

INQUISITOR



lord-dubu.deviantart.com

THE AMALATHIAN SOURCEBOOK

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Presented by

DARK MAGENTA

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Welcome to the Amalathian Sourcebook, the latest in a line of sourcebooks that started with Gav Thorpe's Thorian sourcebook and was continued with the Recongregator and Istvaanian books published by Dark Magenta. This book continues in a similar vein to the previous ones, this time delving into the history and background of the Amalathian philosophy – a faction of the Inquisition dedicated to maintaining the status-quo and to preserving the Imperium so that the Emperor's grand plan for humanity can run its course.

The Amalathians are often regarded as the moderate archetypical 'good' faction, and often players seem to regard this faction as a sort of default philosophy to give any Inquisitors who do not fit into any of the other, more clearly defined, factions. This book is therefore our attempt to show the Amalathians in a new light, to show that although there are plenty of inquisitors who are killing the enemies of the Imperium that alone is not enough to make them Amalathian – the Amalathians are of a dedicated philosophy with tenets to their belief just like Monodominance or Recongregation.

What follows is our take on the Amalathians and their beliefs; it covers the origins of the faction, their place in the Holy Ordos, and details of some famous Amalathian Inquisitors. Although non-canonical, it is all based on the established background set out in the rulebooks for Inquisitor and Warhammer 40,000, as well as the various Dark Heresy books.

This sourcebook contains the following sections:

Introduction to Amalathianism: An overview of the beliefs and aims of the Amalathian Movement.

The Origins and Evolution of the Amalathianism: An overview of how the philosophy came into being.

Sub-factions of the Amalathians: A look at some of the diverse philosophies that make up the Amalathian beliefs.

Amalathians and other Factions: A look at the relationship between the Amalathians and other factions.

Amalathians within the Ordos: A description of Amalathians and their methods and allegiances to others within the Holy Ordos.

The Inquisition

- *Moderation in all Things:* A look at the variety of beliefs within a single faction, from the moderates to extremists.
- *How the Ordos Operate:* A description of the internal workings of the Inquisitorial Ordos.

Sample Amalathian Characters: An examination of a few notable followers of Amalathianism.

Amalathians and the Imperium: A discussion of ways to include Amalathian characters in games of Inquisitor through their relationship with other institutions of the Imperium.

Main text by Ruaridh Dall and David Knowles. Additional text by Peter Drummond and Robey Jenkins. Models by Peter Drummond, Ruaridh Dall & David Knowles. Cover image by D. Forrest (lord-dubu.deviantart.com). Additional artwork by Brandin Richards & Paul Rannard.

Although the text of this book is original, it builds on the work of numerous GW writers. Particular credit must be given to Gav Thorpe, author of *Inquisitor*, and to Derek Gillespie, editor of Dark Magenta. This book would not have been possible without their work.



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INTRODUCTION TO AMALATHIANISM

Amalathianism was born in the swell of hope and optimism that many felt during the early years of the 41st millennium. The armies of the Imperium had won many great battles, and although some thought that the military had overstretched itself, many felt that these victories marked the start of a new golden age. A great conclave was held at Mount Amalath on the cardinal world Gathalamor. The conclave was attended by great figures from all branches of the Imperium - religious, political and military leaders, dignitaries from a thousand worlds and of course, members of the Inquisition.

As well as re-swearing their oaths of loyalty to the Emperor and Mankind, these men and women discussed the very future of the Imperium. Many felt that although the events of the Age of Apostasy had temporarily derailed the Emperor's grand plan, events were now proceeding as they should. Some felt that the Imperium should pause and consolidate its gains, take time to recover spiritually from the long years of war and rebuild what had been destroyed in achieving these victories. Others felt differently, that it was not time to rest on their laurels, and instead the Imperium should be pushing ever forwards. In fact it was this very conclave that spurred Lord Solar Macharius to his conquest of nearly a thousand worlds.

The Inquisition as always was divided amongst itself, but many felt that the time was right to put aside their bickering and lead the Imperium into the Emperor's planned golden age by setting an example for the other Imperial institutions to follow. These Inquisitors came together and drew up the Amalathian Proclamation - a great document setting out the principles which the Inquisition should follow and their vision for the future of mankind. Although the authors of the Proclamation had the very best intentions, it was perhaps inevitable that there would be disagreements in what it should say. Nevertheless, they achieved their aim and following the proclamation of their beliefs at the end of the long conclave, its tenets were set down for posterity and were widely distributed.

The optimism and idealism of the founding Amalathians drew to them a large number of Inquisitors who felt it was their sacred duty to ensure the continuation of the Emperor's plan for humanity, and to let nothing threaten the stability of the Imperium.

From that time onwards, the Amalathians have striven to

maintain the status quo, seeking out and eliminating those who would bring down the Imperium from within and without. They work to minimise the politicking and rivalry between the various branches of the Imperium and promote strength through unity. Their primary concern is maintaining the Imperium in its current form, trusting the Emperor to bring about the prophesied new golden age in His own way. They are therefore vehemently opposed to those Inquisitors who endeavour to change and reform the Imperium to force it into a new golden age; they see this forced change as the greatest threat to the Emperor's plan, and wholeheartedly believe it is folly for mere mortals to attempt to second guess His will in this way.

Unlike many Inquisitors, Amalathians tend to work in the open, publicly supporting Imperial institutions and openly combating those who threaten them from within or without. They actively support Imperial commanders, military leaders and so on, granting them the power and leeway necessary to protect their own positions as long as they do not threaten the power or status of others within the Imperium.

As defenders of the status quo, Amalathians tend to work well with other Imperial agencies who are often only interested in maintaining their power. In particular they work closely with the Arbites, Ecclesiarchy and planetary enforcers whose duty it is to enforce Imperial, religious and local laws and who in the process defend the power of the Imperium itself. Also, the Amalathians are one of the few Inquisitorial factions that can count on much in the way of co-operation from the Mechanicus. Their monopoly on technology was set down in the Treaty of Mars by the Emperor at the dawn of the Imperium and the Amalathians see it as their duty to uphold that.

Although many Inquisitors with strong factional leaning prefer not to associate themselves too closely with the Ordos Majoris and Minoris, the Amalathians can be found in all branches of the Inquisition. For them, the Ordos are part of the Emperor's grand plan and their strength and unity must be maintained in order to protect the Imperium from the enemies that beset it from within, without and beyond.

The Amalathians tell you that they are united in their purpose. That their policies are moderate and aim to maintain the strength of the Imperium so that His will may be done.

Everything you have been told is a lie.

Kaled cut the comm-link and smiled to himself. As usual, Caine had done his job well - his Navy troopers had quickly located Inquisitor Dellatorre and Caine had personally delivered the invitation with a minimum of fuss.

Reactivating the comm-link, Kaled put in a call to his chief savant.

"Ottokar, send me the file on Sabine Dellatorre."

Good staff were hard to find and Kaled couldn't stand incompetence; it had taken many years to build to build his current team, but it was one of the best he had assembled during his long career. They had been honed into a well-oiled machine, taking care of the small things and freeing him to concentrate on the business of the Inquisition.

Kaled allowed himself a few moments to observe his impromptu office. The 'Chief' had ensured it was set up just the way he liked it, and within minutes of planetfall the Inquisitor felt right at home here. Work kept his mind in shape and his day was ordered precisely, giving him time to keep up a rigorous training regime, usually alongside Navy personnel.

His cogitator terminal beeped and Kaled sat back in his deep red leather chair, scanning the transmission from Ottokar in preparation for his upcoming meeting.

He simply could not agree with these Recongregators; their views were too radical, their methods too extreme. Yes, some institutions within the Imperium were inefficient, but he knew first hand that all of these institutions had many supremely competent Adepts in their ranks - in fact most of his staff had been recruited from these supposedly bloated and inefficient organizations. The Imperium had been sustained by these institutions for millennia, and yes, occasionally it was necessary to remove certain individuals, but the idea of rebuilding from the ground up was anathema, almost heretical.

The Navy had defended the Imperium for over 10,000 years and its structure was laid down by one of His own sons. Who was Dellatorre to meddle with that?

There was a knock at his door. Before he could answer it swung open and a young woman wearing a deep red military-cut tunic over a black bodyglove strode into the room. Kaled recognised her immediately, even though it had been decades since they last met.

'Ah, Sabine - so good to see you again. Please, take a seat, we have a lot to discuss...'

THE ORIGINS AND EVOLUTION OF AMALATHIANISM

The Waning

As the fortieth millennium drew to a close, the Imperium found itself becoming an increasingly strife-ridden domain. Nigh on three millennia of crusades, war and expansion had stretched the Imperium's armies to breaking point and left great swathes of space unprotected and unwatched. As the Emperor's forces had spread ever outward, troops had been pulled from traditionally reliable and safe sectors and thrust into conflict on the Imperium's fringes, leaving hundreds of worlds with little in the way of defensive capability, and more tellingly no great symbols of the Imperium's power. Where once recidivists had suffered under the boots of devoted Imperial Commanders, there were now only disgruntled leaders straining under the insatiable demands of the Departamento Munitorum for troops and arms while seemingly receiving nothing in return from the Imperium at large. Worlds began to fall to heretics, others seceded and many more suffered the predations of orks and the eldar. Anarchy came to worlds that had faithfully supported the Imperium for centuries, and in an effort to regain control of these bastions of the Emperor-fearing, hundreds of systems were turned over to direct rule of the Astartes. Their response to any indiscretion was brutal and quick, and soon the fear of death at the hands of the near-mythical Space Marines sent heretics and secessionists alike running for the underground once more.

