion to the God-Emperor.

In **Dark Heresy**, faith is something that exists all around the characters, influencing their world and the actions of its inhabitants. For them, however, as rare individuals, it can become something more, a force with which their devotion to the God-Emperor is made manifest. This is the role that Faith plays within the game, granting certain characters the ability to create effects through the strength of their religious belief. However, Faith is not available to everyone, even among the ranks of those chosen to serve the Master of Mankind. Only those with the Pure Faith Talent (see below) may access or use Faith Powers.

Faith and the Inquisitor's Handbook

Both players and GMs should note that the rules for Faith presented here may duplicate or mimic effects found in **The Inquisitor's Handbook**. GMs can of course choose to mix and match the Talents found in **The Inquisitor's Handbook** with the Talents presented here. However, these Faith rules have been designed to work as a stand alone system, and in many cases old Talents have been expanded upon. Career Paths (such as some of the Alternative Career Ranks from the Inquisitor's Handbook) which already have specific Faith Talents as part of their Advancement Tables may wish to replace them. The GM and player will need to discuss the effects this will have on the acolyte character and the campaign.

GAINING FAITH TALENTS

In **Dark Heresy**, all Faith powers are represented as Talents, and work much in the same way as normal Talents (see page 42 in the **Dark Heresy Rulebook**) granting a character a selection of unique abilities which he can use during play. Characters also acquire these Talents by spending experience points as they would other advances. The cost of acquiring one of these Talents is listed in the character's Career Path Advancement Tables, usually as 'Faith Talent'. This allows the character to choose a single Faith Talent from the lists below as long as they meet that Talent's prerequisites. It is worth noting that all Faith Talents require the character to first have the Pure Faith Talent, without which the powers of faith are completely out of their reach.

Faith Talents as Elite Advances

It may be that a player wishes his character to acquire Faith Talents even though his Career Path does not include them. In this case, with the GM's permission, Faith Talents can be used as Elite Advances (see page 42 in the **Dark Heresy Rulebook**) just like other skills and Talents. The cost of gaining Talents in this way is ultimately up to the GM, however as a general rule they should always be more expensive than the same advance from a Career Path which has access to Faith Talents as part of its Advancement Tables.

This book provides two alternate career ranks suitable for faithful clerics (the Confessor and the Redemptionist). Many clerics are true men of faith, devout in their belief and pure of purpose. A GM may wish to consider allowing Clerics to purchase Faith Talents as the Confessor or Redeemer does, even if they do not take these alternate career ranks, if faith Talents are appropriate for the campaign and character in question.

Finally, before a character can acquire any Faith Talents, they must have the Pure Faith Talent, gained either through their choice of background or some extraordinary circumstances.

USING FAITH

Characters with Faith Talents can channel their faith into effects, manifesting the power of the God-Emperor and their unflagging belief in his righteousness into protective wards, holy blades, healing hands and other similar miraculous effects. The main difference between normal Talents and Faith Talents is that to use a Faith Talent a character must spend a point of Fate, tapping into their destiny and expending it to touch the divine. Using a Faith Talent also requires taking an action (see page 188 in the **Dark Heresy Rulebook**). This means to use a Faith Talent a character needs to:

Use either a Full Action, Half Action or Reaction as detailed in the Talents description. If no action is specified then using the Talent requires a Half Action.

Spend a Fate Point. If the character is a Void Born he may use the Charmed Trait (see page 21 in the **Dark Heresy Rulebook**) as normal to recover this point of Fate.

Once these two requirements are met then the Faith Talent will manifest its power as detailed within the Talent description.

Talent: Pure Faith

Among the teeming billions of the faithful, a rare handful of individuals are truly touched by the God-Emperor's divine hand. These servants are shielded from the power of warp by the blessed light of Terra and their own unwavering faith in the destiny and righteousness of the Master of Mankind.

Characters with this Talent gain access to the following abilities:

- They are completely immune to Daemonic Presence and are unaffected by it.
- They may spend a Fate Point to ignore a Fear Test (see Dark Heresy page 232). They must do so as soon as the Fear Test would be required and before any rolls are made.
- They may spend a Fate Point to avoid gaining Insanity or Corruption for an encounter, as determined by the GM.
- They may burn a Fate Point to ignore the effects of a single daemonic psychic attack that effects them. They must do so as soon as the power manifests, before they make any rolls to resist or any of the power's effects are applied.

Burning Fate

Faith Talents can also have additional effects if the character chooses to burn a Fate Point (see page 185 in the **Dark Heresy Rulebook**) to activate it rather than spending one as normal. This represents the character making an impassioned plea to the God-Emperor and reaching deep inside himself to give his gift extra potency and divine energy. In many cases the enhanced effects gained from a Talent by burning a Fate Point are significant, reflecting that even the most fated of individuals will only ever be able to manage this feat a handful of times within their lives.

Duration

As suits its nature, Faith is not something that is easily or exactly quantified into hours, minutes or seconds. When a miracle occurs it can last but a moment or persist for days. To reflect this, unless otherwise specified within the Talent's description, all Faith Talent will last for one encounter/combat. When a combat or encounter is over is always decided by the GM, though usually it will be fairly obvious as battles end or the Acolytes move on to another part of the adventure.

The exception to this broad rule for durations are Faith Talents which either inflict damage or heal wounds (or other maladies) which will typically last only for an instant and end once the effect has been resolved, i.e. the damage dealt or the wounds healed. As always however the GM can decide to have a Talent last longer or end sooner based on the situation. After all, these are Emperor-given gifts and just as He bestows them He can take them away...

Faith Powers

There are three kinds of Faith Talents reflecting different aspects of the God-Emperor and the different ways in which his servants interpret His Will. The three groups of Faith Talents are:

The Emperor's Sign: Wards and symbols used by the faithful of the God-Emperor to protect against his enemies or repel evil.

The Emperor's Mercy: Healing and restoration miracles which can mend flesh and bone as well as grant divine vigour to the faithful.

The Emperor's Wrath: Holy damage and exorcism with which the faithful can strike down their foes or banish daemons back to the warp.

Talent Format

All Faith Talents use the following format:

Name: The title of the Faith Talent.

Prerequisites: Any other Faith Talents which a character must possess to be able to acquire and use the Faith Talent. Without exception all Faith Talents require a character to first possess the Pure Faith Talent.

Effect: A detailed description of the Faith Talent's effect as well as the number of targets is can affect, the damage or level of protection it offers or any other variables. Note that in a Talent's description the character using the Faith Talent is always referred to as the 'faithful'.

Burn: The additional effects gained if the character using the Faith Talent burns a Fate Point (permanently losing it) to activate it rather than just spending one. Unless otherwise specified these extra effects are always in addition to those the Talent would provide normally.

Martyrdom

It is written in the most holy scriptures that those who give their lives for the God-Emperor of Mankind are blessed in his eyes and that their souls will pass into his keeping forever. It is this tenant of the faith that fills the minds of the faithful as they hurl themselves on the blades and bullets of the enemies of mankind, drowning the unclean in the blood of the righteous.

At the GM's discretion, he may allow acolytes with the Pure Faith Talent to choose the option of Martyrdom in situations where it is clear that the character has no other option to continue serving the God-Emperor. When a player's character is in a position to burn his final Fate Point to save his character's life, he may instead choose to Martyr himself in service of his faith. A character declares at the start of his Turn that he is Martyring himself as a Free Action. Then, for a number of Turns equal to his Willpower Bonus (including the turn in which the Martyrdom was declared), the character can ignore all further critical effects with the exception of those which render limbs or senses useless (such as blown-off limbs and blindness). The character does not feel the pain or suffer from the effects of fear in any way. Furthermore any corruption or insanity gained is ignored.

The character can also activate one of his Faith Talents for free for the duration of the Martyrdom. Work out the effects of the Talent as if the character burnt a Fate Point to activate it. At the end of this period, the character will die regardless of any other factors. No effect can stop the character from dying. Finally, in the Turn a character Martyr's themselves (i.e. they finally die) all that witnessed the event regain a spent Fate point.

Emperor's Sign

Dedicated followers of the Imperial Creed reverie and worship the symbolism of the Emperor and the sacred marks and runes associated with Him. Throughout the Imperium the faithful greet each other with holy gestures such as the sign of the Aquila, or mark their homes with signs and wards, such as images of the Golden Throne, in order to repel evil. For those blessed with Pure Faith, however, these gestures, symbols, and signs are more than mere ritual and each one can become a potent focus for their single minded devotion and bond with the God-Emperor.

Faith Talents of the Emperor's Sign are focused on protection and warding, allowing a character with the Pure Faith Talent to enact powerful protective rituals and keep at bay the powers of the warp. With these symbols a faithful disciple of the Emperor can repel warp spawn, shield himself or others from harm or even uncover a person's true intent by bathing them in the unforgiving light of the Emperor.

Burden of Guilt

The God-Emperor suffers not the lies of his enemies and in His presence even the darkest of hearts will feel the weight of their falsehood heavy on their shoulders. With this Talent the faithful projects the Emperor's disdain for deceit so that all who look upon him or hear his voice will feel their own secrets gnawing at their conscience like a frenzied rat hungry for escape.

Prerequisites: Pure Faith

Effect: Any character that can hear the voice of the faithful, either face to face or via remote means such as a vox, will find it difficult to lie to them. If the character's Willpower is equal to or less than the faithful's then he must win an Opposed Willpower Test with the faithful to utter an out and out lie without making a choking or coughing noise. The GM may however grant the character a bonus of +10 to +30 depending on whether or not they are merely bending the truth or as a result of the severity of the lie. Characters with a Willpower higher than the faithful are unaffected by this Talent. GM should note that clever NPCs will seldom lie directly, and may choose not to answer or change the subject if they suspect something is up.

Burn: The faithful automatically wins the Opposed Test, in addition he may attempt this Talent against those with a Willpower higher than his (though he must make an Opposed Test as normal).

Holy Radiance

To stand in the presence of a truly faithful disciple of the God-Emperor is to bath in their confidence and conviction. With this Talent the faithful emanates an aura of pure faith and devotion to the Emperor that others nearby can experience. This aura will banish fear and doubt as well as steeling hearts and minds against the evils of the warp, giving the followers of the Creed the strength to stand against the foulest of foes.

Prerequisites: Pure Faith

Effect: All allies of the faithful that can both see and hear him will gain immunity to Daemonic Presence just as if they had the Pure Faith Talent themselves. In addition his calming presence will reassure his allies that the Emperor is with them and grants a +10 on all Fear Test regardless of their source.

Burn: Allies of the faithful that can both see and hear him are immediately freed from the effects of Fear and any ongoing psychic powers cast by daemons. In addition they will also become immune to Fear for the remainder of the encounter.

Blessed Ignorance

Look not upon the daemon, the heretic or the unclean enemies of the Emperor; it is through your eyes the foes of purity will lay siege to your soul. This Talent allows the faithful to blind himself or others to creatures and objects which would rend his mind or tarnish his soul. Unfortunately for the faithful, that which he cannot see can still tear his throat out...

Prerequisites: Pure Faith, Holy Radiance

Effect: The faithful and a number of allies up to his Fellowship Bonus cannot perceive anything that would either force a Fear Test, inflict Insanity Points or inflict Corruption Points. Such creatures and objects become effectively invisible to them (in actuality those affected simply cannot look directly at them). This means that the faithful and his allies will not need to make Fear Tests and will not suffer Insanity Points or Corruption Points from such sources. However this in no way prevents such a creature from attacking or acting in any other way, and should the faithful or his allies attempt to fight such creatures they must do so as if they were blind (see page 201 in the **Dark Heresy Rulebook**). This Talent can be combined with the Master Orator Talent to affect more allies.

Burn: This Talent can be used retroactively after an encounter, causing the faithful and his allies to completely forget recent events and negate any Corruption Points, Insanity Points or lasting Fear effects gained as a result of the combat/encounter.

Light of the Emperor

Open your mind, body, and soul to the light of the Emperor and let it wash away your fear; in His radiance you are protected and none can stand against your sword. This Talent fills the mind of the faithful and his allies with a powerful calm, preventing even the most horrific of things from unsettling them and allowing them to fight the foes of the Emperor with detached brutality.

Prerequisites: Pure Faith, Holy Radiance

Effect: The faithful and a number of his allies up to twice his Fellowship bonus gain a +20 on Fear Tests. In addition creatures with a Fear Rating of 1 do not cause them to take Fear Tests. Such is the disturbing calm this Talent bestows upon the faithful, however, that while under its effects they will suffer a –20 on all Interaction Skill Tests as they fail to read emotions in others and display none themselves. This Talent can be combined with the Master Orator Talent to affect more allies.

Burn: The effects last for the entire game session.

Spirit of the Martyr

It is through sacrifice and blood that we shall prove our devotion to the Emperor; we offer up our lives willingly in His service so that He may judge us worthy in His light. With this Talent the faithful infuses himself and his allies with the spirit of the holy martyr, strengthening life and limb against hardship so that he might go on serving the Master of Mankind where others fail.

Prerequisites: Pure Faith, Blessed Ignorance

Effect: The faithful and a number of his allies up to his Fellowship Bonus become hardened against injury, especially grievous and mortal wounds. While the power lasts, they add the faithful's Willpower Bonus to their Toughness Bonus when reducing Impact and Rending Damage. In addition all critical damage suffered is reduced by 1.

Burn: The faithful (though not his allies) can ignore death effects from critical hits (though they may still lose limbs etc) until the end of the encounter (at which point they will suffer as normal, dying unless they burn a Fate Point).

Soul Decay

The wicked and the corrupt will rot in the sight of the Emperor's faithful, His divine light turning their dark hearts to acid in their chests and burning them with their sin. This Talent turns a creature's corruption inwards, wracking its body with pain and burning its flesh as its evil is reflected back upon it by the blessed presence of the Emperor's chosen.

Prerequisites: Pure Faith, Burden of Guilt

Effect: The faithful can choose a single creature that he can both see and which can also hear his voice, but which may not have a Willpower greater than his or more than twice his number of Wounds. The chosen creature and the faithful must then make an Opposed Willpower Test. If the creature fails then it will be struck with Soul Decay for the remainder of the encounter/combat. If the creature has any Corruption Points then it will suffer a –10 on all tests as it is wracked with pain. In addition Daemons and psykers also suffer 1 point of damage each round that cannot be reduced by armour or Toughness, until they flee the faithful's sight.

Burn: The faithful will affect all creatures within his sight with Soul Decay.

Spiritual Mirror

Fear is the currency of the alien, the heretic, and the mutant; through the strength of the God-Emperor and the will of the just, the faithful will repay such coin in kind. This Talent allows the faithful to turn fear back upon his foes and break their minds as the minds of his flock may be broken, visiting upon them the darkest darkness from within their own twisted hearts.

Prerequisites: Pure Faith, Light of the Emperor

Effect: This Talent will affect both the faithful and a number of his allies up to his Fellowship Bonus. While in effect, whenever they are affected by a result on the Shock Table (see page 232 in the **Dark Heresy Rulebook**), the source of the Fear must also make a **Challenging (+0) Willpower Test** or suffer an identical result (as if they themselves had failed a Fear Test and rolled it on the Shock Table). Creatures immune to Fear are not affected by this ability.

Burn: The faithful and his allies must still make Fear Tests and roll on the Shock Table; however they are no longer affected by the results.

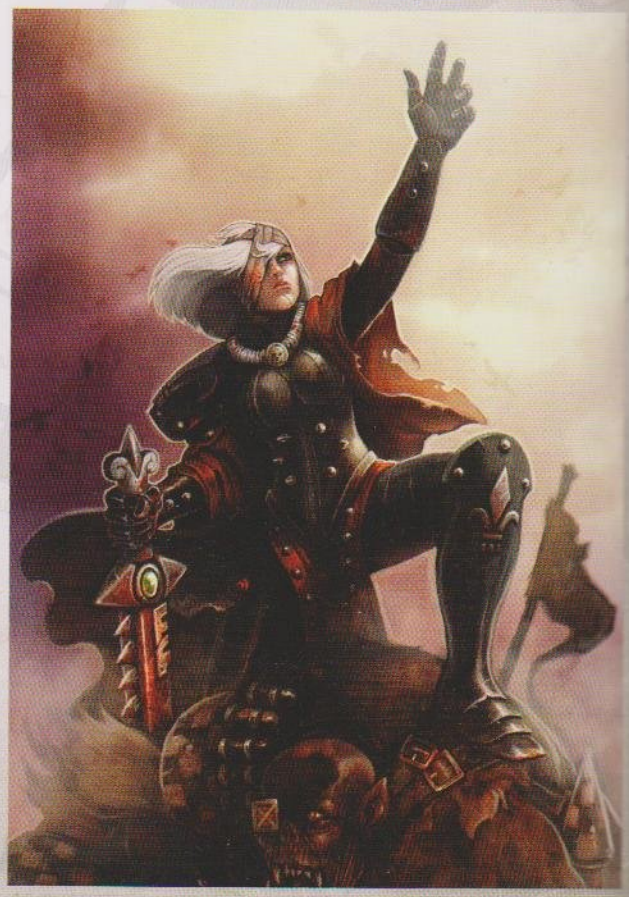
Repel Daemon

Cast out the daemon, the unclean, and the spawn of the warp; from His holy graces you are delivered into the light and from the darkness of the pit your foes will return. This Talent allows the faithful to force a creature of the warp, such as a daemon, to retreat and can, with a suitable strength of will, keep it at bay, powerless to approach the favoured servant of the God-Emperor.

Prerequisites: Pure Faith, Holy Radiance, Soul Decay

Effect: The faithful utters a prayer of warding and makes a powerful gesture against all warp spawn in his presence. While in effect any creature of the warp, such as a daemon, must win an Opposed Willpower Test to approach the faithful closer than 3 times his Willpower Bonus in metres. Should the creature pass this test it must win a second Opposed Willpower Test to touch the faithful. Creatures which are within this radius when the ability is activated and fail the Opposed Willpower Test are immediately pushed to a distance of 3 times the Willpower Bonus of the faithful. This power only repels daemons from the faithful and not from his allies, though they can stay close to him to benefit from it. In addition this Talent only repels daemons and does not hurt them, prevent them from using ranged weapons and psychic powers or penalise them in any other way.

Burn: The effects last for the entire game session.



Daemon Trap

Just as the sign of the Emperor is abhorrent to the daemon, so too are the marks of his faith; these sacred runes are the shackles of the just and the chains of the true, binding and fettering the warp spawn within a prison of the Materium. This Talent allows the faithful to trap a daemon by blessing a specially constructed protective circle with potent symbols and the divine power of the God-Emperor.

Prerequisites: Pure Faith, Repel Daemon

Effect: The faithful must draw a protective circle on the ground, taking at least 5 minutes. This circle can be no larger in diameter than the faithful's Willpower Bonus in metres, though it can be constructed out of any materials at hand (chalk, twigs, blood etc). The faithful then blesses the circle. From this moment it becomes a daemon trap and any daemon stepping into it or trying to cross it must make a **Hard (–20) Willpower Test** or become trapped and unable to leave the circle. Trapped daemons cannot themselves disturb the circle, though they can otherwise act normally. If a trapped daemon attempts to use a psychic power, its Threshold is increased by 10 reflecting the difficulty of drawing from the warp while within the circle. The circle will remain indefinitely until it is broken in some way. A daemon will remain trapped in the circle until it is broken and the daemon freed or the daemon is destroyed and returns to the warp.

Burn: The faithful can construct vast daemon traps up to 10 times his Willpower Bonus in metres diameter. Such traps take at least an hour to construct.

Holy Light

From His eyes the sight of clarity, from His mouth the words of truth and from His heart the light of the just which shines across the stars into the darkest corners of His domain. This Talent summons a divine light from within the faithful which causes him to glow with a pearly white radiance, dispelling darkness and making him hard to look upon, especially by the corrupt or the servants of the warp.

Prerequisites: Pure Faith, Holy Radiance

Effect: The faithful burns with a bright white inner light illuminating the area around him as clear as day for 10 metres, and in twilight for another 10 metres. Looking at the faithful close up is hard, and melee attacks, or point blank ranged attacks are at a –20 to hit. At range however he does stand out and provides a +10 bonus to ranged attacks taken at long and extreme range. This does more than merely illuminate, however; it also burns those touched by the warp. Creatures with 20 or more Corruption Points, daemons, or psykers which stand within 5 metres of the faithful will suffer 1d10 Energy damage each round to their least armoured location. They must also make an **Easy (+20) Willpower Test** each round or catch on fire (see page 210 in the Dark Heresy Rulebook).

Burn: The effects of this Talent last for the entire game session.

Divine Symbol

With His mark you are protected, with His sign you shield yourself against the dark and with His symbol you lock your soul against the evil of the warp. This Talent allows the faithful to place a divine mark upon himself or one of his allies, protecting them from psychic attack, possession and other daemonic tampering.

Prerequisites: Pure Faith, Daemon Trap

Effect: The faithful inscribes the divine symbol onto himself or an ally. The bearer of the symbol is then immune to possession while its power lasts. In addition the bearer gains a +30 on all Tests to resist psychic powers, be they from daemons or other sources. Finally daemons and other creatures of the warp will suffer a –10 to hit the bearer with their natural weapons such as claws and fangs. This Talent will not work if the subject has more than 20 Corruption Points (such individuals have a gateway in their soul through which the evils of the warp might travel).

Burn: The faithful can affect himself and up to a number of allies equal to his Willpower Bonus.

Seal of Purity

And the enemies of the God-Emperor looked upon His seal and despaired, for in its shadow they were powerless and could only cower before His might. With this Talent the faithful can inscribe a potent and sacred version of the Aquila upon the ground and bless it with the divine power of the God-Emperor himself so that his foes might recoil from its presence and be unable to cross its outstretched wings.

Prerequisites: Pure Faith, Divine Symbol

Effect: Crafting a Seal of Purity takes no less than 1 hour to complete and requires a suitable surface and materials (such as chalk, bones, blood etc). The faithful then blesses the seal. Once blessed no daemon or creature of warp can cross the seal or any point within 10 metres of it (for this reason seals are often placed on doors, bridges and the like). Nor can daemons disturb the seal directly (though their human minions might). Finally psychic powers used by daemons cannot cross the seal, their effects negated if their target or area of effect lies beyond it. The seal will remain active and in place until it is broken. Greater daemons are not affected by this ability.

