



IMPERIUM MALEDICTUM



INQUISITION GM'S GUIDE

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CONTENTS

THE INQUISITION

The Emperor's Inquisition, its practices, means, methods, and philosophies

The Holy Orders	5
Forces of the Imperium	12
The Macharian Sector	14
Philosophies	15
Amalathian	16
Horusian	17
Isstvanism	18
Libricar	19
Monodominant	20
Oblationist	21
Ocularian	22
Phaenonite	23
Plutonian	24
Polypsychana	25
Recongregationism	26
Seculos Attendous	27
Thorian	28
Xanthism	29
The Inquisition & the Imperium	30
Power Scale	30
Resources	31
Eyes and Ears	31
Interfactional Interactions	31
Lex Imperialis	32
Shadow Wars	33

RUNNING INQUISITION ADVENTURES

Advice and guidance on running Inquisition games

Inquisition Maledictum	35
Setting Up Your Game	38
Crafting the Story	38
Preparing the Game	39
Planning your Campaign	40
Running Investigations	42
Superiority	47
Subtlety	47
Signs of Chaos	48
Marks of Chaos	48
Signs of Xenos	51
Aeldari	51
Drukhari	51
The Leagues of Votann	51
Necrons	52
Tau Empire	52
Orks	52
Tyrannids	52



ROLEPLAYING INQUISITORS

How to depict the bearers of limitless authority, and major Inquisitors of the Macharian Sector

Duty & Ambition	54
Plans Within Plans	54
Other Cells & Operatives	55
Between Inquisitors	55
Rosettes	56
Briefing & Debriefing	58
Briefing	59
Debriefing	60
Ksenia Baek	62
Aegidius Halikarn	64
Sylvestrine Horst	66
Alis Raud	68
Konstan Serranus	70
Eskender Thracius	72

RADICAL METHODS

Forbidden knowledge, its price and penalty, and what it is to dabble with daemons

Forbidden Knowledge	74
Gaining Forbidden Knowledge	75
Using Forbidden Knowledge	76
The Burdens of Knowledge	76
When the Secret Is Out	77
Possession & Exorcism	79
Transparency and Consent	79
The Effects of Possession	80
Exorcising Daemons	82
Binding Daemons	83

THE HERESIES MACHARIA

A campaign framework of intrigue, betrayal, and extermination

Running Conclaves	85
Conclave Process	86
Acolyte Agency	87
Intrigues, Rumours and Threats	87
Mare Cinis	87
Major Plotlines	88
The Interrogator Elevated	88
The Kryptman Protocol	88
Excommunicate Traitoris	88
The Herald's Howl	89
An Inquisitor Lord Ascends	89
Conclave I	90
Conclave II	96
Conclave III	100
Conclave IV	104
Conclave V	108
Conclave VI	112
Conclave VII	116
Epilogue	121

INQUISITION CONTACTS

A guide to Inquisitorial Contacts, how to make them, and a selection of example NPCs

Contacts	122
Finding Contacts	123
Managing Contacts	123
Creating & Making Contacts	124
Agira Chernov, Administratum Clerk	125
Celestina Visconti, Socialite	126
Darius Dauphine, Prison Warden	127
Hogarth Drevet, Imperial Cultist	128
Vesta Lorraine, Art Dealer	129
Jerithin Hammer, Bounty Hunter	130
Lethic Arandir, Rogue Psyker	131
Mizo Leskar, Astropath	132
Orhys-Phi-07et, Stranded Explorator	133
Zarin Varuna, Logistics Officer	134

SECTOR THREATS

A selection of heretical, alien, and daemonic threats to the Macharian Sector

Company of the Twisted Sickie	136
Gaazrek Weavemaster	138
Mizrax Tallian, the Herald of Blood	140
Nar'tor's Kinband	142
Momas the Murmur	144
The Pilgrim's Path	146
The Reaper	148
The Storm's Eye	150
Tök's Firestorm Kindred	152
Valastra of the Endless Whisper	154
Varon Vipersong	156
Xandro Cosmar & Ankhet	158

OPEN CASE FILES

A selection of mission outlines suitable for a group of Inquisitorial acolytes

A Grave Mistake	162
Dog Days	164
The Fallen Captain	166
Lost in Transit	168
The Lost Kabalite	170

APPENDIX 1: BESTIARY

Acolyte Hybrid	172
Daemonhost	172
Disc of Tzeentch	173
Kroot Carnivore	173
Kroot Hound	173
Wraithguard	174
Traitor Enforcer	174
Traitor Guardsman	174

'I, Inquisitor Lord Hieronymo Drake, authorise, order and declare Exterminatus upon the fourth planet of Belnshudha. The planet is lost to an immeasurable foe and is irredeemably corrupted. We must ensure no one can tread upon its surface again. I cannot make it to my extraction vessel, so these are my final words: despite the necessity of atrocity that is about to occur, know you have served the God-Emperor's will this day. Canis Vator Avit Abominus.'

— Final order of Inquisitor Lord Hieronymo Drake to Battle Group Fortis

THE INQUISITION

The Inquisition is the Imperium's most terrifying and secretive organisation. They exist beneath the surface of ordinary Imperial society, subtly influencing the everyday lives of citizens in the public consciousness, and yet they wield the ultimate authority across all walks of life.

Inquisitors across the galaxy protect the Imperium from terrible and insidious foes. They consider themselves justified in taking any necessary measure to fulfil this sacred charge, including sacrificing the lives of those they seek to protect.

By an Inquisitor's word alone, thousands have perished in a moment, High Lords have been brought low, noble lines extinguished, and entire worlds have burned. Were it not for the magnitude of the threats they guard against and the dire necessity of their actions, the Inquisition would indeed be counted among the most terrible scourges to befall the Imperium.

The threats they face are myriad and complex, insidious and brutal, enigmatic and overwhelming. The heretic, the daemon, the xenos — each gnaws at the underbelly of the Imperium, robbing it of strength never to be recovered. Inquisitors know that their task is one pitted against inevitability. Though the Imperium continues to claim new worlds, it cannot stem the tide of losses — with every Astra Cartographica survey, former strongholds are erased, snuffed out by the growing darkness.

Most believe Inquisitors stand united against these enemies of the Imperium; few know that the Inquisition wars within itself. Inquisitors are divided by their philosophies and methodologies — their limitless authority means most grow accustomed to their orders going unquestioned. Only another Inquisitor has the right to judge one of their kind, and so they often find themselves at odds. Branding one another as puritans, radicals, or heretics, they fight an endless shadow war beneath the auspices of the Adeptus Terra, each warring for what they think is the best way to protect the Imperium.