This situation was far from ideal: while peerless battlefield commanders, Space Marines were a poor choice to rule planets. Maintaining authority was not an issue, but industry, commerce and most crucially, belief in the strength of the rule of Terra, suffered on the Astartes-administered worlds. In addition, the Astartes were sorely missed on the front line, and the waste of this most precious resource could simply not continue. On Terra the Master of the Administratum, the Grand Provost Marshall of the Adeptus Arbitres and the Chancellor of the Estate Imperium convened to discuss possible methods to resolve the problems facing their realm. Inevitably, their meeting came to the attention of the Inquisitorial Representative and he imposed himself on the meeting with promises of secrets to share, but with the intent of forcing the will of the Inquisition on the reformation of the realm of man. There were many facets of the Imperium the Inquisition wished to increase its power over, and with a massive change in the power bases on the cards there was no better opportunity for the Inquisition to get its agents and moles tightly woven in the new fabric of the Imperium. These were lofty aims, and the Inquisitorial Representative knew that it would be no simple task to engender himself to his potential allies. They had every reason to be suspicious of his motives; he would need to act passively initially to mask his true aims. He did not expect that this approach would endanger the reformation; the trio he had joined were all ferociously intelligent and possessed political acumen secondary only to his own. They were desperate to repair their broken empire and return it to its former glory. They would be all too willing to take drastic action when all other options were exhausted. When the time came to start steering their plans where he wanted they would not bat an eyelid,

no matter how extreme his methods seemed. This would not be a bloodless revolt by any stretch of the imagination: all that mattered was the continuation of the Imperium of Man.

Seeds of Destruction

Though the Inquisitorial Representative agreed with the other High Lords' aim of rebuilding the Imperium into the glorious realm it had been, he was of the opinion that there was simply too much in the way of dead weight and dangerous thought within the cornucopia of incumbent Imperial Commanders, even on worlds that had thus far avoided the failings that had struck their sister worlds. Liaising with the Grand Master of the Officio Assassinorium, he put into motion a series of assassinations and greenlit worlds for instigated rebellions and invasions. When the time came, his three allies would look unfavourably on these worlds and have new Commanders placed in power.

The Martian Concern

To return the Imperium to normality there would need to be a great rebuilding. It was clear that the Astartes were wasted as custodians, but the governments of the worlds they had been dispatched to had clearly failed, and could not be trusted to retake control successfully. Either new leaders had to be found, or the previous incumbents had to be brought into line. The sheer number of planets handed over to the Astartes would make such a task incredibly difficult, and the titanic egos that would have to be pacified would only make things harder. There would be many ambitious noblemen eager to seize power, and the Ecclesiarchy and Adeptus Mechanicus would waste no time in exerting their authority over any world they could. For any semblance of the old order to be renewed they would have to act decisively, but faced the fact that some of their fellow High Lords had much to gain from the current upheaval.

The quartet expected the Fabricator General of Mars to be foremost amongst their rivals; he being the one to whom spatial gains mattered most. The Quest for Knowledge was eternal, and with an expanded empire the Adeptus Mechanicus would have both more areas of the galaxy to search unhindered for technological secrets plus access to more resources to fuel their endless pursuit of the enigmas of the machine. The Fabricator General would care little for maintaining the Imperium as it was – his empire was merely a cousin to the Imperium, tentatively holding hands with withered fingers to maintain a ten thousand year old pact. The Chancellor was especially worried by the possibility that the Adeptus Mechanicus might try to seize floundering systems from besieged Commanders. The strength of their legions could not be underestimated, especially not when the Imperium's own armies were at the brink of collapse. Though open war was unthinkable, the Adeptus Mechanicus could take systems under the guise of liberators or peacekeepers and do as they liked. Once a system was under their control, little short of a battlefleet would be able to convince them to leave. While the Master

of the Administratum and Grand Provost Marshal doubted the Fabricator General would have the guile to attempt such a gambit, the Inquisitorial Representative was of the opinion that the actions of the Mechanicum in a number of sectors could be seen as expansionist. An ork Waaagh in the Beacon Sector to the west of Terra was growing in ferocity, and in response the Adeptus Mechanicus had blockaded the Termino system with their own ships. Tech priest delegates to the Sector Governor alleged that this was to protect their mineral assets on the moons of Freelanding, but the sheer size of the fleet hinted at some darker motive. All over the galaxy, there was little to deter the Mechanicum from tightening their grip on space immediately around their own forgeworlds and the Inquisitorial Representative knew of at least six worlds within the Segmentum Solar alone where factions allied to the Cult Mechanicus were making moves to seize power. Unchallenged, the Mechanicum's power base could increase almost exponentially, and this would certainly lead to a weakening in the Adeptus Terra's mandate over worlds and upset trade and tithes. Things were tumultuous enough without the Imperium ceding power to the Mechanicum.

Even as the most powerful of the High Lords though, the Master of the Administratum could not simply call the Fabricator General to heel and instruct him to rein in his fleets.

The relationship between the Adeptus Terra and the Adeptus Mechanicus was one of mutual benefit - the Imperium gained access to the war machines and weaponry only the Mechanicum knew how to construct and maintain, while the Adeptus Mechanicus had the rights to all technological finds the galaxy over - but this ancient pact gave the Mechanicum huge power over the Adeptus Terra. Any transgression against the Adeptus Mechanicus could be met with a huge slew of punitive actions from Mars in return: the withdrawal of techpriests from starships, slowdown in the production of weapons, refusal to train techmarines, even stopping the rituals of maintenance for the Golden Throne. Indirectly, the Fabricator General essentially controlled the operation of the Imperium, and he knew it. The only way the Master of the Administratum could dissuade the Fabricator General from any course of action was with tribute, but with the Imperium at rock bottom it would be no easy task to locate or create something valuable enough to pique the Fabricator General's interest. Instead the Inquisitorial Representative bade the Master of the Administratum and the Grand Provost Marshall turn to the lowest common denominator: man.

The Adeptus Mechanicus had an insatiable hunger for human flesh and bone: whether for workers in their manufactoria, servitor bodies, weapons testing, Biologis experimentation and simply to feed their legions, and with war coming to their worlds all the more often through the

porous defences of the floundering Imperium, there was an ever greater need for bodies for their forges. The deal suited the Imperium too - there was an overabundance of unworthy subjects across the domain of Man, and arrangements were made for prisons to be emptied, outlaws rounded up, and failed worlds to be cleared of inhabitants. The Master of the Administratum made contact with the Fabricator General to discuss terms of the tribute: from this moment onwards, the boundaries of each

empire were to be considered sacred, and in accordance with the Treaty of Mars no actions against one another would be tolerated. The Fabricator General named his price, and in return for his word that the worlds of the Imperium would be unmolested, the Master of the Administratum promised the Mechanicum 125 billion souls.

Matters of Faith

With that threat to the sanctity of the Imperium allayed, the quartet turned their attention to the problem of the Ecclesiarch. To his credit, the current Ecclesiarch was less concerned with the state of the church's coffers than the majority of his predecessors, but he was still a man of ambition. He laid the decline of the Imperium at the door of the last Ecclesiarch, whom he claimed had not been of sufficient moral fibre to truly enforce the will of the Emperor. Unworthy men had risen to positions of power within the Ministorum as a result, and the

Imperium had suffered because of these weak-willed Cardinals. The Ecclesiarch now sought out a new order within the Ministorum, and while this was undoubtedly needed to stabilise the Imperium, the incumbent Cardinals would not take kindly to the idea of being removed, and neither would their congregations. The Ecclesiarch would have to seize worlds from the gutter scum up to maintain stability, and the quartet on Terra did not like the implications of the Ministorum gaining the complete control of a multitude of worlds. The church would have the ability to control industry, agriculture and trade, channelling money into their own enterprises, and most importantly, interfering with the tithe. There was the small matter of psykers too; any world under the direct control of the Ministorum would put to death any witch before the Black Ships could take their harvest, potentially limiting the Imperium's supply of astropaths, sanctioned psykers, Astartes Librarians and even Inquisitors. The Emperor himself could even be affected if the Black Ships stopped bringing him the sustenance he needed.

The quartet were quite convinced of the fact that the Ministorum would have an important role in reforming the Imperium, but it needed to be kept on a short leash to prevent unwanted damage. The key to keeping control of the situation would be identifying which Cardinals were both truly dead weight and weren't held in high esteem by their congregations, as these men could be replaced with little upset to the running of the worlds they ministered to. If they could focus the Ecclesiarch's attention to these



targets in the initial reformation, there would be the opportunity for the other Cardinals to buck up their ideas and fall in line. If they did not however, there was always the Inquisition to rely on to change things, and if more drastic interventions were required, the Grand Master of the Officio Assassinorium was ever ready to test his agents. The Inquisitorial Representative promised the other three he would gather information on the most wayward Cardinals and present it to them for consideration. Little did they know that along with the men most in need of replacement, there were a few targets that the Inquisition wished to have removed for their own ends. Men with extreme Resurrectionist tendencies, or rampant Monodominant rhetoric that was to the detriment of their dioceses, topped the list, as well those suspected of heresy. Stability was going to be the key to the reformation, and these ideologies would not sit well in the new order.