Burn: The seal will also repel any creature with a strong connection to the warp—creatures with 20 or more Corruption Points or a Psy Rating of 3 or more.

Emperor's Mercy

It is taught that the Emperor can show mercy just as he may show wrath. For His avowed followers faith can mend wounds, heal minds and strengthen souls against the degradations and decay of the warp. Mercy is not always kind or gentle however, and those that beseech the Master of Mankind for clemency or respite may well find his ministrations bloody and final. The servants of the Ecclesiarchy accept this as their due and pass such mercies on to their flock as the just rewards of a lifetime's service to the God-Emperor; a service that can only be fulfilled in death.

Faith Talents of the Emperor's Mercy are focused on mending the body, minds, and souls of the faithful, though usually at a cost (only in sacrifice can one serve the Emperor). Mercy Talents can also harden the body and mind against terrible trials and impart divine strength and fortitude when in the service of the God-Emperor so that the faithful may complete vital tasks despite hideous wounds.

Grace

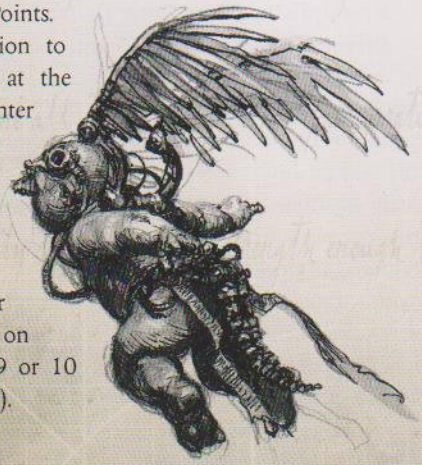
The child of the man holds within him the seed of the God-Emperor's divinity, which may be nurtured and grown only through the power of true faith. With this Talent the faithful imparts a fragment of his divine connection to the God-Emperor onto his allies, blessing them with a powerful Grace to shape their destiny and protect them from harm.

Prerequisites: Pure Faith

Effect: The faithful can choose to share his Fate Points with his allies, allowing him to spend a Fate Point to allow an ally that he can see to re-roll a failed test. In addition to this effect the faithful also enhances his own fate and will recover any Fate Points used in this encounter (including the one spent to activate this Talent) on a 1d10 roll of 8, 9 or 10. If the faithful is a Void Born this roll replaces the roll from the Charmed Trait (see page 21 in the **Dark Heresy Rulebook**).

This Talent only works on humans (i.e. not mutants, xenos etc) and only on those with 20 or fewer Corruption Points.

Burn: In addition to the above effects, at the end of the encounter every ally that the faithful can see regains one spent fate point and immediately regains a further spent fate point on a 1d10 roll of 8, 9 or 10 (replacing Charmed).



Martyr's Gift

Only through pain and blood is the body made pure, its fragile flesh made whole through the sacrifice of the faithful and the tears of the willing martyr. With this Talent the faithful can heal the injured, knitting together bloody flesh and mending splintered bones. Such a great gift comes with a heavy price however, and for every cut or rend the faithful restores he will himself suffer a similar wound.

Prerequisites: Pure Faith

Effect: The faithful can heal wounded creatures by laying on his hands and taking their injuries onto himself. This is a Full Action and requires the subject to remain perfectly still (i.e. they may take no actions themselves). The faithful can then transfer any amount of Damage from the subject to themselves at ratio of 1:1. The faithful can also transfer Critical Damage from the subject in the same way, suffering 5 wounds for each Critical effect healed while the subject will be miraculously healed of them.

Note that it is entirely possible for the faithful to kill himself if he uses this Talent to heal multiple critically wounded subjects. If the faithful suffers critical damage from healing it is considered energy damage.

Burn: The faithful may use this Talent to bring back the recently deceased (provided of course their body is relatively intact) as if they had burned a Fate Point to avoid death (see page 185 in the **Dark Heresy Rulebook**). Doing so however immediately removes all the faithful's wounds and inflicts 1d10 points of critical damage upon him which cannot be reduced by armour or Toughness.

Divine Endurance

In the service of the God-Emperor a man will endure as the Imperium has endured and he will stand unbowed and unbroken as has the Imperium of Mankind. With this Talent the faithful imparts the ageless endurance of the Imperium, realm of the God-Emperor, into his allies, allowing them to press on even when their bodies grow tired or their limbs weary—motivated by visions of the glory of the Emperor's domain which has lasted millennia.

Prerequisites: Pure Faith

Effect: The faithful can grant this ability to himself and a number of his allies equal to his Fellowship Bonus. While it lasts, both the faithful and his allies will ignore any Fatigue levels they suffer, regardless of the source. In addition, any Fatigue levels they may have already suffered are ignored for the duration of the ability. At the GM's discretion he may extend the duration of this ability to last for the course of a journey (provided it is for a suitably holy purpose) such as a trek across a world or climbing a mountain. This Talent can be combined with the Master Orator Talent to affect more allies.

Burn: Those affected by Divine Endurance also again the Unnatural Toughness (x2) Trait (see page 332 in the **Dark Heresy Rulebook**) for the duration of the encounter.

Respite

The strong are bolstered by the word of the God-Emperor and the prayers of the faithful. With an open heart and a vengeful mind the songs of the just will lift him up and allow him to soar like a holy warrior striking fear into the souls of the unclean. With this Talent the faithful may pray for one of his allies, granting them the strength and spirit to overcome their wounds, cast off their mortal shackles, and push on to the very edge of death itself.

Prerequisites: Pure Faith, Divine Endurance

Effect: The faithful may choose a single ally which can both see him and hear his voice. As long as the faithful then spends a Full Action each round praying, the ally will gain respite from his injuries and may ignore the effects of Fatigue and critical injuries. Note however that this does not heal the subject in any way and missing limbs, bleeding and the like will continue to affect them. It also does not prevent the subject from dying if they suffer a fatal critical effect.

Burn: The faithful may affect a number of allies up to twice his Fellowship Bonus.

Divine Ministration

Blessed are the hands of the healer that they may restore the mangled limbs of the faithful and send them back into the fray. This Talent allows the faithful to enhance his healing abilities and dispel the effects of fatigue upon his allies, restoring their vigour and allowing them to continue to bring death and ruin to the God-Emperor's foes.

Prerequisites: Pure Faith, Martyr's Gift

Effect: The faithful can use this Talent to add their Willpower Bonus to the amount of Damage they heal using the Medicae skills (See page 104 in the **Dark Heresy Rulebook**). This ability only works once for each test made, though it may be activated after the faithful has successfully passed a skill test and may effect multiple skill tests performed on multiple targets in succession. Alternatively the faithful may use this Talent to remove all levels of Fatigue from allies who can both see him and hear his voice. Finally such is the intuitive healing ability this Talent imparts on the faithful that all Medicae tests, even those made without activating the Talent, are made easier by one step (i.e. **Difficult (–10) Tests** become **Challenging (+0)**, **Challenging (+0)** become **Routine (+10)** etc). This Talent only works on subjects with 20 or fewer Corruption Points.

Burn: The faithful restores all Wounds to a single ally when using the Medicae skill to heal them.

Miraculous Recovery

Potent is the power of the God-Emperor that even the greatest of injuries and the most grievous of wounds are as nothing when bathed in his divine light. This Talent allows the faithful to perform a miraculous healing and mend broken limbs, torn flesh, and missing ears. Only the faithful may benefit from this miracle however and they seldom survive completely intact.

Prerequisites: Pure Faith, Divine Ministrations

Effect: The faithful can remove a crippling injury from a creature by spending a night praying over their body and beseeching the aid of the God-Emperor. In the morning the creature can remove a single crippling injury (such as broken limb or missing nose). However missing limbs and eyes cannot be restored with this Talent. Such is the strain of this ritual on both the faithful and the subject that upon its completion both will suffer 1d5 Insanity Points which cannot be prevented in any way (such as with the use of other Faith Talents). Only subjects with 20 or fewer Corruption Points can benefit from this Talent.

Burn: Even missing limbs or eyes can be restored.

Mental Calm

Clear your mind of fear, madness and decay; in the service of the God-Emperor no man need carry humanity's burden alone—we are the teeming masses of humanity and rightful masters of the galaxy. This Talent allows the faithful to wash away recent horrors and reinforce a sense of purpose and might in his followers focusing their minds to the single task of service to the Emperor.

Prerequisites: Pure Faith, Grace

Effect: The faithful can use this Talent as a Full Action in the turn after he or any of his allies gain Insanity Points. The ability washes away the taint of madness, negating 1d5 Insanity Points gained by either the faithful, or one of his allies, in the previous round. In addition the calm instilled by this ability will remain for the rest of the encounter and reduce any further Insanity Point gains by 1.

Burn: The Talent will affect both the faithful and a number of his allies up to twice his Fellowship Bonus.

Spiritual Cleansing

Your body is a temple to the God-Emperor, your blood and bones your sacrament, your soul a symbol of your faith; let none foul your temple lest your faith be likewise fouled. This Talent allows the faithful to purge his soul of some of the taint of the warp, casting off a portion of its dark power before it has time to take root and begin a slow decay of spirit.

Prerequisites: Pure Faith, Divine Endurance

Effect: The faithful can use this Talent as a Full Action in the turn after he or any of his allies gain Corruption Points. The ability purges the touch of the warp negating 1d5 Corruption Points gained by either the faithful, or one of his allies, in the previous round. In addition the warp protection invoked with this ability will remain for the rest of the encounter and reduce any further Corruption Point gains by 1. Characters with 20 or more Corruption Points cannot benefit from this ability—they are too far gone already.

Burn: The Talent will affect both the faithful and a number of his allies up to twice his Fellowship Bonus.

Revelation

Free the mind from doubt, fear, and darkness! Look to the light of the God-Emperor and let his divine presence remind you of your purpose—you are the faithful of the Imperium and you cannot falter in the face of its foes. This Talent allows the faithful to free his mind, or that of his allies from the grip of fear or the insidious powers of the psyker, restoring them to clarity and control.

Prerequisites: Pure Faith, Mental Calm

Effect: The faithful uses this ability as a Full Action affecting both himself and a number of allies equal to his Fellowship Bonus that can both see and hear him. Those affected will immediately overcome the effects of Fear (i.e., the results of their roll on the Shock Table) and may act normally on their following turn. In addition recipients of this ability may also make a **Challenging (+0) Willpower Test** to free themselves of any detrimental ongoing psychic powers. This Talent can be combined with the Master Orator Talent to affect more allies.

Burn: Those affected by this ability automatically pass all Fear Tests for the remainder of the encounter.

No Rest for the Faithful

Only in death does duty to the God-Emperor end, and only when faith is extinguished will you truly die. With this Talent the faithful push themselves beyond the frailties of their mortal frames, shaking off wounds, casting aside injury and ignoring pain so that they may serve His will until the end. Such a divine drive has its price and once the faithful's task is done his body may never recover.

Prerequisites: Pure Faith, Respite

Effect: With this ability the faithful and a number of his allies up to his Fellowship Bonus may ignore the effects of critical injuries for the duration of the encounter, with the exception of those that would result in limb loss or death. However, should they suffer a critical effect that would result in death they can instead choose to permanently lose 1d10 Toughness and choose to suffer another lesser critical effect (of the GM's choosing) to the same body location and of the same damage type as the one that would have killed them (which will affect them normally). This ability is also hugely taxing and once the encounter ends any of those who have benefited from it will suffer 1d5 Fatigue levels (quite possibly knocking them unconscious).

Burn: Those affected by this ability may ignore the effects of limb loss just as with other types of critical damage, but only for the duration of the encounter, after which the critical damage will take effect (i.e. a lost limb kept functioning for the battle will now return to its crippled state).

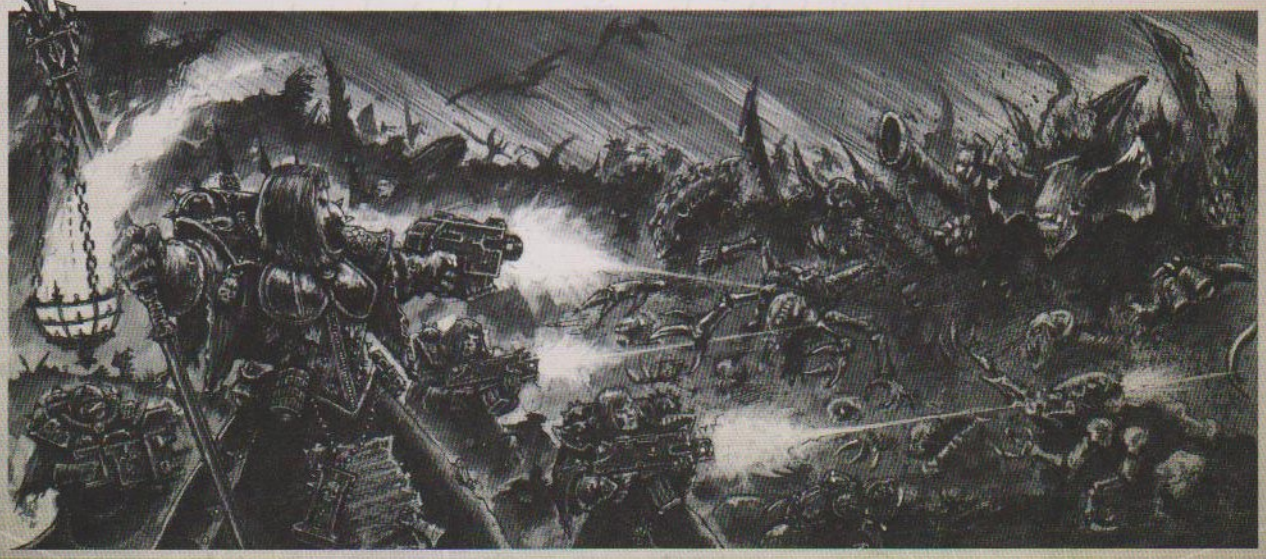
Resurrection

And he rose anew, as if lifted from the grave by the hand of the God-Emperor, restored by divine providence and ready once again to face the foes of mankind. With this Talent the faithful channels the power of his faith into a fallen comrade, filling their broken frame with life and purpose and tasking them once more with carrying on the Emperor's holy crusade.

Prerequisites: Pure Faith, Divine Ministration, No Rest for the Faithful

Effect: Whenever the faithful or one of his allies (who can hear him) dies and spends a Fate Point to avoid death (See page 185 in the **Dark Heresy Rulebook**) he may use this ability to revitalise them. The target is immediately restored to full Wounds, has all critical damage and levels of Fatigue removed, crippled limbs and blindness are healed (though not lost limbs), and the effects of any toxins are negated. In effect, the target is restored completely.

Burn: For the duration of the encounter (provided the faithful is alive) whenever the faithful or his allies burn Fate to avoid death they will benefit from the effects of the Resurrection.



Emperor's Wrath

As all those who follow the Imperial Creed know, the Emperor is a vengeful god, quite likely to smite and not likely to forgive those who trespass against the faith. Those that stray from the teaching of the God-Emperor, or sin against his holy word are prone to find torment and destruction at the hands of his faithful. In fact it is part of the Cult of the Emperor that all those who swear allegiance to the Golden Throne suffer not the unbelievers, heretics, and sinners to live within his sight, seeking them out where they hide beneath the skin of the Imperium and cleansing them in burning flame. The Emperor's wrath is ever plentiful and his servants every ready to vent it on his foes.

Faith Talents of the Emperor's Wrath are focused on dealing damage to the foes of the Emperor: the alien, the heretic, and the daemon. With these Talents the faithful can strengthen their sword arms, guide their bolt shells, and create blessed promethium with which to burn enemies to ash. Those especially skilled in channelling the wrath of the Emperor can even exorcise daemons, casting them out of their mortal shells and hurling them back into the warp.

Wrath of the Righteous

May the God-Emperor guide my hand toward the foes that I might rend him with my righteous indignation, breaking his bones, spilling his blood and piercing his flesh with my faith. This ability focuses the faithful's Emperor-born rage into his attacks, channelling His divine anger and wrath into each stroke of his blade as he fells the heretics and the unbelievers.

Prerequisites: Pure Faith

Effect: With this Talent the faithful and a number of his allies up to his Fellowship Bonus which can both see him and hear his voice are filled with the Emperor's wrath. This increases all damage inflicted in melee (i.e. with melee weapons or when fighting unarmed) by 1d5. In addition this Talent also increases the chances of Righteous Fury (see page 195 in the **Dark Heresy** Rulebook) so that it occurs on a roll of 9 or 10 rather than just 10. Note however this only affects the first damage roll to trigger Righteous Fury and not any subsequent damage rolls to determine its effects (i.e. the open ended damage rolls). This Talent can be combined with the Master Orator Talent to affect more allies.

Burn: The damage from Wrath of the Righteous is increased to 2d10.

Hand of the Emperor

And lo, the hand of the God-Emperor came down upon the heretic, the mutant, and the alien, crushing them beneath its fury and revealing to them the folly of their ways. This ability charges the faithful with a potent strength, binding his frame in divine energies and strengthening bone and muscle so that he might better crush his foes with mighty blows and unforgiving brutality.

Prerequisites: Pure Faith

Effect: The faithful and a number of his allies up to his Fellowship Bonus are filled with the might of the God-Emperor, increasing their strength and physical power. All those affected gain the Unnatural Strength (x2) trait as their muscles harden. However with this strength comes a lumbering slowness and a reduction of movement. Those affected have their Agility Bonus reduced by 2 for the duration of the ability (note that this will affect everything dependant on AB such as movement and initiative).

Burn: The faithful and his allies gain the Unnatural Strength (x3) trait rather than Unnatural Strength (x2).

Divine Guidance

Let the Emperor guide my aim, let his eye be my eye as I fire my weapon at the foes of the Imperium so that my shots might strike true and send my enemies to their eternal rest. This ability guides the aim of the faithful so that they sense more than see when to fire at the enemy, their shots striking home over extreme distances or even in the pitch-dark, guided to their targets by the will of the God-Emperor and the power of their faith.

Prerequisites: Pure Faith, Wrath of the Righteous

Effect: With this Talent the faithful and a number of his allies up to his Fellowship Bonus can be blessed with Divine Guidance. Those affected can then ignore a single range penalty (regardless of size) when making ranged attacks. So for example they could choose to make a Called Shot (see page 198 in the **Dark Heresy Rulebook**) and ignore the –20 to hit, or fire at a target at Extreme Range (see page 198 in the **Dark Heresy Rulebook**) and ignore the –30 to hit, or a Scrawny Target (see page 199 in the **Dark Heresy Rulebook**) and ignore the –10 to hit. Only one penalty may be ignored however and if multiple penalties are at work only the largest may be ignored. In addition there is a chance that a good shot may bypass the target's armour, finding a chink or hole that only divine providence could guide a round through. If the faithful or his allies score (and confirm with a second attack roll) Righteous Fury (see Dark Heresy page 195) with a ranged attack, they may choose to ignore its effects and instead discount the target's armour (effectively only reducing damage based on the target's Toughness Bonus).

Burn: The faithful and his allies ignore all penalties to hit with ranged weapons provided they do not exceed a total of -60 to hit. In addition they may fire blind (such as through doors or into darkness) without penalty, though there must still be a target in the path of their fire for a there to be a chance to score a hit.

The Passion

Your love for the God-Emperor will know no bounds, his glory will fill your heart to bursting and you will run and scream with joy at the sound of His name; filled with his divine light you are a tireless soldier of the Imperium and a holy instrument of the faith. This ability infuses the faithful

with a powerful passion and energy, allowing him and his allies to move in a frenzy of righteous speed so that they might better reach their foes and rend them to pieces.

Prerequisites: Pure Faith, Divine Guidance

Effect: The faithful and a number of his allies up to his Fellowship Bonus are gifted with a fathomless passion for serving the God-Emperor, increasing their agility and speed. All those affected gain the Unnatural Agility (x2) trait as their limbs quicken and their movement becomes blurred (note that this will affect everything dependant on AB such as movement and initiative). In addition such is their zeal that they react to attacks with blinding speed and an almost divine sixth sense. This adds +10 to both Dodge and Parry Tests as well as allowing them to roll two dice and choose the highest when determining initiative.

Burn: The faithful and his allies gain the Unnatural Agility (x3) trait rather than Unnatural Agility (x2).

Flames of Faith

Holy is the flame of the Emperor, that it might burn away the evil of his enemies and cast those spawned from the warp back into their places of freezing darkness and unending night. This Talent places a powerful blessing on the fires of the faithful making them burn more fiercely and making them especially deadly to daemons and creatures of the Immaterium.

Prerequisites: Pure Faith, Wrath of the Righteous

Effect: As a Full Action the faithful may bless a burning fire (up to twice his Fellowship Bonus in metres diameter), a clip of incendiary ammunition (this could also be a grenade or rocket round) or a weapon that produces flame (such as a flamer, though not a melta gun or plasma gun). Such blessed fire then burns hotter and will inflict an additional 1d10 damage on all those that come into contact with it. It also has a greater chance of setting things on fire and imposes a –10 penalty to Agility Tests by those who are touched by it to avoid bursting into flame. In addition, it is deadly to daemons, inflicting a further 1d10 damage and counting as a holy attack when used against daemons.

Burn: The fires burn hotter still. They inflict 2d10 additional damage rather than 1d10, and all their damage counts as Explosive rather than Energy as the fire literally tears the target into flaming gobbets of meat!

Righteous Frenzy

Never forget the righteousness of our cause, for to waver in our conviction to the God-Emperor is to invite his foes into our heart and infect us with their filth. With this Talent the faithful and his allies fill themselves with a divine madness and rage against their foes, flying into a righteous frenzy and striking out at the unbelievers and the heretics like a bottomless pit of anger.

Prerequisites: Pure Faith, Wrath of the Righteous, The Passion

Effect: By taking a Full Action, chanting and screaming prayers, the faithful and a number of allies up to his Fellowship Bonus that can both see him and hear his voice can enter into a frenzy. For the duration of the encounter the faithful and his allies are considered to be in a state of frenzy just as if they had the Frenzy Talent (see Dark Heresy page 116). This works in exactly the same way as the Talent with the exception that those under the ability's effects will never attack each other regardless of the circumstances. In addition, if the faithful already has the Frenzy Talent, using this ability becomes easier and he may trigger it with a free action. This Talent can be combined with the Master Orator Talent to affect more allies.

Burn: Such is the power of the Frenzy that the faithful and his allies gain strength from shedding the blood of their foes. Whenever they kill a foe in their frenzied state they immediately recover 1d5 lost Wounds. Only the character which deals the killing blow gains the benefit.

Might of the Emperor

Blessed are the faithful, for they have within them the power of the God-Emperor and are transformed by it into His divine vessel and tool of vengeance. This Talent allows the faithful to become a vessel for the Emperor's power increasing his strength and stamina but at the same time overcoming him with a religious mania which can blind him to reason and make his words unintelligible to the ears of common men.

Prerequisites: Pure Faith, Hand of the Emperor, The Passion

Effect: With this ability the faithful fills himself with divine power and grows in physical power and might. He increases all his physical characteristics (Strength, Toughness and Agility) by +10 (with the corresponding +1 to their characteristic bonuses). However the power also fills the faithful's mind with religious madness and visions of the God-Emperor's glory, diminishing his ability to think and interact socially. This has the effect of reducing all his mental characteristics (Perception, Intelligence, and Fellowship) with the exception of Willpower by –10 (with the corresponding –1 to their characteristic bonuses). In addition he speaks in a mix of religious riddles and holy verse which can be difficult to understand (requiring a **Hard (–30) Intelligence Test** or a **Challenging (+0) Common Lore (Imperial Creed) Test**). The GM should encourage players to role-play this mania.

Burn: The effects last for an entire game session rather than just a single encounter.

The Unforgiving Blade

Blessed are the blades that smite the daemon, the witch, and the psyker. With divine steel the children of the warp are cut deep, and their blood spilled as a sign of their betrayal of the purity of humanity. This ability allows the faithful to bless a blade to deal horrific damage to those who are either touched by the warp or call upon its powers as part of their cursed existence.

Prerequisites: Pure Faith, Wrath of the Righteous

Effect: With this Talent the faithful can place a potent blessing on a single melee weapon that already inflicts Rending Damage. The blessed weapon inflicts an extra 1d10 damage and gains 2 more points of penetration when used against daemons, psykers and creatures with 20 or more

corruption points. In addition, blows from this weapon count as holy attacks when used against daemons. Such a weapon is difficult for the unclean to wield, and when grasped by a psyker or character with 20 or more corruption points it will burn, inflicting 1d5 Energy Damage each round he holds it which cannot be reduced by armour or Toughness.

Burn: The faithful can bless a number of weapons equal to twice his Fellowship Bonus provided he can lay hands on each one (a Half Action per weapon).

Divine Touch

Even the lightest of touches by those blessed by the divine God-Emperor are as acid to the flesh of the corrupt, the pure light of the faithful's soul burning into the vile darkness of the heretic's mind and causing him to cry out in pain and despair. This Talent allows the faithful to bring terrible pain and crippling agony to those tainted by the warp, either diminishing their power (in the case of daemons) or causing them debilitating torment (in the case of psykers and others tainted by the warp).

Prerequisites: Pure Faith, The Passion, Divine Guidance

Effect: With this ability the faithful lays hands upon the corrupt and warp tainted causing them excruciating pain. This requires the faithful to touch the target (standard melee attack) on exposed skin (this may be a Called Shot –20 at the GM's discretion). If the target is a psyker or has 20 or more corruption points they must make a Challenging (+0) Willpower Test. If they fail then the faithful rolls 1d5+2 and applies the effects of an Energy Critical to the location touch. Note however that no actual wounds are inflicted but Stunning and levels of Fatigue are applied.

The ability can also be used on daemons forcing them to make an Instability Test (see Dark Heresy page 333) with a –30 penalty.

Burn: The faithful may make Divine Touch attacks until the end of the encounter. In addition the faithful rolls 1d10+2 to determine the effects of the critical.

If used on a daemon they suffer a -60 to their Instability Test rather than a –30.

Religious Hysteria

Together the faithful are unstoppable. We are the teeming billions of humanity, the God-Emperor's faithful and his devoted servants. Our power lives on the lips of the devout and spreads like fire through the air on the strength of our words. This ability starts a chain of religious hysteria which spreads through the minds of citizens and can turn a crowd of sullen hab workers into a raging mob of religious zealots ready to tear the throats from the unrighteous.

Prerequisites: Pure Faith, Righteous Frenzy

Effect: This Talent allows the faithful to spread a religious rapture among Imperial citizen filling them with righteous zeal. For this to take root the faithful must be able to preach to a group of citizens for at least 10 minutes and have their attention for the duration of that time. After this, the faithful makes an Opposed Willpower Test with the crowd (which can be of any size provided they can see and hear him without the means of technology, i.e. in the flesh) to see if his message has taken root. If it does the crowd will become a mob and begin to spread the word of the Emperor. For the next 24 hours any person the mob comes into contact with must pass a Challenging (+0) Willpower Test or join the mob. The faithful can then direct the mob against his enemies (as long as they can reasonably also be the enemies of the Emperor), either in his initial sermon or by leading them. The mob, and all of its members, will benefit from the Hatred Talent (see Dark Heresy page 117) toward a single foe, described by the faithful in his sermon. This is not mind control and will not cause the members of the mob to needlessly endanger themselves or act wildly out of character, but it will awaken their natural devotion to the Imperium and hatred of the Emperor's enemies.

Burn: Those affected by Religious Hysteria will also gain the effects of Righteous Frenzy. This of course will probably reduce an entire area into chaos and madness as the population turns in upon itself in an orgy of cleansing violence.

Soul Storm

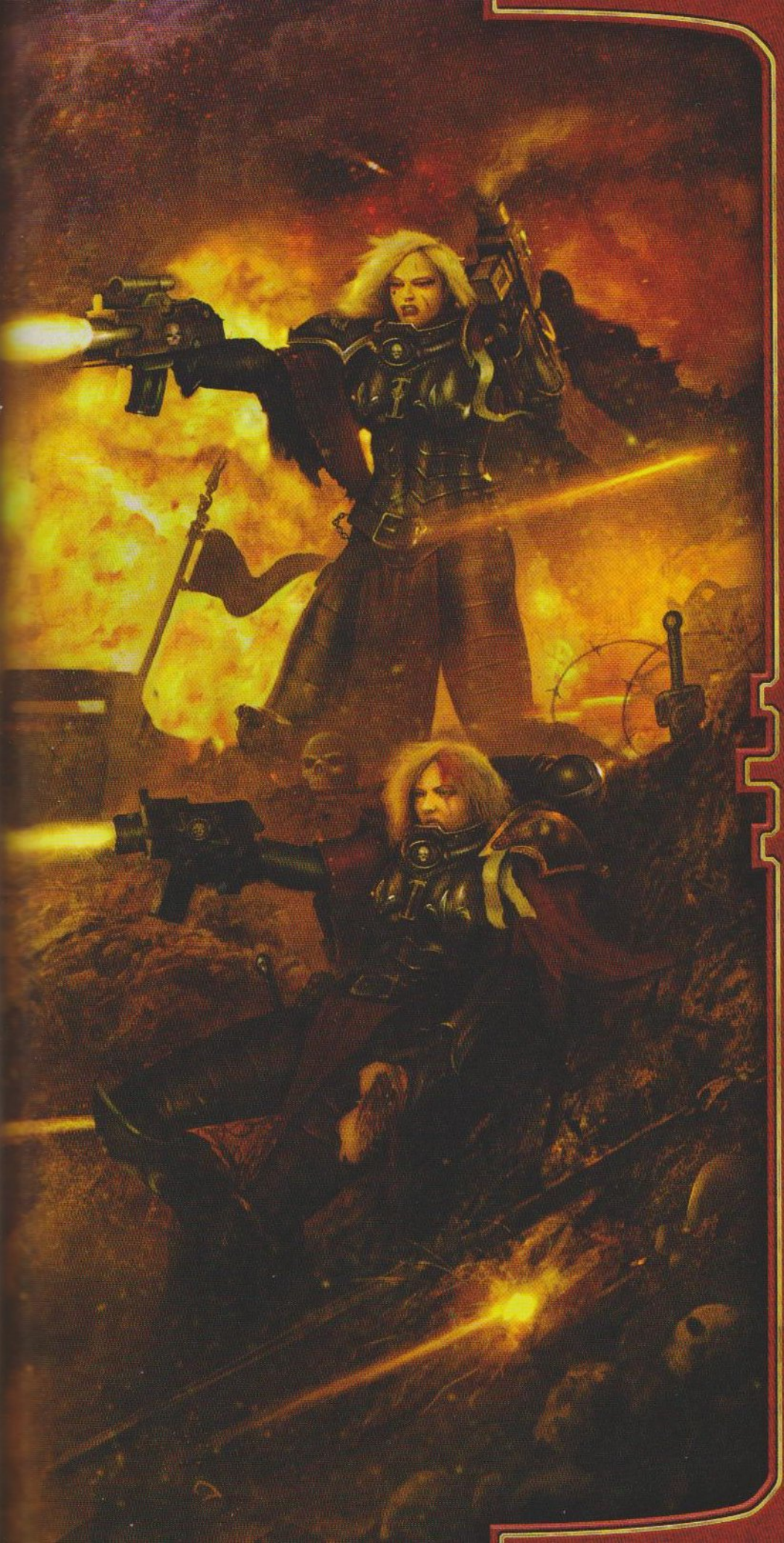
You are the centre of the God-Emperor's might, you are his focus upon the world of men and through your will and your soul flows his burning light. This ability allows the faithful to unleash a fearsome soul storm in a flash of blinding light and burning flame, cleansing an area of the warp, its spawn, and those touched by its corrupting influence.

Prerequisites: Pure Faith, Divine Touch, Flames of Faith

Effect: This Talent grants the faithful the ability to conjure a Soul Storm, a blast of pure holy energy that bursts from his eyes and mouth to consume everything nearby tainted by the warp. Triggering the soul storm is a Full Action and will affect everything within a radius of 10 metres times the faithful's Willpower Bonus. Psykers and anyone with corruption points in this area will immediately suffer 1d10 Energy damage not reduced by armour or Toughness. In addition Psykers must pass a Challenging (+0) Willpower Test or suffer an additional 1d10 damage (also not reduced by armour or Toughness) and lose access to their powers for the remainder of the encounter. Those with corruption points will also take an additional 1 point of damage for every corruption point they have (also not reduced by armour or Toughness) as their taint burns within their soul. Daemons caught in the area of effect will also suffer 1d10 Energy Damage (not reduced for armour or Toughness) and must pass a Challenging (+0) Willpower Test or lose access to their powers in the same way as psykers. Note however that very powerful daemons (those with a Willpower of 50 or more) are not affected by this power at all, though they may cringe from the Emperor's light.

Conjuring a Soul Storm is massively taxing to the faithful and will immediately inflict a number of levels of fatigue equal to his Toughness Bonus (effectively knocking him unconscious and causing him to collapse). Even when he comes to, the faithful may not conjure another Soul Storm for at least 24 hours.

Burn: All damage inflicted by the Soul Storm is doubled.



Reliquary

Ranged and Melee Weapons

•

Armour

•

Gear & Tools

•

Servitors and Retainers

•

Ecclesiarchal Services

•

Calixian Relics

Chapter V: Reliquary

"The strength of Man dwells in our purity of our minds and bodies, within the potency of our weapons and the might of our starships. Most of all, it is found in the righteousness of our cause and our unshakeable faith in the eternal God-Emperor."

–Preacher Mihai Hujar

The armaments and tools of the Ecclesiarchy are as unique as the enemies they face. This chapter takes a closer look at some of these items, giving an idea of their purpose, use, and availability. Almost all of these items are unique to the Ecclesiarchy and its forces, and even those that are not are still intended for the faithful masses to use as a sign of devotion. Thus, the prices and Availability usually reflect how common the items are within the Ministorum itself and may not be available just because an Acolyte has the right amount of cash.

Weapon Special Qualities

Sanctified

Any Damage inflicted by a sanctified weapon counts as Holy Damage, which has certain effects on some Daemonic and warp creatures (see page 329 of the **Dark Heresy Rulebook**).

Storm

A weapon with the Storm Quality doubles the amount of hits inflicted on the target. Every degree of success (for Full Auto) or two degrees of success (for Semi-Auto) up to the weapon's listed rate of fire results in two hits instead of one (including when firing a single shot). A weapon with the Storm quality uses up ammunition twice as fast as usual (meaning that if a Storm weapon fires on semi-auto with a rate of fire equal to 2, it uses 4 rounds of ammunition).

Ranged Weapons

"It is a pleasure to burn."

–Confessor Crexus

While many servants of the God-Emperor choose to destroy the enemies of humanity with the chainsword there is no stigma placed on those who would bring deadly judgement to the apostate through the holy bolter or flamer. The Sisters of Battle are well known for their skill with the bolter, flamer and melta, bringing the light of the Emperor to their foes in a muzzle flash.

Bolt Weapons

Reknown throughout the Imperium of Mankind, bolt weapons are both feared and revered by humanity.

Godwyn-De'az Pattern Bolter

Designed specifically for the Adepta Sororitas, and blessed by the Canonesses of the Orders, these venerated weapons are presented to an Adepta Sororitas upon becoming a Battle Sister. The Sisterhood considers the venerated Godwyn-De'az bolt weapons heirlooms; each one carefully maintained by highly specialized servitors and trusted servants. This pattern bolter has great significance to the Adepta Sororitas, not only as a powerful weapon against the enemies of mankind, but also as a symbol of the Emperor's judgement and of the sisters personal connection to her faith.

Godwyn-De'az Storm Bolter

The Storm Bolter used by servants of the Ecclesiarchy are not drastically unlike those used by throne agents. Firing bolt rounds at a greatly increased rate of fire, this weapon requires two hands to operate and is essentially two bolters firing in synchronised bursts. Its high rate of ammunition consumption makes the weapon impractical in many situations but few would argue with the results that such a powerful symbol of faith can have.

Table 5-1 Ranged Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Cost	Availability
Godwyn-De'az Pattern Bolter	Basic	90m	S/2/—	1d10+5 X	4	30	Full	Reliable, Tearing	6 kg	1,000	Very Rare
Godwyn-De'az Storm Bolter	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Reliable, Tearing, Storm	12 kg	9,000	Extremely Rare
Seraphim Inferno Pistol	Pistol	10m	S/—/—	2d10+2 E	10	6	Full	Reliable	2 kg	9,000	Extremely Rare
Seraphim Hand Flamer	Pistol	10m	S/—/—	1d10+4 E	2	6	Full	Flame	2 kg	1,000	Extremely Rare
Heavy Flamer	Heavy	30m	S/—/—	2d10+4 E	4	10	2 Full	Flame	45 kg	1,000	Rare

Flame & Melta Weapons

Flame and Melta weapons use extreme heat to purge the heretical of any possible taint.

Seraphim Inferno Pistol

The deadly Inferno Pistol can burn through even the most fortified of structures or armour. It is well known that if one weapon will do, two will do twice as well. The Seraphim Inferno Pistols are designed to work as a pair and can be used while in hand to hand combat by specially trained Seraphim.

A character with the Dual Shot talent may make a single shot with both weapons at the same time, increasing the damage by 1d10 and doubling the weapon's Penetration.

Seraphim Hand Flamer

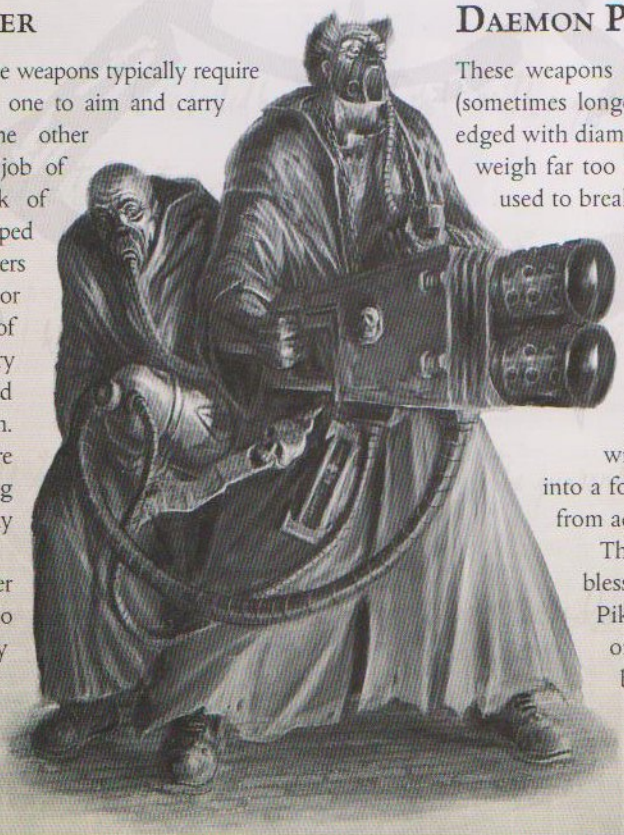
Designed for use in pairs, Seraphim Hand Flamers can spew forth gouts of flame from both pistols at once. In addition the hand flamers are designed to be used in melee combat and can release small controlled bursts of flame that use negligible amounts of promethium. The weapon can be used both as a ranged weapon and a melee weapon by those who are properly trained.

A character with the Dual Shot talent may make a combined attack with both weapons. Ammunition is expended from both flamers but the attack deals 1d10 +10 damage and imposes a -20 to the Agility test of targets to avoid the flame. Additionally the weapon may be used to attack a single target in melee combat without expending ammunition, although the GM may rule that some is used over a long battle.

Heavy Flamer

Large and heavy, these weapons typically require a crew of two men, one to aim and carry the barrel, and the other with the delightful job of having a large tank of promethium strapped to him. Characters in power armour or with a strength of 40 or more can carry the promethium and operate the weapon. Heavy Flamers are ideal for immolating entire swaths of enemy with each shot.

If a Heavy Flamer has Sanctified Ammo it automatically succeeds on rolls to confirm any Righteous Fury against Daemons or Psykers.



Melee Weapons

"Know not the heretic. Listen not to his words, read not his writings, view not his images. See the heretic only as the target of your wrath and your sword arm."

–Preacher Damdin Sunduram to his Frateris Milita

The Ecclesiarchy has had thousands of years of practice punishing the Heretic and the Apostate. The weapons employed by the faithful vary greatly based on personal taste and experience. Wicked and painful, the one binding quality they all have is their ability to make the apostate suffer for his crimes before his inevitable death.

Baptismal Mace

Known by a number of colloquial names (such the "Hammer of Anointing"), Baptismal Maces combine a heavy bone-crushing head with a integral tank of caustic fluids in the haft. When the weapon impacts a target, the fluid is released, eating away at already bruised and battered flesh. For some in the Calixian Ministorum, they are a favoured symbol of authority, and come in a variety of styles, including hammers, maces, and morning stars, in both one and two-handed models. The Baptismal Mace has the Toxic Quality. Alternatively the weapons tank can be filled with promethium and an igniter is added to the haft. Targets struck by these weapons must make an Agility Test to avoid catching on fire (see page 210 in the **Dark Heresy Rulebook**).

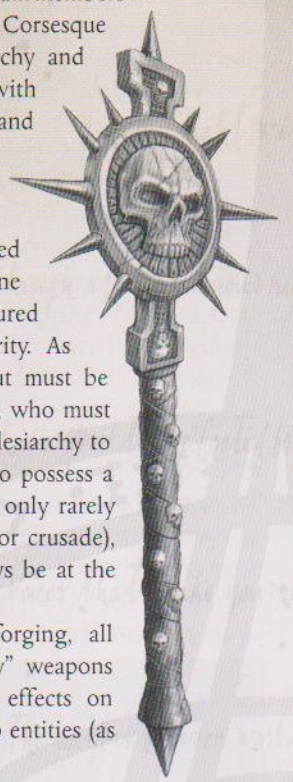
Daemon Pike

These weapons range in length from three to four metres (sometimes longer). Mounting a blade of adamantine-silver edged with diamantine on a hollow steel tube, Daemon Pikes weigh far too much to be thrown. Instead, they are often used to break the charge of daemons, mutants, and other creatures of the warp. The blade and shaft of a Daemon Pike are inscribed with chants, prayers, and sermons meant to ward off evil, while the metre of shaft below the head is set with short forward-point spines, ending in two broad blades. These blades serve two purposes—they keep the wielder from thrusting his weapon too deep into a foe, and prevent daemons and other creatures from advancing down the Pike to attack the user.

The etched prayers, as well anointing with blessed waters and sacred oils make Daemon Pikes "Holy" weapons, which has certain effects on some Daemonic and warp entities (as will be noted in their description).

Ecclesiarchy Corsesque

Used as a symbol of authority by certain members of the Ministorum, an Ecclesiarchy Corsesque takes the symbol of the Ecclesiarchy and fashions it into a physical weapon with which to strike down the heretic and mutant. The edges of the symbol are made razor sharp, while any points are extended outwards into long armour-piercing spikes. Blessed and baptised, the Corsesque is one of the Calixian Ministorum's favoured symbols of its might and authority. As such, they can't be purchased, but must be made specifically for an individual, who must be of sufficient rank within the Ecclesiarchy to warrant such a weapon. Those who possess a Corsesque tend to bring them out only rarely (such as before a major campaign or crusade), but when they do, they will always be at the forefront of any advance.



Due to the nature of their forging, all Ecclesiarchy Corsesques are "Holy" weapons and will have additional certain effects on some Daemonic creatures and warp entities (as will be noted in their description).

Eviscerator

Favoured by Ecclesiarchy zealots and witch-hunters, the eviscerator is an obscenely large double-handed chain weapon fitted with a crude version of the disruption field generator more commonly found on power-blades. Although very unwieldy and tiring to use, the eviscerator is fully capable of ripping an armoured man in half or tearing open the most blasphemously corrupted mutant in a single stroke.

Any character that rolls 96–00 on their attack roll while wielding an eviscerator risks losing control of the roaring chain blade and must succeed on an Agility Test or take Damage as if struck by the weapon (including the wielder's SB).

Mancatcher

Popular among Acolytes who must quickly restrain targets without killing them, the Mancatcher is a pole-arm with a restraining device on the end. Some have simple cable loops that can be restricted around the neck. More elaborate designs exist, including an iron loop with dozens of spikes.

The wielder may make a Weapon Skill Test with a -20 penalty against any humanoid opponent struck by the weapon, if he succeeds the target is restrained. If the target wishes to move it must succeed in an opposed Strength Vs. Weapon Skill Test with the wielder to break free of the restraint. If the target fails it may not move, if it succeeds it has broken free and may move as normal. Alternatively the target may make a Contortionist Test, if successful he breaks free of the restraint.