Visions of Reformation

With the two great power blocs bought off and distracted, the quartet could once again focus on the reformation of their Imperium. Key victories over Waaagh Bigstikka by the Ultramarines and the 27th Mordian/Cadian Army Group and the liberation of the Emergent Worlds on the edges of Imperial space in the galactic south suddenly gave the High Lords a swell of optimism to ride across the Imperium. The Inquisitorial Representative made sure that the news of these victories was spread, and fabricated a few more that would be appreciated in certain locales. If the quartet could harness this seeming change in the tide, the job of rebuilding would be much more simplistic. The Imperium as a whole was in need of redirection, but in addition there were a slew of worlds in need of literal

reconstruction following war, the effects of inept leadership and the after effects of the quartet's deal with the Adeptus Mechanicus. Many of these worlds were of great industrial and strategic importance and many were formerly lynchpins of their Sectors. The renewal of the Imperium would be eased with these worlds returned to the glories of the past, but doing so would be no easy task. With the lack of resources at hand, it would be impossible to organise the rebuilding of these worlds centrally. However, The Chancellor of the Estate Imperium was of the opinion that by selecting one or two famous worlds per Segmentum, and taking a large hand in their rebuilding, they could set examples for the rest of the Imperium to follow.

The Master of the Administratum agreed in principle, but so widespread were the problems facing the Imperium that he did not believe that simply expecting the other worlds to stabilise and rebuild would succeed. These worlds had fallen into anarchy themselves and he could not trust them to change their ways solely on account of a handful of other planets being righted. The problem of poor

leadership was once again at the top of the quartet's agenda, and although they had a number of potential new Commanders to appoint, there would not be enough to turn all the problem worlds around. Spreading the quartet's vision of a resurgent Imperium with intent to these floundering Commanders would be nigh on impossible considering the sheer number of worlds to contact. Contacting the rulers of all the Imperium's Sectors would not be quite such an impossible undertaking, and there was no better way of ensuring the message was heard than with a threat to their continuing stewardship of their domains.

To travel to each Sector would be a fallacy - a Conclave in the Segmentum Solar was a far more realistic option for speaking to all the Sector Lords. Every Sector would be expected to send representatives, with forfeiture of the Sector's rule the penalty for failing to attend. The

commanders of the Guard, Navy and Arbites would be invited, as would the Cardinals of all the Ecclesiarchy's dioceses. The Fabricator General of each Forgeworld would be welcome to hear the message of the Imperium resurgent and the Chapter Masters of all the Space Marine chapters could attend if it was their desire. The plan was ambitious, but the Master of the Administratum was convinced that only with a great show of authority like this was there a chance of the plan succeeding. They needed to remind the Sector Lords that they answered to the representatives of the Emperor Himself.

Ever the practical one of the quartet, The Chancellor of the Estate Imperium remarked that it would take some size of venue holding possibly hundreds of thousands of delegates. He could think of no man-made structure capable of playing host to such a

number, especially not one on a trusted and defensible world. The sheer scale of the gathering threatened to scupper any attempts to host it in the first place. The Grand Provost Marshall queried why a man-made structure was required at all, and suggested one of the holiest sites in the galaxy: the crater of Mount Amalath on Gathalamor, where the very ground of Gathalamor had rejected the palace of the heretic Cardinal Bucharis. Fire from within the world had purged the mountaintop of Bucharis's taint before dwindling away to leave an amphitheatre for pilgrimage and prayer. The world was utterly faithful and heavily defended, with stable warp tunnels to many Sectors of the Segmentum Solar. Mount Amalath suited all their requirements.

The Great Conclave

That The Conclave of Mount Amalath came to pass from such speculative beginnings is in itself a miracle; that it served to ignite the stuttering Imperium into an era of dominance not matched for the rest of the forty-first millennium is the stuff of legend. Eighty per cent of the

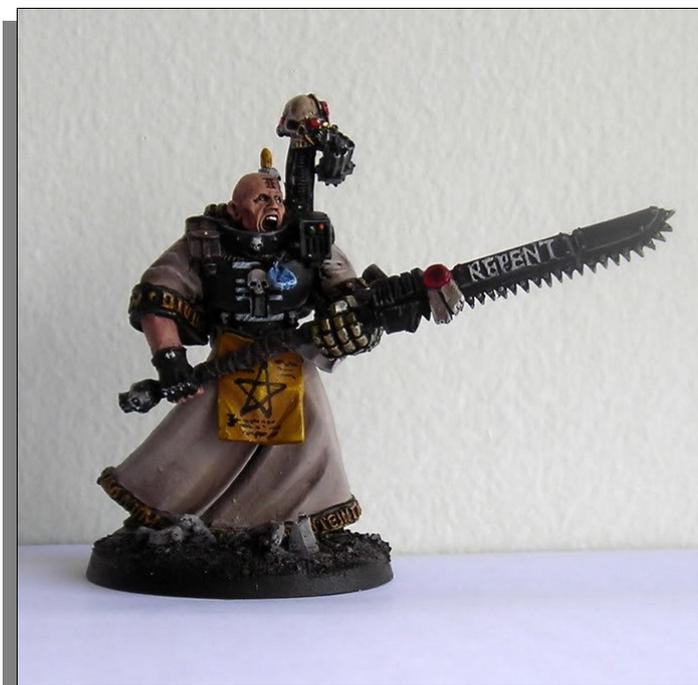


Imperium's Sector's were represented; the Ecclesiarch attended in person; the Chapter Masters of the Ultramarines, the Imperial Fists and the Salamanders were amongst almost eight hundred leaders of the Astartes in attendance; and the Emperor Himself was represented by the Captain-General of the Adeptus Custodes. There had not been a gathering like it since the end of the Horus Heresy. After a week of pleasantries, introductions and prayer led by the Ecclesiarch, The Master of the Administratum took the dais at the centre of the crater and made his address to the masses. He lamented the failings of the worlds lost in the preceding years but celebrated the successes of the Imperium's armed forces in expanding the borders of the realm. He extolled the bravery and belief of the military leaders that had spread the light of the Emperor into sectors that had long suffered the darkness of xenos domination and heresy while heavily criticising the

The Unis War

In the aftermath of the Great Conclave there were isolated incidents of Astartes Chapters refusing to hand over worlds to new Imperial Commanders. The reasons behind this disobeying of The Master of The Administratum's wishes were many: some Chapter Masters did not recognise the rule of the Imperium over them; others did not send missives to Gathalamor and were for up to centuries unaware that such an order had been given; some did not believe that potential replacement Commanders were worthy of the role; and some worlds had been found to be so rotten at the core they had been destroyed and unless the new Governor wished to rule over ruins, they simply could not be handed back. Amongst these cases, one is particularly worthy of mention: the case of the Unis Sub-Sector and the rule of the Cobalt Paladins.

The Cobalt Paladins formed the spearhead of a joint Astartes/Imperial Navy mission to reclaim the many orbitals of the Unis Sub-Sector from the hands of pirates and renegades. As the campaign progressed, a number of the sub-sector's planets were found to harbour fugitives and provided safe-harbour to a number of pirate and renegade ships. After the orbitals were brought under Navy control, the Cobalt Paladins struck at all the planets known to have sheltered the renegades. They were shocked to find that sympathy for their foe extended from the simplest peasant on the ground to Imperial Commander after Imperial Commander. With the failure of trade with other sub-sectors due to war, the pirates had provided much needed supplies for isolated colonies and their ships had been welcomed as saviours on many worlds. Unbelieving of what they heard, the Cobalt Paladins seized power on seventeen worlds and set about pacifying the support for the pirates in a series of bloody pogroms. When Sector Lord Flavius arrived with an entourage of Decreeists and newly nominated Imperial Commanders and bade the Cobalt Paladins hand over the worlds, the Astartes opened fire on their vessel, believing them to be party to the laxity of faith that had let heretics come to be praised on the Emperor's worlds. Naval craft loyal to Flavius sped to the sub-sector and began a series of running battles with the craft of the Cobalt Paladins. Dozens of ships on both sides were reduced to scrap before the Paladins fled the sector, cursing the name of Flavius and promising revenge on the failed Imperium.



slovenly and unworthy rulers that had let their worlds decay and fall to their enemies. The Master of the Administratum made it painfully clear that the future of the Imperium lay with strict self-regulation and an unflinching belief in the Emperor. The Imperium had the strength to prosper despite all the threats arrayed against it: now its leaders needed to have confidence in that fact. The Emperor was the Imperium's saviour, but He needed men and women of quality to carry forward His will. He implored the Sector Lords to look to the worlds under their stead and swiftly replace the Commanders that were failing the Emperor. The High Lords would have no option but to look unfavourably on the Sectors that could not get their own houses in order. The Astartes were asked to return custodianship of the worlds they had occupied to individuals nominated by the respective Sector Lords, but were offered the opportunity to use these worlds as recruiting bases should they wish. A pledge of allegiance was taken, the delegates queuing for days to add their mark to a ream of parchment a hundred metres long. The future of the Imperium had been assured.

To take such a simplistic view of the Great Conclave is of course nonsensical. The Master of the Administratum was well aware that even with the speech given and the pledge signed, this was merely the beginning. Not every failed world could be saved, and hundreds of systems were lost from Imperial control despite the efforts of their Sector's Lord. The Sectors that did not send representatives to Gathalamor were brutally dealt with; the Astartes encouraged to show the Imperium's disapproval as only they could. Some Sectors openly defied the High Lords in protest at what they saw as unwarranted outside interference and seceded. Despite all these losses, The Master of the Administratum had achieved his primary goal of inspiring the Imperium to better itself though and hundreds of worlds were brought back from the brink. Stability, at the very least, had been achieved and through the coming years, heroes like Macharius would carry his message with their legendary actions, giving the Imperium much needed belief in itself once more. As the 41st millennium dawned, the Imperium was at the strongest it had been for millennia.