Scoriada

Scoriada are whips made from strips of knotted cloth or soft leather. They are used to inflict corporal mortification, either on one's self or on another. While the Scoriada does little to no damage by itself, extended use can cause severe bruising and raise welts.

A Scoriada only does damage equal to the character's Strength Bonus when used as a weapon. When used by a character with the Flagellant talent to perform daily mortification, the character may make a Hard (-10) Toughness Test, and if successful they do not suffer a wound as a result of using the Flagellant talent.

> "Pain is faith entering the body.
> Pleasure is corruption entering the soul."

Table 5-2 Melee Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability
Baptismal Hammer/Mace	Melee	—	1d10+1 I	0	Unbalanced	4.5 kg	500	Scarce
Daemon Pike†	Melee	—	1d10 R	2	Holy	4 kg	1,000	Rare
Ecclesiarchy Corsesque†	Melee	—	1d10 R	2	Unbalanced, Holy	6 kg	—	Issued Only
Eviscerator†	Melee	—	1d10+10 R	5	Tearing, Special, Unwieldy	12 kg	750	Scarce
Fire Lance†	Melee	—	1d10 R	0	Special	4 kg	550	Rare
Flame Hammer†	Melee	—	2d10 I	2	Unwieldy, Special	8 kg	800	Rare
Mancatcher†	Melee	—	1d10	0	Unwieldy, Special	4 kg	200	Rare
Scoriada	Melee	—	0 I	0	Primitive, Flexible	1 kg	5	Scarce

†These weapons require two hands to use

Armour

"My faith is my shield."

–Acolyte Yasar Ky

Ecclesiarchal servants are armoured not only by faith in the God-Emperor, but by the blessed tools he has provided for them. From simple devotional tunics to the iconic armour of the Adepta Sororitas, the armour of the God-Emperor defends those who defend humanity.

Blessed Sackcloth Tunic

Made from coarsely-woven cloth, which is then washed in sanctified waters and then blessed by priests of high rank, these tunics provide some protection from claws, knives, and the like (and next to none from advanced weaponry), but their real worth comes when confronted by the supernatural.

Blessed sackcloth provides the wearer with a +10 bonus on Tests made to resist any direct psychic attack or manipulation used against them. Additionally, it provides full Armour Points against attacks of psychic force or warp energy that deal damage directly as well as attacks made with the Warp Weapon effect.

A blessed sackcloth tunic can be worn by itself or under other armour. If worn by itself, it's itchy and somewhat uncomfortable, but otherwise causes no major problems. However, if worn under other armour it will cause intense irritation. Characters who wear such a combination for more than their Toughness Bonus in hours must make a Toughness Test or suffer 1 Level of Fatigue.

Ecclesiarchy Overlay

Comprised from the extensive Ministorum-approved iconography, engraved prayers, mottos, and purity seals, an Overlay can be applied to any normal suit of armour. Aside from marking the wearer as a devout follower of the God-Emperor, it also grants +10 bonus to Command and Fellowship Tests when the character seeks to inspire, lead, and rally the faithful.

Hospitaller Carapace

Often serving in combat zones, Sisters Hospitaller require more protection than other Non-militant Orders. The distinctive armour is a welcome sight to injured guardsmen and Acolytes alike, an angel of mercy sent by the God-Emperor himself. In addition to its protective qualities, the hooded habit is often coated in incense and unguents and the rest of the armour is sealed and treated against toxins. This grants the wearer a +20 to resist toxins or diseases that do not penetrate the armour (such as a poison dart) and a +10 on any Fear Test with an olfactory component (such as rotting bodies). The helm incorporates a re-breather.

Praesidium Protectiva

Constructed from layers of armaplas and ceramite, these shields are said to contain small fragments of armour originally worn by the Emperor. They are only found among the Adepta Sororitas, and even then are only issued to those Sisters who excel (and prefer to engage in) hand-to-hand combat.

Due to the weight of the Praesidium Protectiva, it can only be used by a Sister wearing Sororitas Power Armour. It allows the user spend a Reaction to Parry attacks (including Ranged Weapon attacks) using the character's Weapon Skill. However, the Sister can only Parry attacks coming from the front or from the side (either right or left, depending which arm the Praesidium Protectiva is on). Against melee attacks a Parry with the Praesidium Protectiva works like a regular Parry. Against ranged attacks, it provides an extra 8 AP if the parry is successful. This AP is in addition to the AP provided by the Power Armour.

Although the use of the Praesidium Protectiva means the Battle Sister is restricted to a one-handed weapon, she can bash with the shield in close-combat. It does 1d5+2 I if it hits (plus her Strength Bonus).

Sanctified Carapace

Created with great care (and great expense), a sanctified carapace features engraved prayers on each layered plate. Additional prayers and wards border each primary piece (such the rim of the helmet or edges of the chest plate), while large holy symbols are set into the centre of the chest and along each limb. Finally, the entire suit is blessed and then anointed with sacred machine oils.

Once complete, a sanctified carapace grants the wearer a number of protective benefits. First, it provides a +10 bonus on Tests made to resist any direct psychic attack or manipulation used against the user. Additionally, it provides full Armour Points against attacks of psychic force or warp energy that deal damage directly as well as attacks made with the Warp Weapon effect. Blows made with the carapace's gauntlets are considered to be "Holy" in nature and will have additional certain effects on some Daemonic creatures and warp entities (as will be noted in their description). Finally, the armour's sanctified nature give it an aura of purity, causing all supernatural creatures within 20 metres to take a -10 penalty on Willpower Tests.

Sanctified Chain Coat

Similar in concept to the sanctified carapace, a sanctified chain coat features prayers engraved into each individual ring. These rings are carefully riveted together forming a resilient suit of armour. Lastly it is washed with secret mixtures of holy oils and purified sands to polish the coat to a glittering result. Most common on those Feral Worlds with a strong Ministorum presence, and often presented as gifts to Missionaries, a properly prepared sanctified mail coat provides full Armour Points against attacks of psychic force or warp energy that deal damage directly as well as attacks made with the Warp Weapon effect.

Shield Robes

When not clad in their well-known power armour, the Adepta Sororitas will often wear their armoured robes. These are consecrated mesh robes designed for both devotional study and martial training. Traditionally worn by the Orders Non-militant in their support roles and by noviciates as they are being instructed in the ways of the Sisterhood, they act as secondary clothing for a Battle Sister while their power armour is being maintained or when they return to their Convent. Eschewing regular clothing, the robes and the power armour are typically all a Battle Sister will wear.

Shield Robes are not limited to the Adepta Sororitas. Clerics who find themselves in combat or who bring faith and fire to the enemies will also wear them. Often these robes are stylized and detailed with images from the lives of Saints or with iconography meaningful to a single cult.

Sororitas Power Armour

Commissioned by Goge Vandire, it is the only part of his legacy that was not removed along with his head. Created initially by the forges on Mars for the Adepta Sororitas, this lighter power armour provides excellent protection and increased strength with little to no reduction in movement speed or agility. The armour uses a similar power supply as the armour for the Adeptus Astartes and does not run out of power unless damaged. A Sister of Battle within the Calixis sector is not typically issued a helmet until she has proven herself.

Sororitas Power Armour adds +10 to the user's strength and the helmet includes an integrated targeter (+5 to BS), a rebreather, and a comm-link. User's with a Heavy weapon treat it as Braced.

Damaging Power Armour

Sororitas power armour uses a fusion generator backpack which can sustain power forever with proper care. However, it is possible for the power unit to be damaged, hindering or even disabling the suit. If the wearer takes Critical Damage to the Body from behind, consult the Power Unit Critical Effects chart (in addition to normal Critical Effects). The problems continue until the unit can be repaired with a **Challenging (+0) Tech-Use Test**.

Table 5-4: Power Unit Critical Effects

Critical Damage	Result
1–3	**Unaffected:** The power unit continues functioning normally.
4–5	**Damaged:** The power flow is diminished, causing system failures and difficulty moving. All benefits granted by the armour (except its inherent AP) are lost. All physical actions suffer a –10 penalty. Decrease Base Movement by 2.
6+	**Unpowered:** The suit completely shuts down. All benefits granted by the armour (but not its inherent AP) are lost. The wearer must make an **Hard (–20) Strength Test** simply to move. If he passes the test, his Base Movement is still reduced to 1, and all physical actions suffer a –20 penalty.

Table 5-3: Ecclesiarchal Armour

Name	Location(s) Covered	AP	Wt	Cost	Availability
Blessed Sackcloth Tunic	Body	2	4 kg	500	Rare
Ecclesiarchy Overlay	—	—	+2 kg	+1,000	Rare
Hospitaller Carapace	All	5 (4 on Head)	20 kg	10,000	Very Rare
Praesidium Protectiva†	See Text	8	14 kg	7,500	Very Rare
Sanctified Carapace	All	6	18 kg	6,000	Very Rare
Sanctified Chain Coat	Arms, Body	4	15 kg	750	Rare
Shield Robes	Arms, Legs, Body	3	2 kg	5,000	Very Rare
Sororitas Powered Armour	All (w/helmet)	7 (8 on Body)	35 kg	20,000	Very Rare

† The Praesidium Protectiva has the Defensive Special Quality.

Gear & Tools

"This will only hurt if you're guilty"

–Confessor Hildebrax

The tools of the Ecclesiarchy are as varied as its clergy and servants. On countless worlds Cardinals and Abbots must tend to their flocks, guiding them in the Emperor's divine plan and they require a variety of equipment specialized to their exact tasks.

Chaplet Ecclesiasticus

Every member of the Adepta Sororitas carries a Chaplet Ecclesiasticus either around her neck or her waist. Each adamantium bead serves as a reminder of an act of penitence, but in the case of very experienced Sisters each bead could represent many more such acts. A Sister who openly displays her Chaplet Ecclesiasticus may re-roll any failed Charm Tests made against members of the Ecclesiarchy who are of equal or lower status (as determined by the GM).

Cilice

These are garments and other accessories designed to cause a level of discomfort when worn. Examples include shirts made from rough and/or coarse cloth, lengths of heavy chain, belts of crude rope and unscraped hide or coarse cloth, or garters of metal links adorned with small hooks. Shirts are normally worn under regular clothing, while the other forms of cilice are strapped around the waist or limbs.

The purpose of a cilice is to remind the wearer of the burdens he bears as a citizen of the Imperium, as well as the trials and tribulations endured by the Saints and the God-Emperor himself. A form of corporal mortification, wearing a cilice is meant to bring about a purification of the soul and serve as an act of penance. Cilice are common on Feral Worlds and, strangely enough among the nobility of many Hive Worlds, although the latter seem to consider wearing a cilice (usually in the form of a shirt) to be a point of pride and not humility.

A cilice does however help to focus the character's mind and remind him of his devotion to the God-Emperor. This has the effect of granting a +10 on Willpower Tests to resist Fear, Charm, Intimidation or other kinds of social manipulation. However, characters who adorn themselves with an excess of chains and hooks or wear their cilice for longer then the proscribed period of time (usually twice their Toughness Bonus in hours) must make a Toughness Test or suffer 1 Level of Fatigue.

Dialogous Staff

Many sisters of the Ordo Dialogous choose to carry the Dialogous staff. Fitted with a Laud Hailer and an audio recording device. It is sturdy enough to be used in combat as a Staff and grants a +10 to understand sounds at a distance.

Eikon

An eikon is a portrait, usually of the Emperor, but also of Saints and other notables of the Imperium. They come in a variety of sizes and styles, ranging from small cameos with locking covers to large triptychs meant to be openly displayed on tabletops and altars. Sold in great numbers throughout the Sector, eikons are most common among native militia, who often attach them to their weapons and vehicles.

Hospitaller Medicae Tools

The Order Hospitaller equips its Sisters with the best battlefield medicine tools found outside the Apothecaries of the Adeptus Astartes. The kit has a variety of sacred oils, unguents, surgical tools, and sterilisers to help those who lay wounded in battle.

The Hospitaller Medicae Tools count as a medkit, 2 doses of De-tox, and 2 doses of Stimm. In addition the Sister Hospitaller may amputate a damage limb (or what remains) and inject a cocktail of drugs that provide succour and cauterises the wound. The amputation is a Hard (-10) Medicae Test. If successful the patient is missing the limb but removes all other effects caused by damage to the limb, including Fatigue, Blood Loss and (per GM discretion) heals 1d5 wounds suffered in the loss of the limb.

Liber Heresius

Containing the collected writings, philosophies, musings, sayings, and wisdom of thousands of Witch Hunters of the Holy Ordos, the Liber Heresius is the definitive guide to heresy in all of its forms. It details the structure, activities, and nature of many infamous heretical cults, as well as how they were detected and destroyed. Treatises can be found on how to identify incipient heresy, the signs and symbols commonly used by heretics, and the various heretical creeds and mottos.

As can be expected, the tome is a closely guarded secret among the Holy Ordos, who realise that not only is the Liber Heresius an excellent guide to the nature of heresy, it's also the perfect primer on how to start a heretical cult and keep one hidden. The book is only issued to those Witch Hunters who have proved their loyalty and devotion and even then the owner may be called upon to surrender his copy at a moment's notice.

The Liber Heresius normally appears as a massive armoured book. The symbol of the Ministorum is set into the outer cover and contains a lock coded to the owner's genetic structure. The Liber Heresius provides a +20 bonus on Research Tests involving Forbidden Lore (Cults, Heresy).

Litanies Of Faith

These books come in a variety of forms, ranging from massive tomes of hand-written parchment to compact dataslates. They contain the teachings of the Ecclesiarchy, with a special emphasis on chants and hymnals. Compact versions of the Litanies (concentrating primarily on prayers) are common among the possessions of Ministorum preachers.

A complete copy of the Litanies Of Faith provides a +20 bonus on Research Tests involving Common Lore (Ecclesiarchy) and Scholastic Lore (Imperial Creed). Abridged versions of the Litanies only provide a +10 bonus.

Pilgrim's Travel Staff

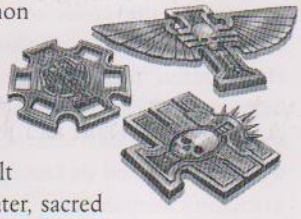
Formed from any number of materials (such as wood on Feral Worlds, or extruded polymers on Forge Worlds), a pilgrim's travel staff serves as a tool, a weapon, and a symbol of the pilgrim's devotion to the God-Emperor and the Ecclesiarchy. A typical travel staff is two metres long with a small hook about a half a metre from the top. This hook is intended for attaching a badge, charm, symbol, or other object indicative of which Shrine World the pilgrim intends to visit. It's not unknown for pilgrims from Forge and Hive Worlds to have small vox-casters mounted on their staves, which endlessly repeat chants, prayers, and songs dedicated to the God-Emperor and his Saints.

Psyocculum

A form of photo-visor, psyocculum are designed to enhance the emanations made by pyskers into a visual form. They allow the wearer to detect psykers (and only psykers) as if the user had the Psyniscience Skill with a bonus of +20. Use of the psyocculum requires a Full Action.

Questing Pilgrim Badge

Manufactured in untold numbers on many Shrine Worlds, these badges are visual representations of a person or event. The most common badges are simple, mass-produced emblems, although the wealthy can order far more elaborate ones. The best badges have small glass vials built into them containing blessed water, sacred oils, planetary dust, or similar materials.



Reliquary

Reliquaries come in a myriad of forms, such as boxes, caskets, and cases. They are used to contain relics (authentic or not), charms, or holographic images of actual relics. Quality and price are relative—the most common reliquaries are cheaply made and contain only a holo, model, or painting, while one designed to hold an authenticated holy relic can easily cost thousands of Thrones.

Ring of Suffrage

Designed to cause minor discomfort when twisted, the ring of suffrage is treated as a charm.

Rule of Sororitas

A collection treatises, litanies and assorted holy directives, this book provides a +10 bonus to all Common Lore Tests made on the subject of Ecclesiarchy, Heretics, Mutants or the Adepta Sororitas.

Sarissa

These are heavy spiked blades the Sororitas often attach to their bolters in order to allow them to engage in hand-to-hand combat without switching weapons. When mounted on a bolter, a sarissa counts as an axe in close combat.

Table 5–5: Ecclesiarchal Tools

Name	Cost	Wt	Availability
Chaplet Ecclesiasticus	1,000	1 kg	Issued Only
Cilice	Var	Var	Rare
Dialogous Staff	—	4 kg	Issued Only
Eikon	Var	—	Common
Hospitaller Medicae Tools	—	10 kg	Issued Only
Liber Heresius	—	10 kg	Issued Only
Litanies of Faith	500	10 kg	Uncommon
Pilgrim's Travel Staff	15	3 kg	Common
Psyocculum	3,000	2 kg	Very Rare
Reliquary	Var	1 kg	Common
Questing Pilgrim Badge	Var	—	Common
Sarissa	50	+2 kg	Rare
Seraphim Jump Pack	5,000	15 kg	Very Rare
Ring of Suffrage	10	0 kg	Rare
Rule of Sororitas	100	5 kg	Rare
Sarissa	200	2 kg	Rare
Simulacrum Imperialis	—	10 kg	Issued Only
Witch Cage	4,000	15 kg	Very Rare

Seraphim Jump Pack

Requirements: Pilot (Jump Pack), Sororitas Power Armour.

More streamlined and stylised, this jump pack is based off the same technology as those used by the Space Marines. The design has the added effect of giving the Adepta Sororitas the appearance of avenging angelic hosts. The aggressive use of them by the Sororitas has made that design work tremendously well. Aside from the normal usage, an alternate tactic, seen in the re-consecrating of Pilgrims' Pause, was as a lateral boost to redeploy Seraphim strike teams while staying behind cover.

A Jump Pack Requires the Pilot (Jump Pack) skill to operate effectively. A Seraphim Jump Pack allows for a safe, guided fall from any height, and any number of short jumps. Such jumps allow for the character to double her Base Movement action. She must land by the end of her Turn. Alternatively, the pack can use maximal thrust to duplicate the Flyer (12) trait for up to a minute before the turbines require a minute to cool.

Simulacrum Imperialis

Some of the most precious artefacts in the possession of the Holy Ordos, Simulacrum Imperialis are holy symbols of the Ecclesiarchy that were once borne by a Saint of the Imperium, or have been fashioned from the bones of a Saint. Brought out only rarely, usually when the forces of heresy and the warp are at their worst, a Simulacrum Imperialis is often carried at the forefront of an Adepta Sororitas battle group. Considered one of the purest symbols of the Ecclesiarchy and the might of faith in the God-Emperor, the mere sight of Simulacrum Imperialis is often sufficient to raise the spirit and fighting zeal of any nearby allies.

Whenever a character spends a Fate Point within 20 metres of a Simulacrum Imperialis he will immediately recover it on a dice roll of 8, 9 or 10. Characters with more than 20 Corruption Points cannot benefit from this effect.

Witch Cage

The Witch Cage is an ancient device created on Veneris to control Psykers who would otherwise be killed but who need to be kept alive due to extreme circumstances. This simple iron box is placed over the head of the psyker and restricts both his vision and hearing. Runes inscribed within stop the psyker from effectively using his unholy gifts. In addition the Witch Cage has dozens of rings and spikes so that the psyker is easy to control by slapping the cage or pulling on ropes looped through rings.

A psyker wearing a Witch Cage deducts 4 from his effective Psy Rating and takes a -40 penalty to all Invocation Tests and is considered Blind and Deaf.

Servitors

"Father Glas, I know you've told us those servitors of the Church are on our side, but by the Golden Throne they do frighten me so."

–Private Eli Kasda, 20th Akins Light Infantry

Automatons of the Holy Ordos are often made from human components and come in a variety of forms. However, they almost all have one thing in common—they were created using heretics as the basis. The Ministorum takes great delight in stripping heretics of their former personalities and will, and reprogramming them to have undying loyalty to the God-Emperor they once foreswore. An even better treat is to send these same heretics into battle to assist in eliminating other heretics and their corrupting ways.

Arco-Flagellant

For those heretics found guilty of heresies of insufficient severity to warrant immediate execution, there is another fate in store: arco-flagellation. An arco-flagellant undergoes an extended program of surgical modification, including muscle grafts, combat drug injections, and cybernetically-implanted weaponry. At the same time, the subject's mind is reconditioned to turn him into a berserk killing machine who seeks only to destroy enemies of the Emperor.

Normally, an arco-flagellant is kept calm through the use of a sealed pacifier helmet. The helmet floods the arco-flagellant's senses with sacred images and songs, which renders the arco-flagellant virtually unresponsive to outside stimuli. However, once the proper activation word is given, the sensory input stops and a cocktail of combat drugs and stimulants are pumped in the arco-flagellant's body, turning the once-passive cyborg into a frightening and fearless combatant that exists only to destroy everything it sees. The use of a deactivation word will cause the arco-flagellant to shut down and resume its passive state.

The arco-flagellant profile presents both the passive and active modes. Wounds suffered in one mode are carried over to the other. Thus, it's possible for an arco-flagellant in active mode to suffer sufficient wounds to cause it to collapse once it reverts to passive mode.

Arco-Flagellant Passive Mode

WS	BS	S	T	Ag	Int	Per	WP	Fel
—	—	30	40	10	10	10	40	– –

Movement: 1/2/3/6 **Wounds**: 12
Skills: None.
Talents: Fearless.
Traits: Blind, Machine (3), Trigger Word.
Armour (Machine): Head 3, Arms 3, Body 3, Legs 3.
Gear: Internal micro-bead (to receive/relay instructions).

Arco-Flagellant Active Mode

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	(8) 40	(8) 40	40	10	20	40	– –

Movement: 8/16/24/48 **Wounds**: 25
Skills: Awareness (Per) +10.
Talents: Ambidextrous, Berserk Charge, Blind Fighting, Combat Master, Crushing Blow, Die Hard, Dual Strike, Fearless, Furious Assault, Hard Target, Hatred (Heretics), Iron Jaw, Lightning Attack, Lightning Reflexes, Melee Weapon Training (Chain, Primitive, Power, Shock), Rapid Reaction, Two-Weapon Wielder.
Traits: Fear 1, Machine (3), Programmed Instinct, Trigger Word, Unnatural Strength (x2), Unnatural Agility (x2), Unnatural Senses, Unnatural Speed.
Armour (Machine): Head 3, Arms 3, Body 3, Legs 3.
Weapons: An arco-flagellant's two arms both end in implanted weapons. Choose one of the following: Chain Axes (1d10+14R; Pen 2; Tearing), Cutting Claws (1d10+10R; Pen 0; Fast, Primitive), Electro-flails (1d10+12 I; Pen 0; Flexible, Shocking), Pneu-mattocks (2d10+10 I; Pen 3; Primitive, Unbalanced, Unwieldy), or Power Blades (1d10+13 E; Pen 6; Power Field).
Gear: Internal micro-bead (to receive/relay instructions).

Special Rules

Blind: Some heresies are such that even to look upon them is to condemn oneself. The arco-flagellant is one of these people. The conversion process removed the eyes, replacing them with an augury array, which is only active when the arco-flagellant is in active mode. When in passive mode, the arco-flagellant's sealed helmet renders it unable to see in any way, shape, or form.
Trigger Word: The arco-flagellant will remain in passive mode until given a specific code word or phrase, which activates their combat programming. The arco-flagellant then switches from the passive to the active profile and will remain active until given a second trigger word or phrase. The trigger words can be spoken, transmitted via vox, or sent psychically using the Telepathy psychic power.
Programmed Instinct: An arco-flagellant fights in a frenzy, and must use its Berserk Charge Talent (if possible) when it first enters combat. Once in melee, it uses its Lighting Attack Talent. An arco-flagellant instructed to target a specific opponent will attack the target ignoring all others.
Unnatural Senses: The arco-flagellant's augury array allows it to "see" objects and people out to a range of 30 metres, ignoring darkness and all but the densest of obstruction.
Note: Wounds are carried over when the arco-flagellant returns to passive mode. If this damage exceeds 12 (its passive Wound total) then it is not destroyed but must rest and be repaired, taking 1 hour for each point of Damage over 12 (including critical damage).

Calligraphus Servitor

Outfitted with a cluster of manipulator arms, each tipped with various writing instruments, a calligraphus servitor is capable of copying practically any document they are given. They can also transcribe spoken words, and are often used to preserve sermons and speeches as well as taking dictation for letters, orders, and regulations. Many high-ranking members of the Holy Ordos have at least one calligraphus servitor on hand, while large monasteries and abbeys may have hundreds, usually engaged in replicating and preserving ancient texts.

Calligraphus Servitor								
WS	BS	S	T	Ag	Int	Per	WP	Fel
—	—	50	40	15	10	25	30	10

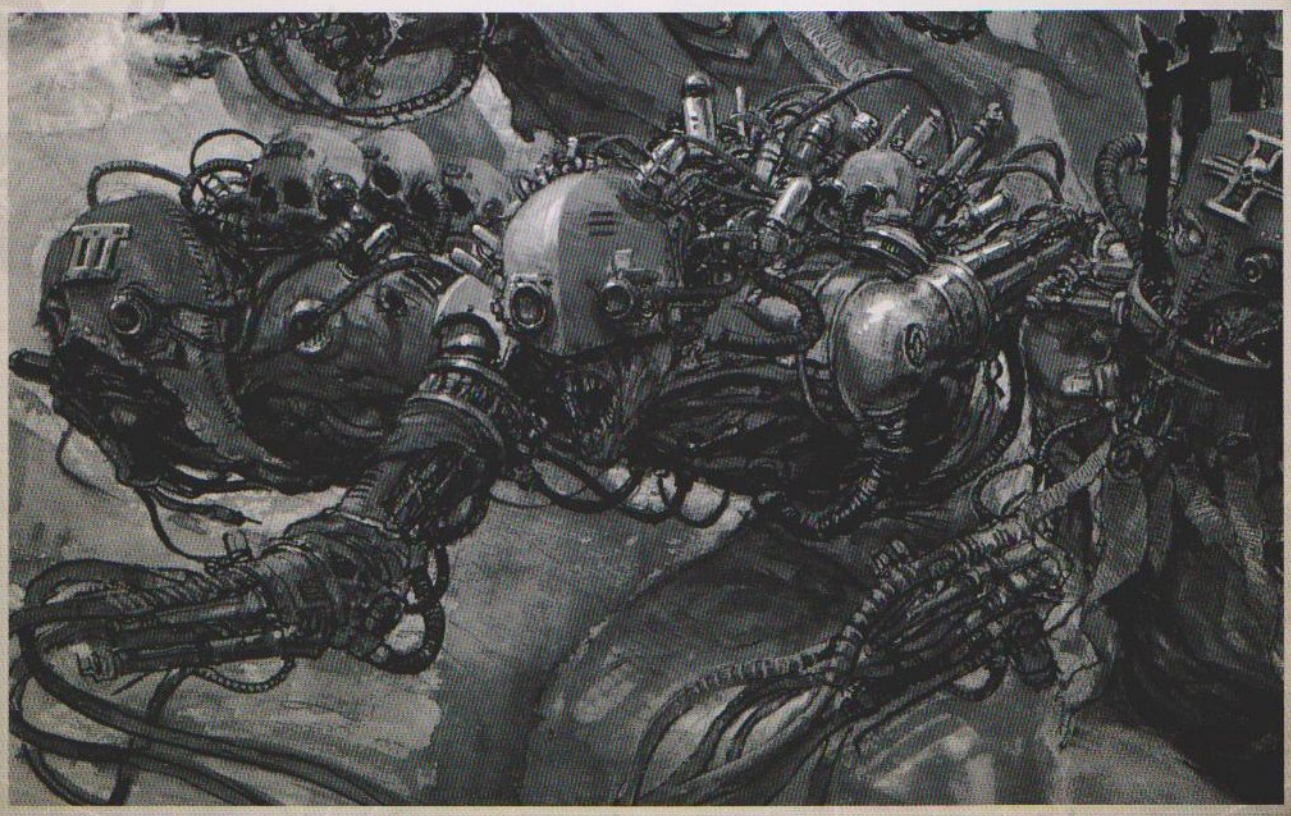
Movement: 1/2/3/6 **Wounds**: 12
Skills: Literacy, Trade (Copyist) (Int +10).
Talents: Talented (Trade).
Traits: Machine (4), Multiple Arms, Programmed Instinct.
Armour (Machine): Head 4, Arms 4, Body 4, Legs 4.
Gear: Multiple auto-quills, Internal micro-bead (to receive/relay instructions).
Special Rules:
Programmed Instinct: Calligraphus servitors have no combat programming and are unable to use their spidery limb for anything other than holding a quill or turning the pages of a book. If attacked (or if combat occurs around them) they'll continue to work as directed unless damaged too severely to continue or destroyed.

Ministorum Choir Drone

A light-weight form of servitor drone, choir drones are found in cathedrals and Shrine Worlds across the Imperium. Most are configured to sing (in some extreme cases only a single note) and then gathered into choirs numbering anywhere from a few dozen to a thousand or more. Other Ministorum drones may be set to repeat a sacred chant or prayer over and over, swing incense censers, turn prayer wheels, wave prayer flags, or play an instrument (such as blowing a sacred horn or beating on a drum).

Ministorum Choir Drone								
WS	BS	S	T	Ag	Int	Per	WP	Fel
10	10	30	30	15	10	10	30	05

Movement: 1/2/3/6 **Wounds**: 10
Skills: Performer (Musician or Singer) (Fel +10) or None.
Talents: None.
Traits: Machine (2), Programmed Instinct.
Weapons: Fist (1d5 I; Primitive).
Armour (Machine): Head 2, Arms 2, Body 2, Legs 2.
Gear: Internal micro-bead (to receive/relay instructions).
Special Rules:
Programmed Instinct: Choir Drones are noted for being totally devoted to their programming. Unless otherwise commanded they will not attack intruders or engage in violence, and will virtually ignore attacks made against them or their fellow choir members. Thus, if fired on or otherwise attacked, a choir drone will normally continue to perform its duty until it's totally disabled.



Penitent Engine

Although most heretics are executed out of hand, and some are made into arco-flagellants, there are those for which even these fates aren't proper punishment. Heretics who have been sentenced to death, but truly wish to atone for their crimes and sins, may be given over to a Penitent Engine. Hard-wired directly to the Engine, the repentant pilot knows only death can grant him or her release, and thus are often at the front of any battle, seeking both enemies to engage and an end to their suffering. Some devout worshippers have even been known to volunteer for such a fate, seeking to purge themselves of sins (both real and imagined), or to die in service to the Holy Ordos and the God-Emperor.

Penitent Engines are massive two-legged servitor-like devices, armed with a heavy flamer and a chain axe in each limb. Incredibly aggressive in battle, they are a favoured weapon of Adepta Sororitas who often deploy them in groups of three or more to break up mobs and rabble or to assault entrenched positions.

Penitent Engine

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	(10) 55	(10) 50	35	20	20	40	– –

Movement: 8/16/24/48 **Wounds**: 30
Skills: Awareness (Per) +10.
Talents: Ambidextrous, Basic Weapon Training (Flame), Berserk Charge, Cleanse And Purify, Die Hard, Fearless, Hardy, Heavy Weapon Training (Flame), Iron Jaw, Melee Weapon Training (Chain), Two-Weapon Wielder (Ballistic), Two-Weapon Wielder (Melee).
Traits: Armour Plating, Auto-Stabilised, Dark Sight, Fear 1, Machine (5), Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2), Unnatural Speed.
Armour (Machine): Head 7, Arms 7, Body 7, Legs 7.
Weapons: Unarmed (1d5+7; Primitive) and the following in each arm: Chain Axe (1d10+14 R; Pen 3; Tearing), Heavy Flamer (30m; S/–/–; 2d10+4 E; Pen 4; Clip 10; Rld Full; Flame).
Gear: Internal micro-bead (to receive/relay instructions), fuel tanks equivalent to three clips for each Heavy Flamer, targeting system (counts as red dot laser sight).

Table 5-6 Ecclesiarchal Servitors

Name	Cost	Availability
Arco-Flagellant	25,000	Very Rare
Calligraphus Servitor	2,500	Rare
Ministorum Choir Drone	1,000	Rare
Penitent Engine	40,000	Issued Only
Self-Flagellants	3,000	Very Rare

Self-Flagellants

A Cherubim variant, Self-Flagellants are designed to inflict constant corporal mortification on an individual. Normally, this is accomplished through the use of Scoriada, but a particular Self-Flagellant may be programmed to take a character's food away, interrupt his sleep, howl constantly, tug at his clothes and hair, or otherwise engage in nonstop acts of annoyance. In extreme cases, the Self-Flagellant has been set to inflict actual physical harm, usually by cutting the targeted individual with a small knife or replacing the Scoriada with a Excoriare. However, the Ecclesiarchy takes a dim view of such practices.

A variant Self-Flagellant consists of a harness worn on the character's back. Attached to this harness are one or more arms, each driven by a simple geared mechanism and a power cell, that lash the character with Scoriada. The harness can also act as a cilice if desired.

Self-Flagellants

WS	BS	S	T	Ag	Int	Per	WP	Fel
10	30	15	20	30	15	30	20	10

Movement: 2/4/6/12 **Wounds**: 3
Skills: Awareness (Per), Concealment (Ag +10), Dodge (Ag), Performer (Singer) (Fel +20) or Trade (Copyist, Tailor, or Valet) (Int +10).
Talents: Melee Weapon Training (Scoriada), Talented (Performer or Trade).
Traits: Command, Flier 5, Machine (1), Programmed Instinct, Size (Scrawny).
Armour (Machine): Head 1, Arms 1, Body 1, Legs 1.
Weapons: Balled Fist (1d5-2 I; Primitive), Scoriada.
Special Rules:
Command: Self-Flagellants, as they are a form of Cherubim, may be ordered to carry out any pre-programmed tasks it understands (i.e. "lay out my vestments," "copy that tract," "hold aloft the prayer scroll," "commence corporal mortification," etc.).
Programmed Instinct: Self-Flagellants, while they will administer corporal mortification per their programming, will not otherwise attack or engage in violence, unless specifically ordered to do so. Unlike normal Cherubim, Self-Flagellants will not flee if attacked, but will Dodge instead—provided the attack is a reaction to their corporal mortification programming. If fired upon, or attacked with melee weapons, the Self-Flagellant will depart with all due haste. Depending on their programming, the Self-Flagellant may use their Scoriada constantly, or may lurk about, waiting for a character to attempt to eat, dress, or engage in an activity requiring some measure of concentration, before launching into their corporal mortification routine.

Retainers

"It is clear that to resolve this dispute we must invoke a wager of battle. I'll summon the retainers."

–Inquisitor Vilane

There may come a time when an Acolyte wishes to contact, or even hire, select members of the Ecclesiarchy or their associated cults. This section gives a sampling of such characters, to be used or modified as you see fit.

Covenant Cultist

There is perhaps no greater heresy than that involving the xenos. Worshippers of aliens and alien cults not only betray their loyalty to the God-Emperor, but to humanity as a whole. Fortunately, there are cults such as the Vitrian Covenant dedicated to wiping out various xenos threats. Acolytes who need to face down orks could do far worse than to bring in a detachment of Covenant cultists to help them purge the green-skinned threat.

Note that you can use this profile as a template for any number of similar cults dedicated to eliminating a specific alien threat or the xenos as a whole.

Vitrian Covenant Cultist								
WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	30	30	30	40	30	30	25

Movement: 3/6/9/18 **Wounds**: 10
Skills: Awareness (Per), Common Lore (Imperium), Speak Language (Low Gothic) (Int), Trade (any one).
Talents: Basic Weapon Training (SP), Hatred (Xenos), Melee Weapon Training (Primitive), Pistol Training (SP).
Armour: Flak Jacket (Arms 3, Body 3, Legs 3).
Weapons: Autogun with man-stopper rounds (90m; S/3/10; 1d10+3 I; Pen 3; Clip 30; Rld Full).
Gear: Regular citizen's garb, 2 autogun clips.

The Covenant of Chance

The Covenant of Chance located on board the vessels interdicting Seedworld AFG: 218 is dedicated to thwarting those who can see the future. Using a complex set of memorized charts in conjunction with dice, coins, and the Emperor's Tarot, the followers of this cult are as random as possible in their actions in an effort to thwart those who could predict the outcome of events or read their intentions.

Ministorum Archivist

Often found cloistered amid their books and scrolls, Archivists keep the Ecclesiarchal records—histories of crusades, accounts of the lives of Saints, well-known sermons, prayers, chants, and other words of wisdom. Player Characters may want to hire (or at least talk to) an archivist when they need to find certain historical details, or when they need access to certain books and records.

Ministorum Archivist								
WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	30	30	30	35	30	35	40

Movement: 3/6/9/18 **Wounds**: 10
Skills: Awareness (Per), Common Lore (Imperial Creed) (Int), Literacy (Int), Scholastic Lore (Imperial Creed) (Int) +20, Speak Language (High Gothic, Low Gothic) (Int).
Talents: Talented (Scholastic Lore), Pistol Training (SP).
Gear: Ecclesiastical robes, dataslate, writing kit, parchment(s), Quill Sharpening Knife (1d5 R, unwieldy).

Red Redemption Cultist

When the time comes to literally burn-out heresy and corruption, Acolytes may consider recruiting the Red Redemptionists to help them. Utterly driven and fanatical to the extreme, they'll gladly slaughter heretics, mutants, and psykers with equal abandon. The only drawback to using Redemptionists is their utter lack of restraint—Acolytes may find the cultists have destroyed valuable documents or killed needed prisoners before they have a chance to stop them.

Please note this profile represents a low-level member of the Red Redemption cult (such as can easily be recruited in underhives and the like). More experienced Red Redemptionists may be considerably more skilled.

Red Redemption Cultist								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	35	35	30	20	30	35	30

Movement: 3/6/9/18 **Wounds**: 10
Skills: Awareness (Per), Common Lore (Imperium), Speak Language (Low Gothic) (Int), Trade (any one).
Talents: Basic Weapon Training (Flame), Cleanse And Purify, Hatred (heretics, mutants, psykers), Melee Weapon Training (Primitive).
Armour: Protective gear (Head 4, Arms 4, Body 4, Legs 4; -10 Agility) or Work overalls (Head 2, Arms 2, Body 2, Legs 2; -5 Agility).
Weapons: Flamer (20m; S/–/–; 1d10+4 E; Pen 3; Clip 3; Rld 2 Full; Flame), Knife (1d5 R; Pen 0; Primitive).
Gear: Industrial tools, combi-tool.

Services

"The price of Heresy against the God-Emperor is death. The price of a single sin against the Adeptus Ministorum may be slightly lower."

–Confessor Hildebrax

The Ecclesiarchy provides numerous services to the citizens of the Imperium including blessing marriages, hearing confessions, exorcising corpses to prevent the influence of daemons, and instructing the faithful on the proper penance for their sins. Services Acolytes might find useful include the following:

Baptism

The character is bathed in sacred waters and anointed with holy incense and/or oils. This symbolic purification of the body and spirit allows the character to reduce his next gain of Corruption Points by 1.

Blessing A Melee Weapon

Weapons can be baptised just like men. In this case, the weapons is cleaned with holy machine oils, sharpened (if appropriate), and then prayed over. Not only does this help extend the operational life of the weapon, it also makes any damage the weapon does considered "Holy" for the next encounter it is used in.

Blessing A Ranged Weapon

Blessing a ranged weapon is a process similar to the blessing of a melee weapon. In the next encounter the weapon is used in this ritual will allow the user to ignore the first jam result that occurs and gives the character +10 to his Ballistic Skill Tests with the weapon against Daemons or Psykers.

Blessing An Individual

A much briefer form of baptism, an individual blessing involves spending a period of time in prayer followed by a simple anointing ritual. Characters so blessed have a purer sense of self and purpose and may add +10 to their next Fear Test.

Clerics and Services

Acolyte Cells often have a cleric with them during their investigations and these clerics can perform the services of the Ecclesiarchy for the Acolytes he is with. To perform a service, the cleric expends the material cost of the service and makes a Common Lore (Imperial Creed) test at the difficulty listed on Table 5-7.

Blessing An Undertaking

A group blessing, this sees the participants led in a group prayer followed by a short sermon outlining the importance of the character's mission to the Ecclesiarchy. This affirmation of duty and faith allows the characters to ignore the first level of Fatigue they may gain while on their journey.

Confession

The character spends time with a Ministorum clergy, divulging his sins (both real and imagined) in a private conference. The clergy will then assign a proper penance (such as monetary fines, recitations of prayers, public services, or even corporal mortification). Once this is complete, the character has reaffirmed his faith in the God-Emperor, allowing him to reduce his next gain of Insanity Points by 1.

Sanctifying A Weapon

This ritual combines the baptism and blessing of a melee weapon of Good or better quality craftsmanship with an extended series of prayers and similar rites. The result is a weapon or ammunition capable of harming daemons and denizens of the warp. Thus, the damage caused by these weapons is considered "Holy", and has certain effects on some Daemonic and warp entities (as will be noted in their description).

With ranged weapons, one doesn't sanctify the weapon itself, but the ammunition it uses. This can be done for Bolt Weapons, Flamers, and Solid Projectile Weapons. The result is the same as for a Sanctified Melee Weapon. Each performance of this service sanctifies a single reload worth of ammunition.

This process can only be accomplished by high-ranking members of the Ecclesiarchy (a Rank 6 or higher Cleric).

Table 5-7 Ecclesiarchal Services

Name	Cost	Material Cost	Availability	Difficulty
Baptism	150	10	Rare	Easy (+30)
Blessing A Melee Weapon	100	20	Rare	Challenging (+0)
Blessing A Ranged Weapon	100	20	Rare	Challenging (+0)
Blessing An Individual	75	10	Scare	Challenging (+0)
Blessing An Undertaking	500	100	Very Rare	Hard (-20)
Confession	75	10	Scare	Easy (+30)
Sanctifying A Weapon	500	500	Very Rare	Very Hard (-30)

Calixian Relics

"Behold the sacred blade of the saint himself! Quenched in the blood of a thousand martyrs and tempered in the hearts of a thousand foes, it carries within its holy steel the very essence of the saint, where he slumbers awaiting once more the call of the God-Emperor to smite the enemies of mankind."

–Confessor Eyrlon conducting a showing of the Blade of Saint Lornarus

The history of the Ministorum stretches across centuries of mankind's existence and the vast stretches of the void. Within that immense span of time and space, the faith of the God-Emperor has risen, fallen, and risen again on a million worlds and in the hearts and minds of countless generations of Imperial citizens. Is it any wonder then that in all that time and on all those worlds the divine has found its way into people, places and sacred objects? Just as every world lays claim to both saints and holy sites, so too will travellers find an abundance of relics wherever they might travel, blessed objects touched by the power of the God-Emperor in some miraculous or esoteric way.

Almost anything can be a relic, from a clipping of hair or fingernail to a melted lasgun or a tiny fragment from the hull plating of an Imperial warship. Typically, however, a relic will be something that was either owned or used by a saint, or was witness to a noteworthy battle or miraculous event. The definitions of both saints and miraculous events do vary from world to world, and many so-called relics often have dubious origins. This is especially true on a world of billions where every Imperial shrine or chapel boasts its own personal relic.

Despite this however (or perhaps because of it) relics still form a substantial part of the holy creed and can attract pilgrims from across the sector or beyond. In fact many pilgrim trails are based on the presence of relics, where the faithful will travel vast distances to see a broken helmet or pitted blade if it supposedly once belonged to Saint Drusus or one of his generals. Relics also provide a significant part of the church's income on remote or poorer worlds as those that come to see a relic will often pay for the privilege. In some rare cases, entire cities or even worlds were settled because of the presence of a relic, having sprung up to cater for the influx of pilgrims and the needs of the Ministorum.

While an Acolyte does not need to journey far to lay his eyes on a relic of possible authenticity (usually in the nave of the nearest Imperial church), finding one of true divine power is far more difficult. Rare indeed are the relics which hold a spark of the God-Emperor's grace and the fading imprint of the great men and women who once owned them. They do however exist; some hidden away in the greatest cathedrals of Ministorum, locked tight behind heavily warded doors and legions of fanatical temple guards or on shrine worlds surrounded by entire cities of the faithful and the teeming press of pilgrims and priests. Many true relics have also been lost, scattered across the length and breadth of the Imperial by foolhardy crusaders or capricious enemies and may yet be found lying in the dirt of forgotten worlds or the hands of unsuspecting savages.