The Amalathian Dictates

To aid in the literal spread of The Master of the Administratum's message of renewing the Imperium, a department was founded in the Adeptus Administratum at his request to compose a series of decrees that would be gifted to the Sector Lords by a legion of Imperial Decreeists to allow them to enforce change on their worlds. The Officio Amalathia, as the team of scribes were known, took their master's impassioned speech and broke it down into a set of powerful dictates:

I. The Imperium was built in the Emperor's image and is therefore as immortal as He

II. The Imperium is the Emperor's will made manifest

III. The Emperor demands subservience

IV. He will abide no failure

V. He will abide no rebellion

VI. He will abide no secession

VII. He will abide no corruption

VIII. He will abide no heresy

IX. We are His blessed custodians

X. We will honour Him in a righteous fashion

XI. We will defend His realm with our faith

XII. We will defend His realm with our lives

Though originally a tool for the removal of failing governments and Commanders, the dictates were seized upon by the Ecclesiarchy as holy scripture - they were after all born of the most powerful of the High Lords, the Emperor's figurative right hand. The dictates soon became a template for the devoted Imperial citizen, spread as they were through their use in the sermons of billions of preachers the galaxy over. The dictates became dogma on hundreds of thousands of worlds, and billions grew up with these rules governing their lives. On many worlds the dictates were incorporated into existing local laws and customs, but on some worlds overruled millennia-old laws entirely. In some cases, the dictates carrying the dictates had become faulty, and one or more of the dictates were lost, leaving subtle, but often telling differences in dogma in some sectors. Rarer still, but infamous in the case of the Manaske Heresies, were the Sector Lords who fabricated their own dictates and forced into being their desires in the guise of orders from the High Lords. While a common thread was noticeable across great swathes of the Imperium, the differing implementation of the twelve dictates and the subsequent differences in interpretation of the individual dictates inevitably meant that no two dioceses followed the decrees in the same way, and often not in the way they were intended at all. For example, some see the pairing of the first dictate, the Imperium was built in the Emperor's image and is therefore as immortal as He, and the fourth, He will abide no failure, as an oxymoron - there can surely be no failure in an immortal realm. Some even go as far as to misguidedly see the first dictate as an assurance that the Imperium would thrive no matter what actions its citizens took, or indeed what they allowed to take place through inaction. The Conclave of Mount Amalath would prove to have many lasting unintentional effects on the Imperium.

The Manaske Heresies

Ophelia Manaske was the hereditary governor of High Prandia, a hive world in the Ilya Sector in the Segmentum Tempestus. Driven by what many surmised as an insatiable greed, Ophelia's one hundred and forty year rule advanced High Prandia from a minor hive world to the industrial heartland of the Sector, and its importance was recognised by the Administratum who declared it the Sector Capital fifteen years before the Great Conclave. As the Sector Lord, Ophelia sought to install her twenty-three children in positions of power across the sector to further increase her personal wealth, but found her desires blocked by resentful Commanders who did not want to cede any of their own power. On returning from Gathalamor, Ophelia awaited the arrival of a Decreeist to aid her takeover of the sector, but none was forthcoming. Believed lost in the warp, Ophelia fabricated a series of decrees of her own which she used to install each of her children on the throne of all the sector's leading worlds, and declared that the remaining worlds of her sector would pay their tithes to her and not Terra. Her greed however was not resolved by the income of the vast empire she now controlled, and Ophelia sought more. Initially she made sure that her children's planets tithes were paid at the minimum expected, but soon she ordered them to ignore the taxation from Terra. The Throneworld, she surmised, robbed her of her wealth and offered nothing in return. Ophelia declared the Ilya Sector independent in 009.M41, and it was not until 345.M41 that the sector was brought back under Imperial control.

A Faction Rises

The swell in confidence that the Conclave of Mount Amalath brought to the Imperium was not limited to its citizenry. Military leaders saw that they would play a vital role in re-stabilising the Imperium, the Adeptus Arbites knew they would have an important role in enforcing the Amalathian Dictates, and the Inquisition needed no push from the Representative to desire a guiding hand in the future of the Imperium. Away from the politicking and assassination that typified the Inquisition's involvement in the reformation, a large number of Ordo Hereticus inquisitors found great solace in The Master of the Administratum's desire for greater self-policing of the Imperium's worlds and his belief that stability was key to keeping the Imperium secure. For many years hundreds of worlds had collapsed in on themselves through lack of action when it came to removing destabilising influences, be they heretical or alien, and now the most powerful of the High Lord was recognising the threat of the enemy within. After years of concentrating on the enemies at Imperium's borders during the ill-fated expansion, they were convinced the Inquisition's gaze should be turned inward, and so turned to their colleagues in the Ordos Xenos and Malleus and proposed a scouring of the taint rooted deep within the Imperium. With the Imperium cleansed, they could stabilise the failing realm and usher in a new period of glory. Hundreds of inquisitors took up the call, and the purge began, ripping apart thousands of cults and xenos infestations. Dozens of sectors were safeguarded for generations thanks to the sudden application of force the inquisitors brought to the Imperium's worlds.

Within this group was Inquisitor Kane Wiesenthal, a

dedicated Ardentite who had spent fifty years unravelling the web of conspiracy that had provided the Carrion Shades of Inner Damfaus access to the Schola facilities of the Pelagic Sector. His sprawling investigation had only begun after he had visited the facility on Gotha in search of worthy acolytes, but had been his making as an inquisitor. As an Ardentite, Wiesenthal had always believed that the Emperor worked through mankind as a whole, His wisdom and power available to all who believed in His divinity. Following the destruction of the Carrion Shades, Wiesenthal reflected on the circumstances that had brought to his attention the xenos abominations, but could think of no reason why he had chosen Gotha over the sector capital Hy, nor why indeed he had taken a walk within the grounds that had led to his first sighting of a Shade. His visit there had surely been the will of the Emperor, and Wiesenthal became possessed of the conviction that the Emperor had chosen a path for all his subjects in order to enact His wishes. Wiesenthal called this the Emperor's Divine Plan and proclaimed that knowingly or unknowingly, all men played a part in His grand design. As the destroyer of the Carrion Shades, Wiesenthal quickly became a highly respected member of the purgers, and his assertion that the stabilisation of the Imperium was part of the Emperor's Divine Plan quickly spread amongst the inquisitors involved. The second Amalathian Dictate already declared that the Imperium was the manifestation of the Emperor's will, and if the inquisitors did not stand for the Imperium then what? The Emperor demanded their assistance in assuring His realm, and with Wiesenthal to the fore, the inquisitors set about their task with the passion of templars.

Amalathianism Takes Root

With the Amalathian Dictates so widespread in use by the advent of the 41st millennium, it was inevitable that they would come to intertwine themselves with the methods of the Inquisition, and it was Inquisitor Mercutio Segovia of the Ordo Xenos who took the Dictates and applied them to his work in his discourse, The God-Emperor's Demands. Segovia's intent was to justify his methods in a time of much criticism from his peers after the virus bombing of four worlds in a time of rebuilding. The essay did much to appease his detractors, pointing out how his actions, while extreme and undoubtedly destructive had in fact stabilised whole subsectors. Prominent inquisitors of the purge like Gray and Novak came to support Segovia, declaring his methodology sound when applied to the wider Imperium - he had helped preserve the status quo, and was a braver man than most for condemning those worlds to Exterminatus. Novak went as far as to comment that many inquisitors would do well to apply the Dictates to their own work and remember that they first and foremost had a duty to He on Terra - something that was oft forgotten in the petty squabbles and all-out war between inquisitors the galaxy over. Many inquisitors voiced their approval of Novak's opinion, and he was inspired to construct the Amalathian Proclamation, a prospectus on the role of the Inquisition in the new millennium. Gathering other prominent Inquisitors to him, Novak led the writing of the document, which proved to be stormy affair - with so many egos and opinions, many were left angered as their views were rejected, and Novak found that compromise was necessary with a great many issues. After four separate drafts, there was still disagreement and the now frustrated Novak simply pressed ahead with distributing The



Proclamation, losing a great number of allies in the process.

The Proclamation first and foremost called for stability within the Imperium, and how the Inquisition's vigilance was paramount to preserving the realm of man. The Proclamation also extolled the importance of unity within the Inquisition, and called upon all Inquisitors to remember that they served the Throne above all else. The Emperor had a Divine Plan for the Imperium, and no man, not even an Inquisitor could count himself above the Emperor's demands. Novak repeated the Amalathian Dictates in his work, and citing Segovia's discourse, set the controversial precedent that if a course of action satisfied all twelve dictates then it could be considered in the Imperium's best interest. Novak's ilk were soon came to be known as the Amalathians, and were seen as moderate, keen to preserve stability and followers of the Dictates. Of course the newly mantled Amalathians were in truth a far more complex group, containing believers in the Emperor's Divine Plan men like Wiesenthal and extremists like Segovia. All had set out to save the Imperium from itself, and despite widely differing beliefs and methods had succeeded in ushering in an age of swollen optimism.