Using Relics

Relics are objects of wonder and power that have been touched in someway by the divine. It is likely that all Acolytes will know of the existence of at least one or more relics; however it is doubtful that they will have ever laid eyes on a true relic, let alone touched one. If the GM chooses however he can include relics in his games. In such instances the relic will usually be pivotal to the plot and the Acolytes may either be entrusted with a relic to complete a task for the church, or been sent to recover one that has been lost. In both cases it is likely that the Acolytes will only possess the relic for a short time before passing it on. This is generally a good way to handle relics, and unlike normal gear they should retain their air of mystery and wonder, merely passing through the hands of the players on their path through history.

Each of the relics detailed comes with a blessing, which the bearer of the relic will either benefit from while he carries the relic or which he can call upon in time of need. To use a relic a character must possess the Pure Faith Talent (see page 101), allowing them to touch the divine and call forth the relic's power. For some particularly potent or sacred relics, the GM may decide that anyone can benefit from its blessings, however such objects should be extraordinarily rare indeed.

Amour of the Sacred Guard

Legends and tales of the exploits of Drusus are numerous and varied; in a hundred different texts from a hundred different sources a scribe might find that none can agree on even simple things such as his eye colour, his favoured weapon, or his favoured lieutenants. One thing that does appear again and again however is the mention of a sacred honour guard which would follow the saint upon his holy work, staying close to him in battle and guarding his chambers while he was at rest. Though the names of these chosen men and women have been lost to time, stories tell of their courage and prowess in battle. Each was a hero in his own right, selected by the saint after an outstanding deed or sacrifice for the Emperor.

As befitted their role as protectors of the saint, the sacred guard was outfitted with the finest weapons and armour the Imperium's forge worlds could produce: boltguns of exquisite manufacture, power blades of sublime craftsmanship and power armour second only to that of the fabled Adeptus Astartes. As with Drusus himself, many are the false relics attributed to the sacred guard, ranging from fragments of bone and locks of hair to spent bolt casings and tarnished combat knives. Legend does tell, however, of a single suit of armour that somehow survived the march of time, taken by the faithful from the last of the sacred guard to die in the last battle they fought, shortly before the saint's own demise. Pitted and battle-scarred, the archaic suit of gilt armour, emblazoned with symbols of the Emperor, is reputed to contain special qualities and the divine spark of Saint Drusus himself. Of course the location or exact nature of the armour is unknown, though stories and legends persist about its whereabouts somewhere within the wilds of the sector.

The Armour of the Sacred Guard is a suit of ancient power armour (see page 145 in the **Dark Heresy Rulebook**) covered in faded grandeur and tarnished icons. It is also badly damaged by battle: scored with burns and scarred by blades and bolt shells. Due to its general state of disrepair it counts as being of Poor Craftsmanship. In addition it has no functioning power pack (such is the uniqueness of its design it will not work with more common Imperial Technology) and so does not grant any bonus to strength and unless the wearer has a strength of 40 or more they will suffer a -10 to all Agility Tests and a -1 to their Agility Bonus (also reducing their movement).

What the armour does possess is an undeniable air of divine power, a sacred power that seems to bleed from its very plates. A character with the Pure Faith Talent that dons the armour will receive its blessing for as long as he endures its broken weight. This grants him an addition point of Fate each game session which may only be spent (though not burnt) on activating Faith Talents. He also gains immunity to any psychic powers which would subvert or control his mind (though only while he wears the armour's helmet). Finally, attacks from creatures with the Warp Weapons Trait (see page 333 in the **Dark Heresy Rulebook**) do not ignore the sacred armour's Armour as they would with normal defences.

Astartes Blood

Few things inspire the faithful of the Imperium in the same way as the Adeptus Astartes, blessed sons of the Emperor and defenders of mankind. It is rare however that a citizen will ever lay eyes on one of these godlike warriors beyond statues, carvings or stained glass windows. Regardless, the servants of the Ministorum preach the power and importance of these heroes in their sermons and scriptures, reminding humanity of their daily sacrifice to defend the Emperor's domain. It is little wonder then that any kind of object associated with the fabled Space Marines takes on a mythical quality, be it a fragment of shell casing, torn piece of tabard or even a preserved boot print. One such true relic among these is known as Astartes Blood, collected by the faithful from the site of a great battle between Space Marines and their foes, and then stored in tiny warded vials said to contain its courage. Just owning such a vial can lift the spirits of the pure of heart and it can become a potent talisman for warding off the God-Emperor's foes.

The bearer of a sacred vial of Astartes Blood becomes almost immune to normal fear and can shake off the influence of all but the most fearsome of opponents. The bearer becomes immune to the effects of creatures with a Fear Rating of (1) or (2). Creatures with a greater Fear Rating affect them as normal, however they suffer no penalty from these higher degrees of fear when rolling on the Shock Table. Furthermore, if the bearer suffers an effect from the Shock Table, it will only last a number of Turns equal to their Willpower Bonus unless it would be less than this. Finally the bearer can as a Full Action instil courage in others with a touch, effectively ending any ongoing effects of rolling on the Shock Table, though not restoring lost Wounds, levels of Fatigue, or Insanity Points.

There is a drawback to bearing a vial of Astartes Blood, as such courage was not meant for the minds of mortal men. Over time the bearer will become reckless and overconfident in his own ability. The player should keep track of how many game sessions his character has been in possession of the Astartes Blood, including the session in which he obtained it. For the first session he suffers no ill effects. For the second session he suffers a -10 on both Parry and Dodge Tests. For the third this penalty increases to -20 and he must take a Charge Action if within range of a foe and able to do so. For the fourth session onwards in addition to having to make Charges he can make no Parries or Dodges at all. Players are also encouraged to roleplay this increasingly reckless behaviour in their characters as they take larger risks and act with growing bravado.

This effect persists even if the bearer gives the blood to an ally or leaves it behind for a mission. It will only end when the character gives the blood back to the church and undergoes a ritual of glory, where they must recount the enemies they have slain and the manner of their slaying to the satisfaction of the attending clerics.

Eye of Elana

A lesser saint of the Calixis Sector, Elana the Unbroken, also known as the Unbowed, was known for her divine perseverance and unshakable faith in the God-Emperor, a faith which endured even while she was slowly devoured by a creature of the warp. It is also said that she had long foreseen her horrific demise and did nothing to alter its course, as such meddling would be an affront to the God-Emperor's plan and a betrayal of her faith. It is because of these stories, and this reputation, that the saint's name is also synonymous with accepting one's fate and supplicating one's self to the divine wisdom of the Emperor no matter the cost and no matter the consequences.

Because of the manner of her death, little of the saint or her belongings remained, and so few relics (false or otherwise) exist within the sector. One notable exception however is the Eye of Elana, a stylised aquila pendant said to have been worn by the saint and often represented in pictures and statues of her. The story claims that when the saint was devoured by the daemon that killed her, it choked on her faith and vomited back up the eye, blessed as it was by the divine grace of the God-Emperor. The eye was taken from the daemon's bloody lair by pilgrims, and then conveyed back to the houses of the holy on Scintilla. Like so many relics, it vanished, either lost en route or in the depths of Scintilla's great hives and black pits. As with all true relics, of course, many organizations, not all Imperial, are actively searching for its location.

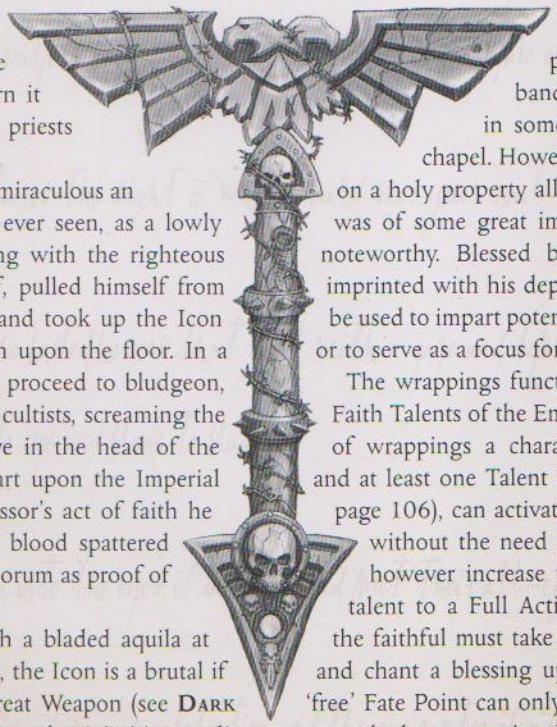
The Eye is unremarkable to look upon, and only a character with the Pure Faith Talent will be able to ascertain the eye's authenticity by touching its surface and feeling its divine power. To gain its blessing, the bearer must wear it around their neck, however once it has been put on it cannot be removed without a ritual of cleansing and absolution performed by a ranking cleric in a place consecrated to the Emperor. Doing so beforehand will bring down the worst kinds of misfortune upon the character, reducing their Fate Points to 0 until such a ritual can be performed.

The blessing of the eye is mixed at best and grants both endurance and foresight. The character gains the Unnatural Toughness (x2) Trait and an extra 6 Fate Points. However these 'free' Fate Points, may only be used to activate Faith

Talents and for no other purpose. Further more the character's own store of Fate Points may also only be used to activate Faith Talents and not for any other purpose, not even to save the character from death. The bonus Fate Points may be burnt as normal when activating a Faith Talent. Finally a character may only ever wear the eye once, and if it is removed, donning it again grants no benefit (those that wear the eye are fated to die in the Emperor's service and it should be no other way).

Icon of Acreage

The barbed Aquila of Acreage is a relic that stood for centuries in the grand Cathedral of the Light Eternal in the city of Lord's Hollow on the feudal world of Acreage. Beneath its shadow, each of the world's High Kings and Queens received their coronation and right of rulership as handed down by the Administratum and the Imperial authority of Sector Lord Hax. Crafted from wrought iron said to have been smelted from deck plating taken from the first pilgrim vessel to reach the world, it was an icon of faith and Imperial power. All this changed however during the War of the Rozes when the city of Lord's Hollow was infiltrated and almost overrun by an insidious pleasure cult. Led by some of the world's most prominent nobles, the cult's uprising culminated in their attempted summoning of a greater daemon within the very walls of the Cathedral of the Light Eternal. The cultists stormed the church and torn it apart, slaughtering almost all of its priests in an orgy of blood and debauchery.



What came next however was as miraculous an event as the world of Acreage has ever seen, as a lowly confessor, left for dead and glowing with the righteous anger of the God-Emperor himself, pulled himself from the bloody bodies of his brethren and took up the Icon where the cultists had cast it down upon the floor. In a heroic moment of defiance he then proceed to bludgeon, hack, and bash his way though the cultists, screaming the God-Emperor's name, until he stove in the head of the cult magus, smashing his body apart upon the Imperial altar. In the aftermath of the confessor's act of faith he succumbed to his wounds and the blood spattered Icon was carried away by the Ministorum as proof of the miracle which had occurred.

Some two metres in length, with a bladed aquila at one end and a haft covered in barbs, the Icon is a brutal if awkward weapon. It counts as a Great Weapon (see **Dark Heresy Rulebook** page 138) without the Primitive quality and with the Tearing quality added. Blows from it count as 'holy' attacks when used against daemons and other warp spawn. Wielding it however requires a character to grip the barbs and as they fight these will dig into their palms causing great pain.

The Icon of Acreage has two other special abilities. The first allows the wielder to wet the blade with his righteous blood to literally burn the enemies of the God-Emperor. At the start of any Turn the user may cut himself on the barbs as a Free Action, suffering a wound which cannot be reduced by either armour or Toughness, and let the blood flow down the Icon and onto the aquila. If he has the Pure Faith Talent this will cause the aquila to burst into flame. This adds an extra 1d10 Energy damage or an addition 2d10 Energy damage against daemons and warp spawn. Creatures struck by the flaming aquila also have a chance to catch fire (see **Dark Heresy Rulebook** page 210) unless they can pass a **Challenging (+0) Agility Test**.

The second special ability of the Icon is that it acts as a conduit for the holy rage of the faithful and their righteous hatred of the enemies of the Emperor. This grants the bearer 1 free Fate Point each encounter which may only be spent on activating Faith Talents from the Emperor's Wrath list. These free Fate Points may not be burnt.

Martyr's Wrappings

Over the millennia, countless martyrs have given their lives for the Imperium and the will of the God-Emperor. For the faith, they have been burnt, carved up, and torn limb from limb. Their righteous blood has soaked into the soil of heathen worlds so that the Master of Mankind might spread his dominion and assert his glory across the stars. When a martyr dies, it is often the practice of the church to gather up his remains (or at least the pieces that can be found) and wrap them up in a shroud before returning them for burial or cremation in a sanctified place. Afterwards these bloodstained bandages are often discarded or stored in some forgotten part of the church or chapel. However in rare cases the wrappings take on a holy property all their own, especially if the martyr was of some great import or his deed was particularly noteworthy. Blessed by the blood of the martyr and imprinted with his departing soul, the bandages can then be used to impart potent healing miracles upon the faithful or to serve as a focus for prayer and reverence.

The wrappings function as a focus for characters with Faith Talents of the Emperor's Mercy. While in possession of wrappings a character with the Pure Faith Talent, and at least one Talent from the Emperor's Mercy list (see page 106), can activate an Emperor's Mercy Faith Talent without the need to expend a Fate Point. This does however increase the action required to activate the talent to a Full Action (unless it would be longer) as the faithful must take out the wrappings, hold them out and chant a blessing upon their bloodstained folds. This 'free' Fate Point can only be used to activate the talent and cannot be burnt to gain additional effects. The potency of the wrappings is limited, and they may only be used in this way once per game session.

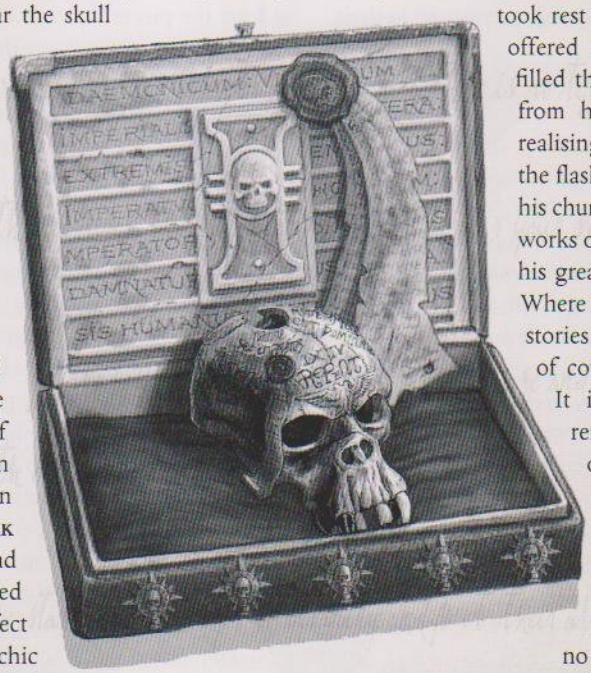
As long as the faithful has not used the wrappings to activate an Emperor's Mercy power (during the game session) she may add her Fellowship bonus to any damage healed through use of the Medicae skill.

Obsidian Tooth Skull

The Obsidian Tooth Skull is a relic of the Vitiran Covenant and the miraculous victory of the Heronoris 88th against the greenskin hordes in defence of the world of Epocanus. Said to be the skull of the chieftain Badzak Groxrender, leader of the Obsidian Tooth Clan, it is reputed to have been taken in battle by Saint Vitrian himself before his untimely demise. An ancient, yellowed skull, pitted and cracked, the relic radiates a sense of defiance and anger, as if the ork is still raging against his foes even in death. To the faithful however the skull is an icon of victory over the alien and a beacon of the God-Emperor's might to overcome even the most fearsome of his limitless foes.

For many years the Obsidian Tooth Skull resided in the Imperial chapel on Dreah, where members of the Covenant would come to praise the saint. Close to century ago however Dreah was raided by xenos pirates, many outlying settlements sacked and the chapel burnt to the ground. Even now Vitrian's disciples search the stars for the Skull, hoping to return to it the hands of the faithful.

The Obsidian Tooth Skull is a large ork skull, weighting close to 20kg and difficult for all but the very strong to carry with one hand. Those that bear the skull however and possess Pure Faith can call upon its blessing by holding it aloft and incanting the Vitiran's Prayer for the Forsaken (a secret chant know only to the faithful of the Covenant and said to mirror the saint's final words). Invoking the blessing is a Full Action. Once the blessing has been invoked, the faithful and any of his allies that can both see and hear him (without the aid of technology) will be filled with the wrath of the saint and gain the Hatred (ork) Talent (see **Dark Heresy Rulebook** page 117) and become immune to Fear caused by orks, or any creature of effect of orkiod origin (i.e. ork psychic powers, the presence of a squiggoth etc). In addition to this effect as long as the faithful holds the skull and keeps it in sight, all allies within 20 metres who can both see and hear him may re-roll damage against greenskins as the whispers of the saint guide their blows and shots. The skull's blessing lasts for the duration the encounter, however its power is fickle and as such it can only be used once per game session.



Saint's Breath

Within the Calixis Sector few saints are revered as much as Drusus the Warrior; hero of the Avengin Crusade and twice-born saviour of the Imperium's claim to the region. It is no surprise then that almost every world, church and cult lays some claim to the saint, whether it is because he slept a night in their city, drank from the waters of a fountain or touched a rock as he climbed a hill. Objects said to have been used or belong to the saint also abound and should a pilgrim have a mind he could no doubt assemble countless sets of clothing, broken weapons and enough bones to make numerous skeletons. Even within the church itself the validity of true Drusus relics is often questioned and sometimes bitterly disputed between worlds; each competing for the prestige of having a genuine article.

Of course among the sea of false relics and charm seller's rubbish, there do exist some true Drusian artefacts. One such fabled object is know as the Breath of the Divine Drusus upon His most Holy Works, or more commonly Saint's Breath. Contained in a battered Imperial Guard issue canteen, now covered with holy icons and gilt with symbols of the creed, the story tells of how in the wake of a great battle, while Drusus took rest from his wounds, a cleric came and offered him water. As he drank, the saint filled the canteen with his laboured breath from his holy exertions, and the cleric, realising the sanctity of the moment, sealed the flask and spirited it away to the vault of his church for safe keeping, as even then the works of Drusus were becoming legend and his greatness was shining across the sector. Where the flask is now is unknown, but stories tell of it passing through the hands of countless faithful down the centuries. It is said that when the stopper is removed, the breath of the saint flows out filling the bearer with vigour and a divine endurance, just as Drusus commanded in his years of battle for humanity's place among the stars. It is also said that such is the power of the saint's breath that no matter how often the flask has been open his breath continues to flow, bonded with the flask and enduring the ages by virtue of its blessed origins.

A member of the faith that opens the flask and breathes in the breath of the saint will find himself filled with a divine endurance unlike any he has felt before. He becomes immune to the effects of Stunning and Fatigue, he gains the Unnatural Toughness (x2) Trait, and he will automatically pass any Toughness Test he is required to make. The breath's blessing lasts for the duration of the encounter. However, its power is limited, needing time to gather within the flask, and can only be used once per game session.

Ecclesiachy Campaigns

Empire of Faith

•

The Piety of Seth

•

Port Hadley

•

Port Calling

Chapter VI: Ecclesiarchy Campaigns

"The God-Emperor lives in the hearts of all men; in the places they travel, the worlds they conquer and the shrines they craft in His holy name. Wherever mankind treads so too walks the Emperor, ever sheltering mankind in his divine light."

–Missionary Jorus in his sermon to the heathens of Fyro III

The Ecclesiarchy is a significant and vital part of the Warhammer 40,000 universe. It fills the dark and gothic worlds of the Imperium with ritual, superstition, and fear—bringing a medieval mentality to a star-spanning civilisation. However, it also brings hope and righteousness to the galaxy, shining as a beacon of light against the darkness and evil of aliens, heretics, and mutants. Built on the power of faith, the Ministorum is one of the key binding forces holding the Imperium together, an extension of the will of the God-Emperor in the hearts and minds of mankind. Without its unifying presence or protective (though harsh and restrictive) teachings it is likely that much of the Imperium would fragment and fall apart, torn asunder by the slow rot of heresy and humanity's spiritual weaknesses.

For these reasons and more, the Ecclesiarchy is likely to take a prominent role in many games of Dark Heresy, impacting the lives and actions of the Acolytes whether they are frothing fanatics, cynical sceptics or anything in between. For the GM, the Ecclesiarchy can make a handy tool for shaping his adventures and guiding his plots. The Ministorum is as devious, extensive and powerful an organisation as the Inquisition, and its machinations are likely to shape the actions of scores of lesser Imperial organisations and personae. The Ministorum can be either a potent ally or fearsome foe depending on which side the of fence the Acolytes find themselves on in any given situation, and crossing the Ministorum is seldom a wise idea.

In this chapter we explore the roles the Ministorum can play in games of Dark Heresy and how both players and GMs can use its presence to bring more character and flavour to their characters and plots. We will also look at how the GM can even create Ministorum-centric games where the players take on the roles of Initiates (servants of the church) fighting against the slow rot of mankind's faith and the meddling of shadowy Imperial factions such as the untrustworthy Inquisition. In addition to these concepts and guidelines, this chapter contains several tools for the GM, such as the Piety of Seth, a fully detailed shrine world and setting for Ministorum-themed adventures. The GM will also find a selection of Calixian Ministorum Personae, prominent NPCs of the church in the Calixis Sector.

Empire of Faith

The wise man builds his house upon faithful rock. He fires bricks with passion for the Imperial Creed. He builds beams upon the backs of martyrs. The wise man does all these things knowing that his house will stand even against the shacking of the Daemonic, the winds of the Xenos and the weight of the Heretic.

—Moral from the Mystery of Randavon

The Ministorum and the Imperium are coiled tightly around one another, their histories intermingled and their power drawn from the same source. As such to be a citizen of the Imperium is to live in the Ministorum's shadow, to be subjected to its rules, and to grow up listening to its dogma. This will be the experience of most player characters, and regardless of whether they are fervent disciples of the God-Emperor or not, it is likely that the church has had some impact on their lives.

Finding Religion

Even without any special effort, the presence of the Ministorum will likely be felt in most games of Dark Heresy; such is its integral relationship with the Warhammer 40,000 setting. It is also likely that one or more of the players has a character whose background or career path is intermingled with the church (certainly the case with clerics). However the GM can also use the presence of the Ecclesiarchy to remind the players of the pervasive nature and far-reaching power of the church and its effect on their daily lives. Some ideas for including the presence of the church in games could include:

Dealing with the Faithful—nearly everyone within the Imperium is devoted to the God-Emperor in some way and has been raised under the ever-present and ever-watchful eye of the Ministorum. This means that most of the NPCs the Acolytes come into contact with—and not just those who work directly for the church—will have their views coloured by their faith. The GM can use this to modify their behaviour (a character who fears for his immortal soul can be far more dangerous than one who merely fears for his life) possibly making them act in an uncharacteristic or unusual way. He can also use an NPC's faith to place restrictions or conditions on the help he may offer. The NPC may require a minimum level of devotion from those he works with, lest their own faithlessness infect him and tarnish his good standing with the God-Emperor.

Atoning for Sins—Acolytes by the nature of their duty are prone to sin. This could include sins as minor as theft and murder or as serious as heretical thoughts and deeds. The weight of these crimes against the holy word of the Emperor can then become a constant burden for the Acolyte and only through penance and devotion to the God-Emperor's teachings can he free himself. The GM can have NPCs remind the sinning players of their crimes and the ever-waiting absolution of the God-Emperor. In fact, particularly zealous PCs may constantly be on the lookout for their companions' souls and may attempt to shepherd them in the right direction

with prayers and helpful 'thoughts for the day'. A selection of sins commonly absolved by the Ecclesiarchy and the penance or cost required can be found in Chapter 5: The Reliquary.

Superstition and Awe—the Imperium is nothing if not an impressive and awe inspiring edifice of planet-sprawling cities, monolithic starships, and wonders both natural and man made which have endured for time almost beyond the mind of man to understand. Within this epic setting the Ministorum has erected statues the size of mountains, converted whole worlds to the worship of dead heroes and sacrificed billions in the name of a rotting corpse a thousand light years away. When adding the presence of the Ecclesiarchy to his games, the GM should always remember its grandeur and its glory. It is a church with followers beyond count and the resources of entire sectors of the galaxy at its command. The GM need only look to the excesses of religion in the real world to gain but a glance at what the Ministorum is capable of creating and shaping in the name of the Emperor.

Enemies of the Faith—the God-Emperor is more than god and saviour to the Imperium. He is also a focus for his enemies, a name to put to the hatred they have for the rampant spread of humanity, and a target in their countless bloody wars against mankind. Daemons, aliens, and heretics are anathema to the Imperium because they oppose the will of the Emperor, and when an Acolyte defends the Imperium against these threats he is defending the God-Emperor and the faith humanity has in Him. Equally, if an Acolyte chooses to make a foe of the God-Emperor by pledging his soul to the warp or the foul influence of xenos then he has become the enemy of the Imperium. In a war of faith, the Ministorum sees things in black and white: those who stand with the Emperor and those who do not.

Purity Though Faith—by the nature of their secret work, Acolytes often come into contact with the foul taint of the warp, which can soil their souls and corrupt them. Left unchecked, this corruption will eat away at an Acolyte until they are little better than the creatures they fight, twisted and infected by the touch of the Ruinous Powers. The only recourse for those tainted in this way is to seek absolution in the arms of the church, lest they see their humanity fade away altogether. The GM can use the presence of Corruption Points to bring the PCs into greater contact with the Ministorum, forcing them to prove their faith and devotion in return for a chance at salvation. Over time such contact and reliance on the church can even create conflicts of interest as the Ministorum slowly gains more influence over the Acolytes and requires tasks of them that draw them away from the Inquisitorial fold.

RELIGIOUS NPCS AND ORGANISATIONS

The Ministorum is as powerful an organisation as the Inquisition and a potent player in the affairs of the Imperium. During the course of their adventures the Acolytes will doubtless come into contact with both the Ecclesiarchy itself and the myriad of lesser organisations and important personages that it controls or influences. In addition to a great way of increasing the presence of the church in the game, these NPCs and organisations can also for the catalyst be some great roleplaying moments, as characters must explore their own faith and their dedication to the God-Emperor through their service to the Inquisition—two things which are not always the same. Some of these likely sources of conflict and the issues the NPCs within them might raise include:

The Holy Ordos—the ties between Ordos, and even within the Ordos themselves can often be said to be fluid at best. Alliances forged between Inquisitors against common foes all too often come apart as new challenges and enemies arise. The situation becomes even more distorted with the addition of the Ministorum's influence as many of those that serve the Inquisition have either come from the bosom of the church or have forged strong ties with it during their rise though the ranks. Quite often an Inquisitor's Ministorum connections will be unknown to those he works with, and so his loyalties may be divided, especially on matters pertaining to the faith or the interests of the Ecclesiarchy. Many Inquisitors (especially those of the Ordo Hereticus) see little distinction between the Ecclesiarchy and the Inquisition, viewing themselves as an extension of the will of the church rather than an autonomous body serving the interests of the Imperium. This can cause special problems if the Inquisitor in question is in charge of a less devout group of Acolytes.

Puritan versus Radical—there are few greater concerns to the Ministorum than Inquisitors who dabble in the powers of the warp, even if they do so for the interests of the Imperium and ostensibly the protection of the God-Emperor. Based on the belief in the divinity of the God-Emperor, the Ministorum has little patience for those that stray from what they see as the sacred teachings of the Emperor by exploring the taint of the warp and the weapons of its denizens. To be an Acolyte is to know things no man was meant to know and make choices that most of humanity will never have to face. Unfortunately, it is this very knowledge and the choices it presents which can create a schism within a group of Acolytes and alienate a character from the good graces of the church. The GM can use these choices and the temptations of power through the path of the radical and the secrets of the warp to bring players into conflict with the Ministorum (or closer to it should they choose to reject these temptations or turn in their heretical companions). Such conflicts should not be taken lightly, as it is only when the baleful eye of the Ministorum turns fully on an Acolyte that they may realise just how high the cost of power can be.

The Administratum—a sprawling organisation linking planets within sectors and sectors within segmentums, the Administratum is in many ways the soul of the Imperium. It is however an organisation hopelessly intermingled with both the Inquisition and the Ministorum and neither could function without its aid. For the Ministorum, this means a changeable and tense relationship where it depends on the bureaucracy and infrastructure of the Administratum to hold sectors together, build cities, and levy tithes, but also fights against the control the Administratum has over Imperial populations, constantly moving to place itself first and foremost in the minds of citizens as the unifying force within the God-Emperor's domain. The GM can explore this quiet conflict in his games whenever the players seek the aid of the Administratum (which unless they are going to stray beyond the edges of the Imperium will be fairly frequently). Dealing with the Administratum can become a game of favours and threats, where the Acolytes find their connection to the church or their faith in the God-Emperor may get them further than filling out forms or following strict procedure. On the other hand, actions that work against the church may also find the Acolytes lose favour with bitter and disheartened adepts who have too long seen funds and commissions flowing away from rightful bureaucratic undertakings for religious glorification.

The Adeptus Mechanicus—often at odds with the Ministorum and largely free of its influence, the Adeptus Mechanicus can be a difficult group for any member of the church to deal with. Not only are the Tech-Priests and Magi of the Mechanicus generally disinterested in the ranting and ravings of the faithful, but they have also meddled with their biology and altered their bodies to such a degree that they seem to lack the basic humanity any true followers of the God-Emperor see as integral to His worship. This is not to say, however, that the children of the Machine God do not understand the Ministorum or its servants, or that they are above using and manipulating them should they need to. Just as faithful in their own way as the most fervent church cleric, a Tech-Priest can be a frustrating opponent or uncertain ally. The GM can use the Adeptus Mechanicus as a counter point to the Ministorum, a different faith in a galaxy with a single god, and a mysterious wild card in power struggles or conflicts between the Inquisition, Administratum and Ministorum.

Planetary Governance—almost all worlds within the Imperium are ruled over by a planetary governor, chosen by the will of his people, the right of his birth, or the whim of the Administratum. All worlds also have within their cities and towns the presence of the Imperial Creed, first among the Adepta to sink its claws into a newly founded world. It is understandable then that there is sometimes conflict between church and state and the Ministorum's leaders often see their role as being more important than that of the governor. The GM can use this conflict on almost any world the Acolytes are likely to visit. Whether or not they are aware of it, the power struggle will continue moving quietly (or perhaps not so quietly) behind the scenes. This can present especially interesting problems when the Acolytes seek aid from the planetary governance. Even such a simple task as requesting clearance to travel to a controlled area might inadvertently draw them into a much larger power struggle without them even knowing.

SERVING THE CHURCH

The Ministorum would argue that all humans are its servants, since the church represents the God-Emperor and therefore claims dominion over all humanity. However the reality is that the church's grip on mankind is not nearly as strong as it would like, and it sees its power subverted, misused, and ignored every day on countless worlds across the Imperium. To counter this decay of faith, the Ministorum works tirelessly to maintain its hold on the hearts and minds of the Imperial citizenry already within the boundaries of the Imperium and to constantly expand its influence by seeding the Imperial faith on new worlds. It also struggles for power with other branches of the Adeptus Terra, ensuring that its grip on whole sectors of space remains unchallenged.

However there are limits to what the everyday priests, confessors, and clerics of the church can do when faced with more subtle threats such as internal corruption or alien influences. While these tasks often fall to the Inquisition, and rightly so, the church also has its own way of dealing with such things. Sometimes a unique form of clergy will be gathered to take on a special duty or religious task, something that cannot be trusted to outside Adepta or those of questionable faith. These religious peers are usually known as Initiates, inducted into the church for the duration of their mission and selected because of their unwavering devotion to the God-Emperor and the preservation of the Ecclesiarchy.

As an alternative to serving the Inquisition, a group can play a game of **Dark Heresy** as Initiates of the Ministorum. This is not a dramatic or complex alteration and such a game will deal with many of the same themes, face many of the same foes, and use all of the same rules. However, by changing the characters' perspectives in this way, it can allow both GMs and players to explore an interesting and different aspect of the **Warhammer 40,000** setting. It can also allow players to create characters raised in the Imperial Creed and utterly devoted to the God-Emperor and his divine works.

Organisation

The Ministorum is as esoteric and byzantine an organisation as the Inquisition, perhaps even more so given the number of splinter creeds, cults and faiths that have sprung from its font. Unified often only by a shared faith in the God-Emperor, the relationships between the different sects and power structures of the church between sectors, on worlds or even within the same city can be confusing at best. For this reason, most Initiates will receive their orders from the upper echelons of the church, from nameless and faceless cardinals and deacons of the Ministorum far removed from the tangled web of local religious politicking and infighting. In essence, these absent authority figures take on a role similar to an Inquisitor, sending the cell messages though intermediaries and coded dead letter drops. Of course, Initiates are chosen for their strength of faith and religious zeal and are taught to obey the God-Emperor in all things and to interpret His will for themselves.

Inquisition versus Ministorum

It is little wonder, given their roles in the control and protection of the Imperium, that the Inquisition is often at odds with the working of the Ministorum. In the eyes of the Inquisition, the Ministorum is often seen as a flawed, monolithic organisation, straining under its own weight and riddled with corruption. Channelling the will of the God-Emperor through the murky waters of human interpretation, the church lacks the precision and clarity of purpose gifted to the Inquisition. It is also a breeding ground for the very heresy the church spends much of its time and effort trying to counter. Many extreme cults born of Emperor worship become twisted and warped by the Dark Powers or the influences of aliens into a method of subverting and undermining Imperial worlds from within.

As an adversary the Ministorum makes as complex and deadly a foe as any daemon or alien; perhaps even more so, as it is intimately familiar with the inner workings of the Imperium. What is even more deadly than these factors is that, like much of the Inquisition, the Ministorum is utterly dedicated to its cause and unshakeable in its belief that it is

Commands from on High

What can make serving the Ministorum as interesting as serving the Inquisition is the magnitude of the tasks they often undertake. Initiates are chosen literally to do the bidding of the God-Emperor, seeking out the divinity in his will and working to strengthen the hold His faith has within the galaxy. While the Inquisition may often work toward similar ends, and Acolytes may find themselves serving the Emperor in his work, it is still an organisation ruled by the will of individual Inquisitors and their beliefs and personal goals—whether or not they are motivated by faith, faction or the teaching of their Ordo. With the Inquisition there is always an agenda, and an Acolyte, regardless of what he believes, will doubtless be serving someone's plan.

The GM can make great use of commands from on high in games centred on Initiates and service to the Ministorum. Because Initiates serve the God-Emperor first and all others second they are often called upon to interpret His will and make their own decisions on how best to fulfil it (one of the reasons they are chosen for their strong faith and sense of righteousness). To this end the GM can present signs and omens for the players, which they must interpret and divine their purpose from. A bird resting on a tombstone and spreading it wings (representing the sign of the aquila) might mark out the person buried there as important, or a shadow falling on one half of a man's face as he speaks might indicate his duplicity or the falsehood of his words. The Emperor's signs are everywhere and it is up to the keen eyes and faithful minds of the Initiates to find them.

the true hand of the God-Emperor in the Imperium, greater and more righteous than any other. These two aspects added to the fact the Ministorum has an authority and influence on almost every world touched by the Imperium should give the GM a vast array of tools to work with should Acolytes come to cross purposes with the God-Emperor's faithful.

Ministorum versus Inquisition

While the Inquisition often distrusts and works against the Ministorum (as often as they work for it), the reverse can also be said to be true. In the eyes of the Ministorum, the Inquisition is a dangerously heretical organisation populated by miscreants, rebels and free thinkers whose purposes are often at odds with the purity and righteous edits of the church. Inquisitors and their underlings are often seen as meddlers and schemers, as likely to tear down the faith for their own ends as shore it up. Worse still, the Inquisition knows far too much for its own good, delving constantly into secrets meant only for the mind of the God-Emperor himself. Inevitably this leads down a dark path to corruption and warp taint, as more and more members of the Inquisition succumb to the lures of personal power and glory which result from such blatant individualism and creative thought.

As an adversary, the Inquisition is deeply detailed in Dark Heresy, from its agents and tools of the trade to its common practices and organisation. Even though Acolytes can no doubt find themselves embroiled in Machiavellian power struggles between Ordos, factions or Inquisitors, it quite something else entirely to face the Inquisition from the outside. This is the position players will find themselves in should they choose the path of the Initiate and sole service to the church. GMs are encouraged to play up the duplicitous nature of the Inquisition, a shadow organisation of dangerous ideals and individuals, some in possession of frightening and heretical power.

The Role of the Initiate

Ostensibly the role of an Initiate is much like that of an Acolyte—after all, when you're at the bottom, one boss is much the same as another. The key difference lies in their motivation and in the circles in which they will move. From the perspective of an Initiate, the Imperium is a faithless sea of heresy teetering on the brink of destruction, held up by but a handful of true believers trying desperately to save the God-Emperor's domain. They trust only those whose faith they know is pure and see the deviousness of the Inquisition or the blind bureaucracy of the Administratum as part of the slow rot infecting the God-Emperor's plan for mankind.

Apart from the focus on faith and the different perspective on the Imperium, playing an Initiate will be much like playing an Acolyte for most players, though the GM may wish to be more generous with starting gear as the Ministorum is if nothing else exceptionally well supplied with resources. The main difference for players will come in the way they play their characters and the backgrounds they choose. It is likely that one or more players will have the Pure Faith Talent and thus access to Faith Talents (this can make an interesting alternative to having a psyker in the group). Likewise they may choose some of the alternative career ranks presented in Chapter 2: Paths of the Righteous. Finally, a campaign centred around the Ministorum is the perfect place to utilise Adepta Sororitas characters who will find themselves perfectly at home in the company of Initiates.

The GM should also note that Initiate is simply a term used by the Ministorum, branded onto a citizen while they serve the church, and does not confer any special or unusual powers or abilities. In fact, the church recruits from much the same places as the Inquisition, and Initiates can follow any of the Career Paths presented in Dark Heresy. Two notable exceptions are Tech-Priests, whose deviant faith in machines precludes them from holding such a trusted role, and Psykers, whose curse marks them out as warp tainted and unclean (in rare instances they may be used by the Ministorum if the need is great—though they will not be trusted).

Piety of Seth

Population: Fluctuates depending on the proximity to certain festivals, but usually no more than one billion.
Tithe Grade: Exactus Majoris.
Geography: An almost even distribution of land and ocean has resulted in a fairly temperate climate. Frequent rains mean lush plant growth, while volcanic activity has resulted in extreme mountain ranges and the frequent appearances of new islands. One small moon.
Government Type: Oligarchy consisting of Ministorum clergy and merchant magnates.
Planetary Governor: Cardinal Praetus Catullas Halaby.
Adept Presence: Extensive. Great numbers of Adeptus Ministorum clergy live and work among the regular population. The Adepta Sororitas inhabit Saint Elan's Mount outside of Port Calling. Within are Commanderies of the Orders Dialogous, Famulous, and Hospitaller.
Military: Planetary defence forces, militant cults.
Trade: The Piety of Seth was an agri-world before becoming a shrine world, and still exports immense amounts of foodstuffs, including assorted fruits, vegetables, and seafood.

OVERVIEW

Piety of Seth is one of a number of shrine worlds in the Calixis Sector. While it is primarily still an agri-world, its endless expanses of fields and orchards are interrupted by two major settlements—Port Hadley and Port Calling. The former is where Chartist and Imperial spacecraft come calling to load their holds with the massive quantities of crops the Piety of Seth produces. The latter is the site of the Chapel of Seth's Calling, where the Arbitrator Seth died after a day and night of prayer in honour of the Emperor. It has become the destination of pilgrims from across the sector and beyond, who come to pray as Seth did and purify their minds and bodies.

The Chantry

Nearly two millennia ago, when Piety of Seth was known as Vantau, it was home to the Chantry of Drusus, a heretical cult that wished to replace the worship of the God-Emperor with a church dedicated to Saint Drusus. Naturally, heresy such as this couldn't be allowed to stand, and Judge Seth was quick to raise a militia to oppose them. After several fierce battles, Seth's forces were broken and scattered and Seth himself was captured. Brought before the self-proclaimed 'Son of Drusus,' the leader of the Chantry cult, Seth was given a simple choice—renounce the God-Emperor or face eternal torment.

Seth, who both feared and loved his Emperor, refused (legend says he literally spat his defiance in the Son's face), and as a result was subjected to unending tortures. Wishing to make an example of the obstinate Judge, the Son of Drusus paraded Seth at the vanguard of his renegade army. His desire was to use Seth's sufferings to break the will of the people and force them to acknowledge the Son as the Second Coming of the God-Emperor. However, Seth was able to stoically resist the tortures of the Second Coming cultists, his only words ones of praise for the Emperor. Inspired by his resistance (and the leadership of Seth's Arbitrators), the loyal citizens of Vantau rallied and not only turned back the army of the Second Coming, but took their camp, killing the supposedly immortal Son of Drusus in the process.

At the centre of the cultist's camp, the victorious army found Seth alive, albeit barely. To everyone's amazement, Seth was able to stand under his own power, and announced through broken teeth and cracked and bloodied lips his desire to give thanks to the God-Emperor for providing him with the strength to resist the seemingly endless days of torture. Trailed by an assortment of PDF captains, Adeptus Arbites, and regular citizens, Seth made his way, step by painful step, to a local chapel, where he knelt in silent prayer. He remained there for a full day, giving thanks to the Emperor for guiding him through his ordeal. Finally rising, he turned as if to leave the chapel, only to die on his feet.

A Shrine Is Born

Honoured as the face of the resistance to the Chantry cultists, Seth was placed in an ornate tomb outside the chapel. Almost immediately the place gained religious significance in the eyes those who had witnessed Seth's long walk. Many claimed his death wasn't due to his battered body finally giving out, but because the Emperor had summoned Seth to his side. On the first anniversary of their victory, numerous Vantauians re-enacted Seth's last walk, and the event quickly became a religious holiday.

Over the years, the holiday (named Seth's Calling in the belief the Emperor had called Seth to him) expanded in scope. Aside from the tradition of retracing Seth's Progress from the Chantry camp to the chapel, there came re-enactments of his rescue, the slaying of the Son of Drusus, and the torments Seth suffered. In time, these observations grew into a cult, one dedicated to presenting the life of Seth as an example of how faith and loyalty can allow one to overcome all obstacles. In order to spread their message, the cultists (calling themselves the "Sons of Seth" as a counter to the heretical "Son of Drusus") started to stage elaborate mystery and passion plays, each illustrating an aspect (probably apocryphal) of Seth's life.

As word of Seth's exploits spread, pilgrims began to arrive on Vantau, known now as the Site of Seth's Piety (and eventually shortened simply to Piety of Seth), seeking to pray at the chapel, follow his Progress, and attend the various plays. This resulted in a circular cycle of expanding the scope of the plays, resulting in a greater number of pilgrims, which required further expansions, and so on.

Today, Piety of Seth is a fully recognised Shrine World, to which countless pilgrims travel in hopes of reaffirming their faith and purging their souls of heretical thoughts, mostly through programs of Ministorum-approved corporal mortification. While the Sons of Seth have yet to prove successful in making him a saint, they continue to produce ever more elaborate performances of his life, as well as the lives of other Saints and notable figures of the Imperium. They also loudly denounce Seth the Voice, the so-called Prophet of the Emperor on Iocanthos, as an upstart who seeks to capitalise on the fame of Seth the Arbitrator. To this end they've petitioned the Ministorum to have Vai ("prince") Seth declared heretic, so far to no avail.

Piety of Seth Society

For the most part, life on Piety of Seth is as it always has been—simple and pious, with the bulk of the population tending to the vast fields of grain and vegetables, the orchards of fruit trees, and the aquaculture stations. For them, if the daily toil of growing food for the rest of the sector was good enough for their fathers and grandfathers, then it's certainly good enough for them. However, in the city of Port Calling, things are far different. There life is tumultuous, with Ministorum clerics preaching from seemingly every corner, processions of pilgrims (many engaged in acts of corporal mortification) in the streets, the Sons of Seth loudly announcing the next passion play, and uncountable vendors peddling pilgrim's badges, pilgrim's staffs, and assorted holy relics of dubious origin.