The Present

The maintenance of the status quo is held by both the Amalathians and outsiders as their primary goal, as it has been for a thousand years. The belief in the benefits of stability has not wavered over the course of the 41st millennium, and the Amalathians as a faction are one of the most well-known and active within the Inquisition. As the millennium progressed, the disparate views and methodology within the faction have further diverged, such that the consensus on what stability now means can vary widely from one end of the Amalathian spectrum to the other. While many are content with running down cults and xenos creatures that threaten the continuing prosperity of

the Imperium there are equal numbers of Amalathians working to maintain their own personal vision of the status quo. Stability has come to be equivalent to a lack of change in the eyes of some, and these inquisitors will go to great lengths to prevent regime change on planets, new armies being raised and new systems being explored. Others believe in the Emperor's Divine Plan and do their all to obstruct those in power from making changes that benefit themselves and not humanity as a whole. The more fanatical amongst this grouping believe that no one is worthy of second-guessing the Emperor and turn their attentions to destroying those of extremist opinion, most often other inquisitors. The coming of Amalathianism was said to make the Imperium stronger than it had ever been before, and there are inquisitors who strive to return the Imperium to the way it was at the turn of the 41st millennium, calling for crusades to reclaim worlds lost in the past few centuries, while seeding destruction on others to return them to the xenos hordes that called them home a millennium before. The Amalathian Dictates have fallen out of fashion in the wider Imperium, but within the faction they still hold some sway, governing the beliefs of thousands of inquisitors and their agents. Their interpretation varies still, and while some give all twelve equal weighting, there are those that would have all believe that the immortal Imperium needs no policing and should be left to its own devices. Segovia has not been forgotten, and there are those Amalathians that believe that a course of action can only be considered right if it

adheres to the Dictates, no matter what flavour of stability they yearn for. Segovia too taught that the longer game has more importance than the little things, and in the desire for stability, the end justifies the means. Some Amalathians will ignore mutation, witchery and heresy if they believe it has a part to play in maintaining the status quo, and will not be discouraged from extremist action, no matter if their actions are radical or indeed heretical in nature. The Amalathians are not the moderates many see them to be. Under the visage of dedicated protectors of the Throne hide some of the most fanatical extremists within the Inquisition as a whole.

The First Three Drafts of the Amalathian Proclamation

Despite his successes in the field and the respect he held within the initial group that had come together after the Conclave of Mount Amalath, Heinrich Novak was always considered egotistical by his peers. That he wished for unity within the Inquisition was an irony that confounded many and even amused some of those closest to him. Some believe that he took on the drafting of the Amalathian Proclamation not with the aim of giving direction to the Inquisition, but to win support and influence within an Ordo that had erstwhile shunned him. His very public invitation of twenty prominent Ordo Hereticus Inquisitors to his mansion-fortress to help draft the document lent credence to the rumour at the time and by overlooking many that had led the purges with him soured those relationships forever. These Inquisitors' methods and opinions were far better suited to the task at hand than many of the men he had opened his doors to, and Novak had already foiled his call for unity by excluding them. Novak of course eventually finished the Proclamation on his own, sick of the bickering that had seen three drafts be re-written, indelibly leaving his own opinion written all over a document that should have been the will of the Inquisition as a whole. There are a handful of Amalathians that believe that by comparing the first three drafts with the fourth would allow them to subtract the thoughts and ideas of a Novak's rampant ego and find the true blueprint for unity within the Inquisition and stability in the Imperium. The first three drafts have not been seen since Novak banished the twenty Inquisitors from his home, and are probably long destroyed, but there is no conclusive proof that they were, or that copies weren't taken by some of the twenty during the writing. For a few this is too tantalising a possibility to ignore, and they seek the true meaning of Amalathianism with nothing short of fanaticism.



SUB-FACTIONS OF THE AMALATHIANS

Despite its comparative youth, the Amalathians are fractured into a great many sub-factions, mainly due to the nature of the Amalathian Proclamation. Though Novak had not set out expecting it, the Amalathian Proclamation was always going to be a compromise. Despite eventually discarding the help of his peers, the Proclamation was by that time a collective effort written by a group of Inquisitors who, although they recognised that there was not complete agreement in their views, were unified by a desire to put aside their differences and show a united front. Despite this, the influence of so many authors, inevitably led to ambiguity and contradiction. In addition, ever since it was written, scholars of Inquisitorial lore have pored over the Proclamation, reinterpreting its language and reading meanings into it that were never intended by the original authors.

The vast majority of sub-factions of the Amalathians have grown up as a direct result of the debate over the intended meaning of passages in the Proclamation. It is ironic that a document calling for unity has quickly become the tool which has fractured the Inquisition into yet more factions. It is also true to say that Amalathianism is not the first attempt at uniting the Inquisition, however all previous attempts have failed (although there are a few Inquisitors who still claim membership of such factions) and most opponents of Amalathianism believe that it too will fail in its goal.

True-Amalathians

The True-Amalathians hold to the aims of the early Amalathians, and state that those who scrutinise the Amalathian Proclamation in great detail are missing the point; they maintain that readers of the Proclamation should look at the intention of the authors and not the imperfect document that resulted from Novak's scribbles. They believe, as the document's author, that the Emperor's plan is still on track; that the current state of Imperium is just a difficult stage that must be survived if the Emperor's grand aim is to be achieved.

Of all the sub-factions of the Amalathians, they are in many ways the true inheritors of the legacy of the Amalathian Conclave. Whereas others within the Amalathians have focused on the minutiae of the Proclamation, the True-Amalathians have attempted to stand above such bickering. Unfortunately, their attitude is seen as 'superior' by other Amalathians, which engenders dislike from other within their faction.

Regressionists

The Regressionists believe that the writers of the Amalathian Proclamation were correct in stating that the Emperor's Divine Plan was on track at the time of the Conclave at Gathalamor, but they believe that it has been derailed over the last millennia. They believe that the Imperium was about to enter a new golden age, but that a series of failures have destroyed that destiny. They have concluded that the only way to put the plan back on track is to return the Imperium to the state it was in at the time of the Conclave.

The Regressionists will go to any lengths to 'reset' the Emperor's plan – they will lead heroic crusades to retake worlds that have fallen to heresy or alien invasion, they will institute great projects to rebuild worlds that have fallen on hard times, and will work tirelessly to institute reforms to give back freedoms that over-zealous governors have taken from their citizens - thus they are often seen as heroes by the ordinary citizens of the Imperium.

Unfortunately, there is a darker side to their activities. While the Regressionists will rebuild what has been destroyed and will retake what has been lost, their deeds are not always so noble. Worlds that have been conquered by the Imperium are destabilized until they are once more overrun; governors who granted their citizens

newly acquired liberties are replaced with traditional hard-line men; and worlds built up from poverty are reduced to their former state. Regressionists keep these activities secret, and usually the blame falls upon heretics and recidivists; or, where Inquisitorial involvement is suspected, on Recongregators or Istvaanians.

Counter-Unificationists

Although the Amalathians would claim otherwise, not all of the Inquisitors who attended the conclave at Mount Amalath and took part in the purges that followed believed in the principles expounded by the Amalathian Proclamation. These dissenting voices were ignored and overruled by Novak during the writing of the Proclamation and he even went as far as to thoroughly discredit them in an attempt to silence them. Many of these dissenters were simply too powerful and influential to be gagged though, and their voices were soon heard across the Inquisition.

The Counter-Unificationists disagreed that the Inquisition would be stronger if it was united. Although they agreed that the infighting between members of the Ordos was often counter-productive, they asserted that the Inquisition gained much of its strength through the differing viewpoints of its members. They claimed that the competing factions were in fact essential for the health of the Inquisition, that the disagreement over methods and aims (overseen by the steadying influence of the Inquisitor Lords) was vital to provide the checks and balances needed to maintain the purity and integrity of the organisation and prevent its members abusing their powers. Some went so far as to declare the Amalathian ideal of a unified Inquisition as heresy of the highest order - they believed that a unified Inquisition wielding the ultimate authority would be far too easy to abuse and could easily lead to a schism worse even than the Age of Apostasy and Vandire's Reign of Blood. Other Counter-Unificationists were opposed to Amalathianism on more practical and less hysterical grounds - these men and women were more pragmatic and saw the Amalathian Proclamation as nothing more than idealistic nonsense. They saw that although well meaning, Amalathianism was inherently flawed - the Inquisition was an organisation of free thinkers who would never agree on a single philosophy, and that to even try was a naive folly.

Although it has never been proven, many Amalathians believe that it was the Counter-Unificationists who were

responsible for scrutinising the Amalathian Proclamation in minute detail, and for highlighting its many ambiguities. If this is true, then the Counter-Unificationists have achieved their aim; the Amalathians are divided amongst themselves and their attempt to stand above the factionalism of the Inquisition has descended to a whole new level where even Inquisitors who claim to hold the same views cannot agree.

Jacondians

Amalathianism is often portrayed as a moderate faction, one that advocates stability and defending the Imperium but which otherwise has no strong political views. While there are Amalathians who could be described in this way, the same is true of members of all factions, and Amalathianism in itself is not a moderate philosophy - in fact a significant number of members hold views that could be described as extreme. In the past however, there have been instances of moderate Inquisitorial factions, most notably the Jacondians. The Jacondians believed that the Inquisition should focus on its primary purpose, defending the Imperium from all threats and that any methods (within reason) that achieved that aim should be embraced. Much like the Amalathians, the Jacondians proclaimed their good intentions for all to hear - in this case, at a High Conclave in the Migrhaal Sector.

Although their intentions were good, the Jacondians quickly started to bicker amongst themselves and soon came to learn that which their peers had known all along - that although individuals may hold moderate views, an entire faction of moderates was doomed to tear itself apart. No amount of good intentions could fully reconcile the views of the Jacondians, and methods or actions that one Inquisitor found acceptable, were seen by another member of the faction as heretical. Debate grew heated, and soon turned to violence as members of the Jacondians interfered in one another's investigations as they attempted to convince one another that their views were correct.

Trakenites

While considered puritan by most, there are sub-factions within the Amalathians who subscribe to a viewpoint that can only be described as radical at best (and heretical at worst). Like most Amalathians, the Trakenites subscribe to the view that the Emperor's Divine Plan is unfolding as He willed it, and that the stability of the Imperium must be maintained for this situation to continue. Where the Trakenites depart from the standard Amalathian beliefs is in the fact that they believe that as the Emperor's chosen agents, any and all tools that He has put in their path may be used to ensure that His plan remains on track. They have concluded that the Emperor knows that hard choices have to be made in order for mankind and the Imperium to survive, and realise that He had to use methods that were morally questionable in order to shepherd mankind this far, and that they must be prepared to make similar sacrifices in order to protect His works. They point to the fact that while psykers are amongst the most dangerous of mutants, with the proper controls they are tools and weapons essential to the life of the Imperium. Why then, they argue, should other dangerous artefacts and beings not be used to further the defence of the Imperium (with the proper controls of course)? If the Emperor did not want his servants to use arcane powers to bind daemons, why would He have put such knowledge in their path? If He did

not want them to use foul xenos to combat even fouler forms of xenos-kind, why would He have given mankind the power to manipulate and use those weak-willed aliens? In this regard, the Trakenite beliefs are far closer to those of factions such as the Xanthites, than they are to their puritan brethren. The difference is that they see these proscribed methods as being simply a means to an end, one of many methods to defend the stability of the Imperium and keep the Emperor's plan on track. The Xanthites on the other hand see their investigation into warp lore and daemonic artefacts as an end in itself and generally they do not share the Trakenites belief in the Emperor's plan.



Proteophobes

The notion of maintaining the status quo is recognised by the majority of Amalathians as their primary concern, and a fear of change is an oft-noted aspect of the typical Amalathian. The belief in the Emperor's Divine Plan is strong in many Amalathians, and they would argue that second-guessing Him and inducing changes could be disastrous. They are content that should He wish for change, nothing will stand in its way. For the Proteophobes, change is an absolute anathema. The future holds infinite possibilities, an unknown proportion of which will imperil the Imperium, and the Proteophobes would rather have it that no change can be forthcoming. The Imperium survives for the time being, and that should be enough. On a nigh-infinite number of occasions, the actions of men have brought about disaster for humanity, be it the waking of vengeful daemons, or the transport of corrupting xenos creatures from systems and sectors long denied to man by the warp. The Imperium should be content with the worlds it controls, and rather than attempt

to conquer more, it should be ready to defend those it governs fanatically. The Imperium fell in on itself once before as it stretched itself too thinly, and that mistake should not be made again.

The Proteophobes actively lobby against and counter crusades into unexplored and lost sectors while making sure that Imperial worlds are well-garrisoned. They scour worlds of potential threats if they fear change is on the cards, but conversely will prolong some cult activity if they believe it to be preventing another more dangerous group coming to the fore. Within the Proteophobes there are those that go as far as actively continuing wars indefinitely, the comfort of eternal conflict far better than the unknown changes that could be brought by one side triumphing.

Libricar

The Libricar is a recent extremist form of Amalathianism whose followers are few but fanatical. They believe that it is not enough to simply preserve the Imperium, but that its leaders must be watched and judged, and ruthlessly purged should they be deemed unworthy. They are less a cohesive faction than a band of like-minded zealots who see themselves as judge, jury and executioner of any Imperial servant who is weak or corrupt, or even one whose policies are deemed too revolutionary or disruptive. Their vociferous counter-revolutionary doctrine and single-minded zeal have gained the faction notoriety beyond their numbers or actual influence.

The Libricar philosophy, that it is the halls of the great and powerful that should be scoured first, has led to considerable antipathy from their peers and the entire faction has been deemed 'radical' by many. Their many enemies within the Administratum, Ecclesiarchy, nobility and Inquisition have often forced the movement underground where it plots secret campaigns of terror and assassination as extreme as those practiced by their arch-opponents the Istvaanians and Recongregators.

Much of the opposition to the Libricar comes from within the ranks of the Amalathians who see it as a dangerous corruption of the true way – a naive folly that would destroy the Imperium.

Caarnites

The notion that a stable Imperium would benefit its citizens most can hardly be ascribed to the Amalathians, and indeed for thousands of years, hundreds of cells of Inquisitors have strove to remove destabilising influences from within the Imperium. While these groups strove to safeguard the sectors within which they were active, they did not have an opportunity like the Conclave of Amalath to spread their message and unite hundreds of other Inquisitors to their cause, though doubtless they themselves were absorbed into the post-Amalath purges. These cells lived by differing codes, and it is certain that some of their viewpoints have passed on into what is now known as Amalathianism in the 41st millennium.

Of note are the Caarnites, a faction who still operate under their own auspices despite acknowledging the benefits that becoming part of the Amalathian spectrum had for the resonance of their dogma. Named after the Ordo Hereticus Lord Inquisitor Fionn Caarn, the Caarnites

believe in the strength and wisdom of the Adeptus Terra. Though millennia old and ponderous in the eyes of some, that the Imperium has survived 10,000 years without the Emperor walking amongst its people, is entirely down to the billions of adepts that rule in His name. The Caarnites are keen to preserve the structures that govern the Adeptus Terra, from the High Lords to the miniscule, often long-forgotten Administratum departmenta in the depths of the great Terran datastacks. They interpose themselves in disputes within the Adepta, and remove radical elements they see as threatening the status quo. More than ever though, the Caarnites find their weapons pointed at fellow Inquisitors as Recongregators and Istvaanians attempt to alter or destroy these institutions. These increasingly bitter conflicts with such dangerous enemies has seen the Caarnites grow closer to the more established Amalathian viewpoints in an attempt to draw more Inquisitors to the threats posed by the Recongregators and Istvaanians. Some of the more hard-line Caarnites see this change as a threat to their identity and worry that their beliefs will be eroded and diluted by contact with the widely varying Amalathian teachings. These hardliners are rumoured to have already taken up arms against those that threaten to change the institution of the Caarnites.

The Purists

While the Amalathians believe that alteration of the structures of the Imperium is an anathema to its very future, the Purists ask how distortion of the Imperium can be prevented when within its confines humanity itself is undergoing massive changes? Mutation, xenos corruption and the malignant effect of the warp are ever gnawing away at the citizenry of the Imperium, altering the very meaning of what it is to be human. As these threats take their toll on the holy form of the human body and usurp righteous thought, mankind will devolve, and its institutions will crumble. The Imperium as it is known will die as its debased people will be no defence against the many threats arrayed against it.

The Purists' have two aims: to remove sources of corruption; and to allow only the purest of souls to prosper and lead the Imperium. As part of the Amalathian spectrum, the Purists wish to protect the Imperium's institutions, but as well as scouring the Imperium for its traditional foes, the Purists take great pleasure in removing morally compromised nobles from the gene pool to prevent their torpid and easily tempted ilk from continuing in positions of power.

Casual observers see the Purist movement as the traditional work of the Inquisition - following the teachings of the Creed and tinged with more than a little Monodominance - but the Purists have a higher purpose in mind when they conduct their purges. To them, collateral damage is unacceptable except in the direst of circumstances; needless death and destruction goes against their mantra of protecting the Imperium. When force is required, a Purist operation is a surgical strike, often in combination with the Adeptus Arbites and even the Astartes. Some Purists have been known to institute eugenics programmes in attempts to curb mutation, while others try to unravel the mystery of why the Imperium is facing an upsurge in the number of psykers. For the most part though, the Purists are concerned solely with saving the essence of humanity from the forces arrayed against it and the corruption they bring.

AMALATHIANS AND OTHER FACTIONS

Although Amalathians preach a philosophy of keeping the rivalry and politicking between the various Inquisitorial factions to a minimum and encourage co-operation and strength through unity; it is all too common for them to find that the views of others are incompatible with their aim to maintain the stability of the Imperium and all too often they find themselves coming into conflict with other members of the Inquisition who they see as endangering the status quo.

Amalathians and Recongregators

The beliefs of the Recongregators are diametrically opposed to those of the Amalathians, and it is thus inevitable that members of the two factions will come into conflict with one another. The changes advocated by the Recongregators are anathema to most Amalathians who often consider any change to be a serious threat to the Imperium, and so they see the Recongregators as being immensely arrogant for daring to interfere with the Emperor's plans for His Imperium.

Thus members of the two factions have come to blows on a great many occasions; especially in instances where both factions have set their sights on the same subject - the Recongregator working to change an organisation they see inefficient or to remove a leader they see as weak, and the Amalathian striving to support and bolster them.

Amalathians and Monodominants

Although both factions are considered puritan, their beliefs are almost as opposed as those of the Amalathians and Recongregators. The Monodominant wish to rip through the Imperium and tear out everything that doesn't conform to their view of the loyal Imperial servant is often extremely destabilising - something that does not sit well with the Amalathians. In return, the Monodominants often despise the Amalathians believing that their desire to maintain the Imperium in an unchanging state so that the Emperor's great plan can manifest is just providing a breeding ground for traitors, heretics, mutants and deviants.

Amalathians and Thorians

The Thorians are another puritan faction whose views are utterly opposed by the Amalathians. The Thorian's goal to return the Emperor to mortal form is as contrary to the aims of the Amalathians as the Recongregators desire for change. In fact, the Amalathians have become one of the main opponents of the resurrectionist philosophies over the last millennium as any attempt to force the Emperor's

premature return would pre-empt His plans and spell disaster for mankind. In return, the Thorians see the Amalathians as mere upstarts compared to the ages-long resurrectionist beliefs and care little for the Amalathians inflexible attitudes regarding the continuance of the Imperium - if the Thorians succeed in their goal, the Emperor will be once again able to lead mankind as He sees fit and the Amalathians will be a forgotten footnote in history.