The conjunction of agricultural need and religious fervour has resulted in a curious system of government. Unlike the great hive worlds, there are no noble houses on Piety of Seth (although a few maintain retreats on some of the more isolated islands). The scattered farming communities (each of which looks after immense areas of crop land and/or aquaculture), are left to look after their own. As long the regular tithes of foodstuffs arrive at Port Hadley, they're free to govern themselves as they see fit. Within Port Calling, however, a consortium of powerful merchant princes combined with the upper echelon of Ministorum clergy look after affairs. While not the most friendly of arrangements, it works well enough. The priests handle anything having to do with Seth, his cult, the activities of other approved cultists, the Ministorum-sponsored programs of corporal mortification, and the presentation of mystery and passion plays. The merchants control the shipments of foodstuffs from (and to) the Piety of Seth, the sale of approved badges, symbols, and 'relics,' housing for pilgrims, and just about anything else that doesn't have a direct connection to the Ecclesiarchy.

PORT CALLING

Built to the north and east of the Chapel of Seth's Calling (see Notable Locations below), Port Calling is the largest city on the Piety of Seth. Linking the starport with the Chapel, it's the initial destination for the shiploads of pilgrims that visit every year. The starport of Port Calling is a broad expanse of rockcrete, landing bays, fuel depots, and repair centres, dedicated to servicing the immense shuttles that descend from orbiting spaceships. Situated on a long peninsula and bordered by ocean to the north, east, and south, the starport is connected to Port Calling by a broad multi-lane thoroughfare that runs southeast along a narrow isthmus. The thoroughfare is lined with statues of Seth and other saints of the Imperium and connects the starport to the centre of Port Calling. Normally empty, the thoroughfare becomes crowded with transports as well as long processions of pilgrims making the journey into the city on foot whenever a starship discharges passengers.

Port Calling is a mixture of ancient buildings that date to the construction of the original Chapel, ringed with modern pre-fab hab-blocks. As the number of pilgrims grows each year, so do the hab-blocks, resulting in the steady expansion of Port Calling. Due to the proximity of the Chapel of Seth's Calling, Seth's Tomb, and the surrounding cemetery, this tends to be to the north, and the south-east, along the ocean's shore.

Pilgrims who disembark in the city centre are often somewhat stunned by the noise and bustle, akin almost to a hive city in its intensity. Unlike many other shrine worlds, Seth is honoured not by silent prayer and quiet contemplation, but through highly public displays of veneration. Many passion plays demonstrating the sufferings of Seth (and other saints) are performed in the open air for all to see. Pilgrims show their piety through programs of corporal mortification, many of which are patterned after the tortures Seth himself was subjected to. Pilgrims who wish to attend such a program should pay heed to the many signs about the city which direct them to only visit Ministorum-approved confessors to receive their penance.

Although Port Calling is the centre of the Seth cult, and home to the Sons of Seth, not all of the city's citizens are

Mystery and Passion Plays

These are public performances and sacred dramas depicting important Ecclesiarchal events within the Calixis Sector. Mystery plays, also known as "ministeriums," tend to depict scenes from holy Ministorum texts. A ministerium is usually presented as an allegory, and will almost always contain a moral so as to instruct the viewers in the proper behaviour for a citizen of the Imperium. Passion plays on the other hand, depict events dealing with a specific person—usually a saint or other holy figure. As their name implies, they present the "passion," or the trials and tribulations, along with the death, and/or ascension of the figure. It is probably not surprising that many of the most popular "Passion Plays" depict the life of St. Drusus. As with mystery plays, the performances contain a great deal of allegory and are often apocryphal, and are used to illustrate theological points—such as how loyalty and unquestioning faith in the Emperor will allow one to overcome all obstacles.

In general, these plays are full of spectacle, and often seem to be ruled by the idea of style over substance. Battles, tortures, and bizarre depictions of foul (and totally fictional) xenos races are common. The sets can range from starkly simplistic, to elaborate performances aided by steam-work mechanisms and servitors. The Ministorum keeps a careful watch on the content of these plays to ensure they remain true to the ideas of the Ecclesiarchy. The depiction of xenos can be a cause for contention, but since they are normally shown as foul beasts falling before the swords and guns of heroes and saints of the Imperium, they're normally allowed to remain. Should the depicted xenos be too accurate or sympathetic, the play's author may find himself the subject of a Confessor's work.

devout followers of the law (and thus, the Emperor). Despite attempts to eradicate it, a criminal underworld exists. While not exactly heretical or agnostic, the criminals are certainly hypocritical. Most of this criminal element is happy to indulge in petty theft, usually by duping naive pilgrims out of their scant Thrones through the sale of fake indulgences (writs that allow the bearer to literally 'buy off' sins). Others go to greater lengths and trap their victims in corporal mortification devices, keeping them there until the victim (or his or her companions) can pay a ransom. Finally, there are rumours of even darker rites, where unwary pilgrims are snatched off of the streets and subjected to far too real re-enactments of Seth's tortures for purposes unknown. While some suspect jaded nobles in search of a release, others point to possible heretical cults, xenos involvement (some whisper that the debased Eldar are to blame), or even the influence of the Ruinous Powers. Occasionally the missing pilgrims are found, usually weeks or months later. Most have been ritually mutilated, their faces frozen in a rictus of utter terror.

Daily Life In Port Calling

Life in Port Calling is one of constant worship and devotion. Every day is dedicated to Seth, the Emperor, other saints of the Sector and the Imperium, and the Ecclesiarchy (in that order).

The day begins early in the city. Sunrise is accompanied by calls to prayer broadcast via vox across the city. Bells ring, music plays, and the faithful add their chants and songs to the din. Afterwards, there is a break for the morning meal, and then the devotions begin in earnest. Great calendars are consulted, to determine what notable events happened that day and who in the hierarchy of saints and other pious heroes performed them. Mystery and passion players are then assembled to re-enact these events, either from mobile stages out in the streets or from far more elaborate permanent theatres.

For those who don't wish to attend a play and be educated in the glories of the Imperium's past, there are various forms of corporal mortification available. The simplest is to rent a scoriada for the day and engage in self-flagellation. Often great lines of pilgrims will be seen, making their way down the streets of Port Calling, lashing their naked backs nearly raw. Others may wish to subject themselves to more extreme measures, such as re-enactments of the tortures Seth experienced. As noted before, it is recommend that pilgrims only attend Ministorum-sanctioned confession and purification stations, as otherwise the pilgrim may find the torture far too real.

As the sun sets, there's another call to prayer, the break for the evening meal, and then another round of plays which run far into the night. Once dawn breaks on the next day, the cycle begins again.

The daily routine is interrupted to observe special feast and holy days (such as the Feast of the Emperor's Ascension). The longest break is for Seth's Calling, a week-long festival in which people across the globe set aside their normal duties to contemplate Seth's life and the lessons to be learned from it. It is marked by long periods spent in prayer, followed by feasts of thanks to Seth for his sacrifices so that the people of the Piety of Seth can continue to serve the Imperium and the God-Emperor. It ends with a re-enactment of Seth's Progress, and more prayer and contemplation at the Chapel of Seth's Calling.

Major Landmarks

The centre of Port Calling is marked by a large open square. It is flanked on all four sides by the following buildings:

To the north is the residence of the Planetary Governor, Cardinal Praetus Catullas Halaby. A massive edifice, it serves Halaby as a place of residence, worship, and administration. Running the full length of the square, the complex contains a cathedral, dormitories for low-ranked clergy, and the great hall where Cardinal Halaby, his fellow clergy, and select members of the trade federations meet to discuss policy.

To the south is the traditional mansion for Port Calling's mayor. Currently this position is occupied by one Quint Gotoval. Gotoval recognises implicitly the extent to which his position is a merely ceremonial one, but doesn't let that stop him from constantly petitioning Cardinal Halaby with suggestions for improvements to Port Calling and the Piety of Seth in general.

To the east of the square is the Hospital of Saint Elena. Maintained by Sisters of the Orders Hospitaller, the hospital looks after the medical needs of both the residents of Port Calling and the multitude of pilgrims. The care, as one might expect from a hospital in a town filled with people busily flagellating themselves, is excellent. As for the hospital itself, it's constantly under construction, in order to meet the demands placed on it by the sheer number of pilgrims who arrive every year.

To the west is the primary precinct-fortress for the Adeptus Arbites. They've taken Seth to be their virtual patron saint, and his visage adorns many parts of the building. The Arbitrators are always at the forefront of any walk of Seth's Progress, and provide the bulk of the maintenance for his Chapel and tomb, both located to the south.

The centre of the square is marked with a huge statue of Seth, looking benevolently out over his city. He faces south towards his tomb, and holds a hammer in one hand and a broken length of chain in the other. Surrounding the statue is a ring of tall pillars to which the truly penitent can be chained in order to undergo public displays of corporal mortification.

Between the city square and the starport is Piety of Seth Trade Hall. A sprawling structure, the hall holds thousands of clerks who track all of the goods coming in to Port Calling and out via Port Hadley.

There are hundreds, if not thousands, of theatres in Port Calling. The largest (and oldest) is known simply as Advoco's, and is a huge gothic hexagonal structure. The stage is in the centre of the building, and is surrounded on all sides by seating for spectators in the upper galleries, while the floor around the stage is standing room only. Advoco's is dedicated to portraying the life of Seth, and runs week-long passions which depict (often in gruesome detail) every aspect of his capture, torment, progress, and death.

Notable Locations

The single most sacred spot on the Piety of Seth is the Chapel of Seth's Calling. Originally a simple stone structure, it has grown over time as the devout have added various improvements. These days, the Chapel is surrounded by an immense cathedral (far larger then Cardinal Halaby's), which contains seating for thousands of pilgrims to attend services. Entrance to the Chapel is through a series of galleries lined with stained glass windows depicting the life, torment, and death of Seth.

The actual Chapel is found deep within the somewhat haphazard arrangement of buildings. It has long since been cordoned off, with entrance limited only to ranking members of the Holy Ordos or their esteemed guests.

Those who do wish to enter are usually there to see the stained flagstones in front of the altar. Tradition states the stains are from Seth's lifeblood, spilled when he finally collapsed and died. These stones are never washed, much less stepped on or even touched.

At the south-eastern edge of the Chapel complex is the elaborate tomb of Seth the Arbitrator. As with the Chapel, the original tomb is hidden deep inside multiple outer shells. Currently, the tomb resides in the middle of a circular viewing gallery, guarded day and night by a contingent of Adeptus Arbites. According to rumour, prayers have been heard in and around the tomb, usually late at night when the area is otherwise empty aside from its honour guard.

Further to the southwest of the Chapel, its associated structures, and the Tomb of Seth is a slowly growing cemetery. Pilgrims who die while on Piety of Seth, whether from accident, corporal mortification, or re-enacting Seth's Progress, are placed in tombs near the outskirts of the chapel. In addition, many of the sector faithful have started to come to the shrine world specifically to be interred there. Curiously, you will never find a Piety of Seth native buried in the cemetery. Instead, when a Sethian dies, he or she will be rendered down into fertilizer and spread over the fields, giving back to the world what they took from it during life.

Running from the Chapel, past the Tomb of Seth, and through the cemetery, ending at an otherwise unremarkable spot far to the south of Port Calling is a rutted dirt road known as Seth's Progress. This is the route Seth walked after his rescue from the Sons of Drusus. Tradition has it that no one can wear shoes on the Progress (since Seth himself was barefoot) and the Progress must be walked without any sort of outside assistance (such as a cane, crutch, or even a vial of water). Many who take the Progress during the course of Seth's Calling do so dressed only in symbolic rags. As the whole point of the Progress is to complete it despite all hindrances, those who fall during the Progress are left to lie in the mud (in the hopes they my find the strength to rise and complete the walk) and aren't pulled off of the road until the next day when the Progress is officially over.

Seth's Progress is the Piety of Seth's second most sacred landmark. It is never walked on until the day of the Progress, and is kept clear year around through the use of long-handled rakes and similar instruments. A line of deep-set footprints that runs along the centre of the Progress are reputed to be those of Seth himself. They are thus avoided by anyone following the route. Those who have walked the Progress have reported hearing words of encouragement when encountering difficult sections of the road, and some have even reported being helped up by invisible hands after stumbling.

The Abbey Of Saint Elena's Mount

Found just offshore from Port Calling, Saint Elena's Mount is a small island connected to the mainland by a narrow causeway. Covered in buildings, the tallest point of the Mount is marked by an immense statue of the Emperor. Standing over 80 metres in height, the figure is dressed in full armour and holds its arms out, as if offering benediction to the people of Port Calling.

The Mount is home to three Adepta Sororitas Orders—Dialogous, Famulous, and Hospitaller. Although small in number (there are perhaps no more than 100 Sisters total on-planet), the Orders are as dedicated and faithful as any in the sector. Of the three Orders, the only ones seen in Port Calling with any regularity are the Hospitallers, who maintain the Hospital of Saint Elena. Of the other two Orders, those of Dialogous remain sequestered in the Mount amid their scrolls and papers, while those of the Orders Famulous use their time on the Piety of Seth to reaffirm their faith before going back out among the nobility of Calixis Sector. Finally, while the Mount doesn't maintain a permanent garrison of the Orders Militant, there are always small numbers of Battle Sisters there on layover after accompanying pilgrims and Ecclesiarchy notables to Port Calling.

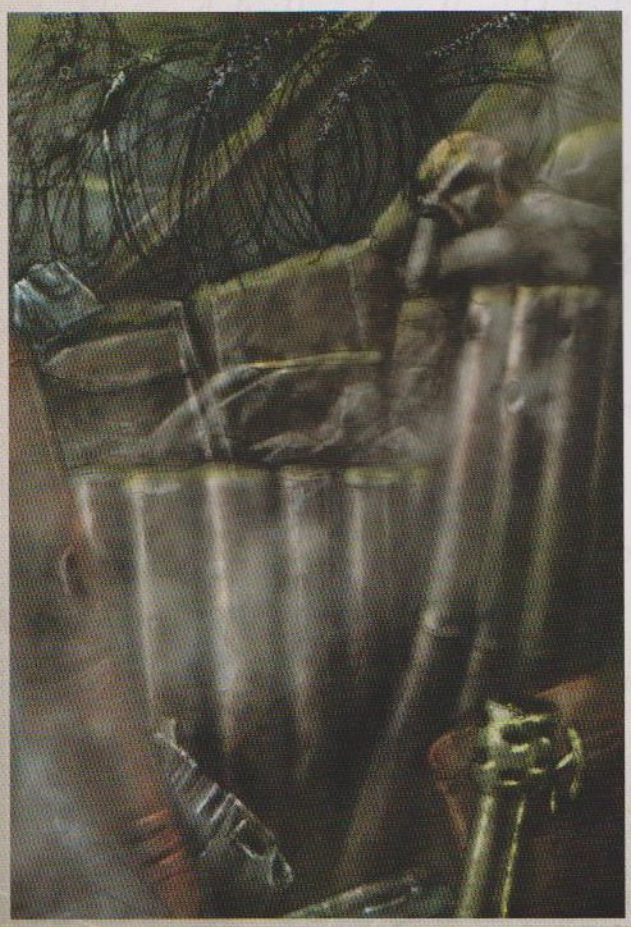
PORT HADLEY

The Piety of Seth's original starport, Port Hadley is a simple ring of shuttle docking bays around a broad rockcrete landing pad. Also located along one of the world's many oceans, Port Hadley is ringed by dockyards, ground transport terminals, and airfields, all of which are designed to handle the constant influx of foodstuffs to be shipped off-planet. Unlike Port Calling, Port Hadley is a quiet place, manned only by dock workers and heavy lifting servitors. Few if any pilgrims see the Port and the accommodations for travellers are few. The only major landmark (beside the Port's landing control tower) is a tiny precinct-fortress for the small Adeptus Arbites garrison stationed there.

Cardinal Praetus Catullas Halaby

The Piety of Seth's Planetary Governor, Cardinal Halaby spends most of his time sequestered in his palace, overseeing the day-to-day operations of the world. He dresses in the full regalia of his station, and expects to be treated with the proper degree of respect and obeisance. While he respects the Sethians' devotion to their beloved Seth, he has no desire to see a repeat of the Sons of Drusus and monitors the faithful carefully for signs of heretical behaviour. At the same time, he makes sure to attend passion plays at Advoco's (where he has a private box) and walks the Progress every year.

Currently, Cardinal Halaby's greatest concern is rooting out those responsible for the ritualised killings of pilgrims.



He suspects something far greater than a simple heretical cult is responsible, and has turned his attentions to Port Hadley. He feels the Port may be the scene of smuggling (among other crimes) by unscrupulous Rogue Traders.

Mayor Quint Gotoval

The mayor of Port Calling, Gotoval is acutely aware of how powerless his office is. Surrounded by a cabal of powerful merchant princes, members of the Ecclesiarchy, and the Adepta Sororitas, Gotoval has little actual say in how Port Calling is run. He does his best to make sure the city operates efficiently, but feels his days are numbered since he's been unable to root out the cause of the mysterious mutilation cult. These days he spends a lot of time praying at Seth's Tomb, hoping for some form of divine insight.

Plex Orla

A former Arbitrator, Orla is the current head of the Sons of Seth movement. A fanatical believer in the rule of law and feudal obligations, he is a tireless worker in the campaign to see Seth made a saint. He also preaches constantly about the duty of every citizen of the Imperium to serve unceasingly and unquestioningly, and holds up Seth as an example of how faith in the Emperor can allow one to overcome all obstacles.

Orla feels the Sons of Seth should serve as another line of defence against corruption and heresy, and has worked to turn an already militant-minded cult into a far more effective fighting force. One can find Sons of Seth patrolling many of Port Calling's streets, working with the Adeptus Arbites to root out charlatans, fakirs, and common criminal scum.

The Triumvirate

Saint Elena's Mount is run by a trio of three Palatines, one from each Order. Palatine Orlean Lachesnaye, head of the Order Dialogous, is almost never seen in Port Calling and rarely receives visitors who aren't of the Adepta Sororitas. She seems indifferent at best to the cult of Seth and seems to value the Mount's isolation from Port Calling in general and the sector at large, as a way of ensuring her Sisters will be able to work without distraction or interruption.

The Order Famulous is headed by Palatine Venria Anaxandra. As is fitting with a Sister of the Famulous, she acts as the go-between for the Mount and Port Calling. Scrupulous about discipline and order (lest a Sister be tempted by the excesses of the outside world), she adheres tightly to the tenants of her faith and feels Halaby is too lenient with the people of Port Calling and their excessive displays of worship and devotion.

Palatine Malgorzata Ider leads the Order Hospitaller. While dedicated to the well-being of patients under her Sisters' care, she's rebuffed all attempts to change the name of Saint Elena's Hospital to Seth's Hospital. An elderly and by all reports kindly Sister, she is a stickler for cleanliness, both of mind and body, and will bar any non-patient that doesn't meet her standards of sanitation from even entering the hospital.

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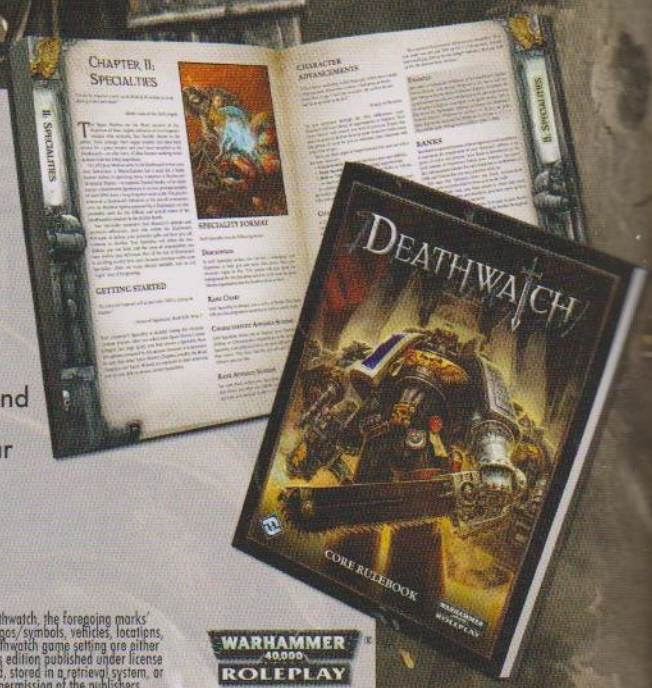

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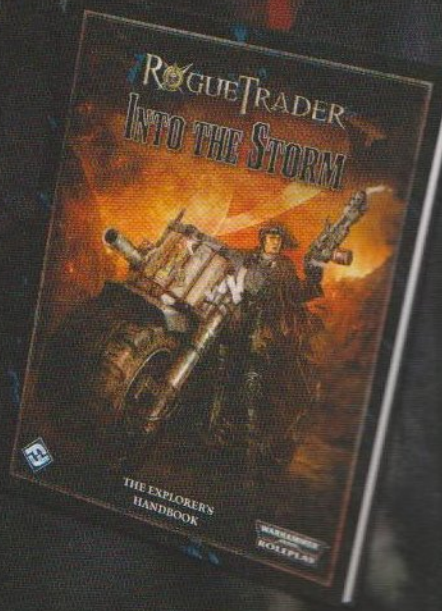

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HWEE'RE HEHREHTEEKS!
WDZ
COLOUR - MATCHED OUTFITS!
HOLDING HANDS!
WORSHIPPING EACH OTHER!
NOT WORSHIPPING YOU!
HERETIIICS!
JUST AS PLANNED.
EXTRA-HERETIIICS!

Imperator mos reserbo nos totus ~ Magnus ornamentum nunquam defessus

Pacis est tessor omnium ~ Rinward ~ Permissum flamma exsisto sentio ~ Veritas

THE HALO STARS

THE PERIPHERAL VANGUARD

SUB-SEPTEMBRIS MALEFACTOR

SEPTEMBRIS SECUNDUS

SCINTILLA

DRUSUS MARCHES

Galf Masina

Secondhold AG-218

Ohbel Quill

Disk

MALFI

Landlunder

The Lathes

Settlement 228

Pulsars

Sentinel

Specteris

TRANCH

Tansis 38

Fydae: The Great Cloud

Feldrid

Kalf

Beatus est mens ut est quoque negantis bubo ~ Libes

The Calixis Sector

Spica Maximum

Astronimicon vadum rector nos per l... ...tis Deus-Imperator misericordia
Morior in Deus muneris est scio eternus vita
Coreward
MARKAYN MARCHES
PROL IX
Dreah
Heed
Klybo
IOCANTHUS
GOLGEN REACH
Astrage
Zillman's Domain
JOSIAN REACH
FENKSWORLD
IXANIAD SECTOR
Grangold
41 Pry
Woe
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