Amalathians and Xanthites

Despite being on opposing sides of the puritan-radical divide, the Amalathians have little cause for conflict with the majority of Xanthites. Although the Emperor

emphatically banned the practice of sorcery and consorting with the denizens of the warp, no such ban was placed on the gathering of knowledge and indeed such activities have been taking place since the earliest days of the Imperium. Indeed the main difference between the two factions is in their choice of methods rather than their eventual aim - both work to protect and sustain the Imperium, to enable it to better defeat it's many enemies. Should a Xanthite put his forbidden knowledge into practice however, then there are few Amalathians who would view them as anything other than traitors and heretics.

Amalathians and Istvaanians

While the Amalathians feel themselves diametrically opposed to the Recongregators, they do at least feel that while misguided the Recongregators do have the best interests of mankind at heart. When it comes to the Istvaanians

however, Amalathians tend to feel that they are little more than terrorists. The vast upheavals perpetrated by the Istvaanians are designed with the sole aim of destabilizing Imperial society, with little or no thought for what will grow up from the ruins. While they see the Recongregators as arrogant in believing they know better than the omnipotent Emperor, the Istvaanians are seen as reckless and foolhardy and judge that their actions are more likely to bring down the Imperium than to strengthen it.



AMALATHIANS WITHIN THE ORDOS

The vast majority of Amalathians claim membership of one of the many Ordos of the Inquisition. By joining an Ordo, an Amalathian is dedicating himself to maintaining the Emperor's realm in the face of one of the many threats that beset it; and so gains access to the resources of his chosen Ordo. Whereas many members of Inquisitorial factions join an Ordo to gain access to knowledge - for example a Thorian might join the Ordo Malleus in order to visit one of their great libraries to discover new ways by which the Emperor might be returned to life - the Amalathians often join primarily just to be a member, as a show of solidarity with their peers and so they might better cooperate in fighting the Emperor's foes. Another big attraction to the Ordos is the chance to utilise their military forces - the Inquisitorial Stormtroopers and Chambers Militant; as more often than not, force is necessary to maintain the state of the war torn Imperium. Unlike members of other factions, Amalathians have no difficulty in joining an Ordo - while others may see their ideals as flawed, at least they are in line with the dominant beliefs of the age and few would consider them treading close to heresy.

The Ordos Majoris

Ordo Hereticus

The Ordo Hereticus contains significant numbers of Amalathians; its focus on the Enemy Within means it is the perfect place for Inquisitors working to maintain the Imperium in its current form.

Membership of the Ordo Hereticus means the Amalathian is a part of the largest Inquisitorial Ordo, and will have access to its vast resources. The battle sisters of the Adepta Sororitas stand ready to respond to the call of the Ordo Hereticus and are dedicated to ensuring the Emperor's realm

The Ordo contains members from the full range of Amalathian beliefs, from the moderates who seek only to keep the Emperor's plan on track and who oppose those that would derail it; to the extremists who believe that all change is to be opposed on principle, even if it should appear positive.

Ordo Xenos

The Imperium is beset on all sides by foul aliens; rampaging Orks, the hive fleets of the Tyranids, the mysterious Necrons and myriad other foes threaten mankind's dominance of the galaxy. For this reason, the Ordo Xenos is home to a great number of Amalathians. In order to maintain the Imperium, these aliens must be defeated, or at least fought to a standstill.

While the vast majority of members of the Ordo Xenos use its accumulated knowledge and resources to destroy xenokind, there are those more extreme Amalathians who utilise it for quite different purposes. In 901.M41, a carta was taken out against Inquisitor Simmonite after it was discovered that he was conducting secret negotiations with the Tau to redraw the borders on the Eastern Fringe. In exchange for returning conquered Imperial worlds, Simmonite had agreed to let the Tau expand unopposed in neighbouring sectors, and most controversially, had supplied the upstart Tau with intelligence that allowed them to retake those worlds that the Imperium had conquered during a hard-fought campaign in the Daminos sector.

Ordo Malleus

Members of the Ordo Malleus know that the most devastating war in the history of the Imperium, the Horus Heresy, was brought about by the foul machinations of Chaos. At no other time before or since was the Emperor's

realm more in danger of being overrun and so Amalathians within the Ordo must remain in a state of constant vigilance to ensure that the ruinous powers and their minions never again gain such a foothold in the Imperium. Sorcery and warp-craft were forbidden by the Emperor when he walked the galaxy in mortal form, and so Amalathian members of the Malleus are ceaseless in their vigilance knowing that such activities are dangerous to the continuance of His great plan.

Those Amalathians who join the Ordo Malleus tend to be of the more moderate variety; while the extremists wish that no change should happen, even they see the dangers of allowing the daemonic to run unchecked in this realm



The Ordos Minoris

It is doubtful that any within the Inquisition know how many Ordos Minoris there are; scholars of Inquisitorial lore have many times attempted to list such things, but all attempts are doomed to failure. Some Ordos are very small and operate in a very localised area; others are very secretive and deliberately mask their identity. In some cases all that is known is a name, for example the Ordo Illuminas was

included on a list of Inquisitorial Ordos by an elderly savant but no one has ever been able to divine it's purpose (or indeed whether it actually exists). In other cases, there are stories of an Ordo with a particular purpose, but it is the name that is unknown. Such is the case with the rumours that persist of an Ordo that oversees the Astartes; their name has been variously listed as the Ordo Astartes, Ordo Excoritorus and more - however no one has been able to determine whether these are all the same organisation operating under multiple identities or simply rumours regarding something that does not actually exist. For millennia stories have been told regarding an Ordo Militum, an Ordo Hydra and an Ordo Obsuletus, but as with all these Ordos Minoris, so little is known of them as to make impossible an examination of the Amalathian's position within them.



Two of the most well known Ordos Minoris are the Sicarius and the Sepulchrum; the first of these is very old, dating back to the end of the Age of Apostasy, whereas the second is perhaps the newest Ordo and is maybe less than a millennium old.

Ordo Sicarius

The Wars of Vindication that led to the formation of the Ordo Sicarius were a devastating event for an Imperium still reeling from the effects of Vandire's Reign of Blood. The fact that they were fought almost exclusively on Holy Terra and resulted in the murder of countless prominent citizens only added to their destabilizing effect. This, combined with the rumoured large number of Recongregators within the Ordo, has led the Amalathians to take a particular interest in overseeing the activities of the Officio Assassinorum.

The specialised operatives of the Ordo are also useful to Amalathian Inquisitors in other ways. Assassination can stop a destabilizing cult before it has chance to put its schemes into practice by removing the cult leader or figurehead, at which point the cult usually falls apart and can easily be mopped up the Arbites or planetary enforcers. More extreme Amalathians have been known to use the operatives of the Ordo in more sinister ways. What easier way to put an end to the reforms of a planetary governor or cardinal, than by removing the offending figure and thus ensuring the status quo is maintained.

Ordo Sepulchrum

Traditionally, the Inquisition has not concerned itself with matters of plague and pestilence, however recent events around the Eye of Terror, including a number of outbreaks of the so-called 'zombie plague' has led to the formation of the Ordo Sepulchrum. As the danger posed by these system-, and sometimes sector-wide outbreaks has become more recognised, the Amalathians have gradually established a significant presence within the Ordo. Such plagues can spread rapidly and with devastating effect, and there is little the traditional defenders of mankind, the Imperial Guard and Navy can do to combat a threat on the microscopic scale. When plague does break out, Amalathians within the Ordo stand ready to co-ordinate the effort, working to ensure that once the plague is contained or eradicated that the system or sector once more takes its proper place in the Imperium. In some cases, the only viable policy is one of containment and an entire world may die. In these cases, once the plague has burned itself out, Amalathians have been known to draft in many millions of men to clean up the entire world city by city, continent by continent, and to establish a new civilization amidst the ruins of the old.



THE INQUISITION: MODERATION IN ALL THINGS

CLASSIFICATION: DARK OMEGA

DATE: 659.M41

AUTHOR: >Invalid security classification<

SUBJECT: Report on contemporary power formations within the Inquisition

RECIPIENT: Inquisitorial Representative, Senatorum Imperialis

My Lord,

In this, the follow-up to my report on contemporary power formations within the Inquisition, I have attempted to summarize the range of beliefs within some of the philosophies that hold sway within our great organisation. Once again, more detailed information is available should you wish it.

To many outsiders Inquisitorial beliefs are often seen as a simple scale with the ultra-puritans at one end, the almost heretical radicals at the other and Amalathians somewhere in the centre as a more moderate faction. All too often, the divide between the radical and puritan members of the Inquisition is the only documented cause of constant conflict between members of our Ordos; however I am sorry to report that the truth is far more complex.

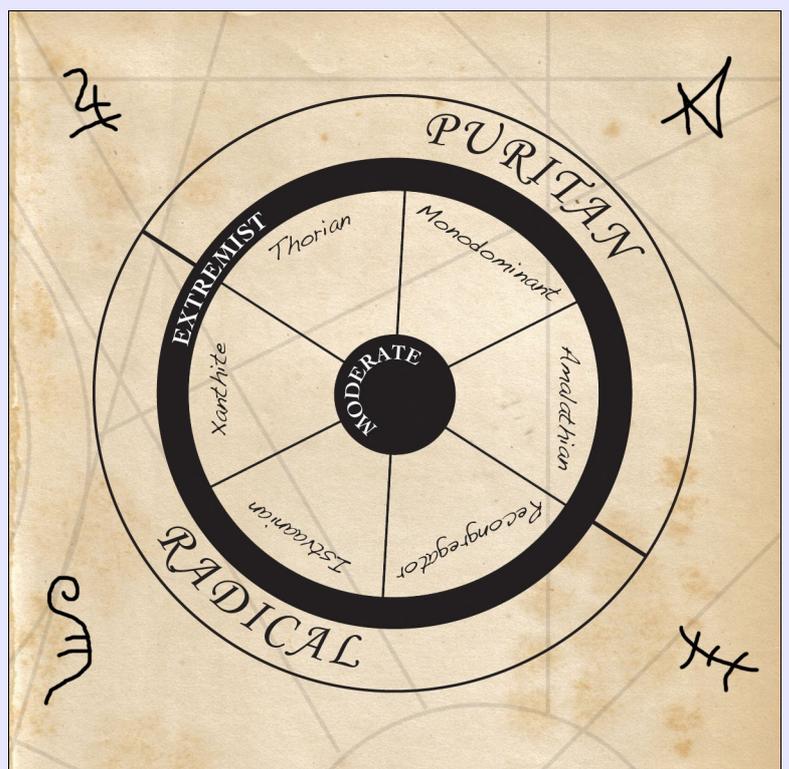
The various factions covered in my earlier report describe only the general beliefs and aims of an Inquisitor, rather than his methods or the lengths he is prepared to go to. It is perhaps unfortunate that the popular view of each faction has generally been coloured by its more extreme (and sometimes more populous) members. For example, the thrice-damned Xanthite wielding a daemon-sword, or the bombastic Monodominant purging the enemies of mankind with holy flame. The truth is that it is perfectly possible for Inquisitors from different factions, such as an Amalathian and a Monodominant, to conduct witch hunts and wipe out foul xenos using exactly the same methods, the difference is in why they do what they do. An Amalathian will conduct those activities because he believes that in doing so he is ensuring the stability of the Imperium; the Monodominant does it because he believes that mankind alone is destined to rule the galaxy.

Thus, the simple linear puritan-radical view that many readers of my earlier report use to represent the beliefs of members of the Inquisition is overly simplistic and glosses over the causes of much of the internal strife within the Ordos. I have discovered that within each faction there are a myriad of differing views about how their beliefs should be implemented, with some members being willing to go to greater lengths to achieve their aims than others. Thus a better model of Inquisitorial beliefs must also take into account the moderate-extremist divide within each faction, as well as the puritan-radical scale.

I have chosen to model this thusly;

The diagram presents a better, but by no means perfect, model of Inquisitorial beliefs. As can be seen, there is still the divide between radicals and puritans but there are places where radical and puritan beliefs intersect. The difference between a Recongregator removing weak links in the Imperium to promote change and an Amalathian removing those same links to ensure stability depends mainly on where one is standing at the time. Likewise, there is a fair degree of overlap between the Thorian and Xanthite beliefs – in fact this is where the Horusian faction could be placed on this simple model. In truth my lord, there are far more of these overlaps than can be seen on this model – Inquisitorial beliefs are nothing if not complicated.

More moderate Inquisitors fall towards the centre of the diagram, and although their actual beliefs may differ, they are in fact not that far removed from one another and many of their methods may be similar. These Inquisitors are unlikely to stray too far from what is deemed acceptable by their brothers and are



the least likely to have a carta taken out against them. Their methods are inoffensive to most, and their beliefs are not expressed to a degree likely to cause conflict. Here we find the Xanthites who will study proscribed texts in order to better understand their enemy, but who would not use that tainted knowledge to create weapons to fight Chaos; the Recongregators who work to gradually change the Imperium; and the Monodominants whose purges target only the guilty.

At the edges of the diagram we have those Inquisitors who take their beliefs to the extreme. Whether puritan or radical, these are the Inquisitors whose views and methods polarise their colleagues - they are often the cause of internecine conflicts, are frequently discussed in Inquisitorial Conclaves, and in extreme cases are declared as heretics and are hunted down. These are the Inquisitors who not only make enemies of those with differing factional beliefs, but who are also likely to have just as many enemies within their own faction. Here we find the Thorian who will go to any length to ensure the resurrection of the Emperor, even contemplating destroying the Golden Throne to trigger His rebirth; the Istvaanian who is prepared to plunge whole sectors into desperate wars in the hope that those few who survive will be stronger; and the Amalathians who seek to stifle change and progress entirely believing that to do otherwise will derail the Emperor's grand plan.

A common stereotype within the Ordos is for young Inquisitors to generally be more puritan; then, as they age and become more jaded, they tend to get more radical; however it is perhaps more often the case that many Inquisitors start off quite moderate, and their beliefs get more extreme as their careers progress. Over time an Inquisitor is likely to gain more power and influence, and as the saying goes - power corrupts, and the absolute power of the seal corrupts absolutely. In some cases this abuse of power can lead to a change in factional belief; as an example, you will have no doubt heard the case of our brother, Eisenhorn whose philosophy twisted from Amalathian to Xanthite as he came into contact with proscribed texts coupled with his belief that he was strong enough to safely use such knowledge. In other cases, this power leads to a change in the lengths to which an Inquisitor will go in order to achieve his aims, for example as in the case of Ozan Conakoglu whose Istvaanian tendencies have made him infamous.

It is perhaps interesting to see that the only Inquisitorial faction that is still generally thought of as being predominantly moderate is the Amalathians. This my lord, is no doubt due to the comparative youth of the philosophy; not enough time has yet passed for the popular view of them to be coloured by the actions of their more extreme members. Given the threats that beset the Imperium and have led this current epoch to become known to scholars as 'The Time of Ending', it is inevitable that Amalathians will go to greater and greater lengths to ensure the stability of the Imperium.

Primary conclusions

In my previous report I described how tense situations and open conflict can occur when members of factions with opposing viewpoints meet; however as you will gather from this report, this is not the only cause of conflict between members of our Ordos. Unfortunately there seems to be no end to the opposing viewpoints and the minutiae of beliefs that can lead to conflict, even between agents who nominally hold to the same philosophy. Diversity of thought and deed has always been one of the major strengths of the Inquisition, however care must be taken when dealing with our agents to ensure that diversity does not become open divisiveness and that we never again return to the dark days of the Caetris Schism or the Donorian Heresy.

+++ Personal addendum - For your eyes only +++

I said at the end of my previous report that 'diversity of thought and initiative has always been more valued in our organisation than adherence to written creeds and rules'; however the more I dig into the politics of our organisation, the more I hope that the Istvaanians are correct - that strength will come through conflict. I despair at the seemingly endless reasons that our agents use to justify their interference in each other's affairs - perhaps the Amalathians can restore some semblance of unity to our Conclaves, if not in methods or deeds, but at least in desire to co-operate.

+++

I remain, as ever, your most faithful servant and Guardian

NAME OMITTED...INVALID SECURITY CLEARANCE...REMAIN AT TERMINAL FOR VERIFICATION.....



THE INQUISITION: HOW THE ORDOS OPERATE

The Ordos of the Holy Inquisition are elusive bodies – undeniably potent and prominent, yet surprisingly hard to pin down in either substance or nature. Their members are rarely united and invariably at odds, yet each represents a power bloc unequalled by any but the greatest of Imperial institutions.

This apparent disparity can be explained by a more detailed examination of the inner workings of the Ordos, giving a perspective unavailable to any but their own members.

In principle, each Ordo is a collective of individuals, equal before the Emperor: a band of brothers and sisters in congregation towards a single purpose. But in practice, an Ordo is far more than its members alone. Each Ordo has unique resources. Its Chamber Militant is the most obvious of these, but more common resources include safehouses, libraries, archives, intelligence networks, trade agreements, treaties, stormtrooper regiments and interstellar fleets. These resources are managed and sustained by a yet greater army of Ordo servants: not members of the Holy Inquisition, but employees of the Ordo itself.

Theoretically, any member of the Ordo can call upon any of these resources at will, as long as they are available. Whether they are free or in place to respond in a timely fashion is largely a matter of chance.

The guardians of the Ordo and the adjudicators in the disposition of its forces are the Inquisitor Lords. These highly-regarded individuals are not the superior to any of their brother or sister inquisitors. Rather, they are agents in good standing, with a history of faithful service, who choose to surrender a degree of independence in order to see to the proper management of Ordo resources. Thus, where an Ordo servant must choose to prioritise the deployment of resources, it is to the nearest Inquisitor Lord that he will turn.

An inquisitor who is elected to the post of an Inquisitor Lord retains the title as an honorarium in perpetuity, even if he or she chooses to step down from his or her responsibilities to the Ordo for a period. An Inquisitor Lord may serve the Ordo only once, for a long or short time, or many times, interspersed with periods of independent service.

Of course, an inquisitor or Inquisitor Lord who falls out of favour, whose actions are under investigation or considered questionable by the supervising Inquisitor Lords may find his or her access to Ordo resources restricted or even withdrawn entirely. For this reason, the favour and patronage of supervising Lords is often keenly sought – especially by younger inquisitors who cannot draw upon the substantial personal resources of the veterans of their Ordo.

The Ordos do not operate in a homogeneous way across the entire Imperium. In some sectors they are secret

bodies unknown to the uninitiated, whereas in others they operate openly, revelling in the fear their name brings. The name of the Ordo Hereticus is known throughout almost the entirety of Imperial space; whereas in the Ordo Malleus is generally far more secretive. In the sectors surrounding the Eye of Terror the Ordo Malleus is far more open in its activities – any attempt to hush up the threat of Chaos rendered useless by the presence of the baleful eye itself. In contrast, out near the Damocles Gulf the Ordo Xenos is dominant, and the Ordo Malleus is only a whispered presence. Even though the prominence of the Ordos Majoris varies across the Imperium, it is practically unknown for them not to have at least a small presence in each sector and sub-sector; in comparison the presence of the Ordos Minoris is far more variable with some being non-existent across much of Imperial space. The Ordo Sepulchrum for example is presently only active in any major way in the region surrounding the Eye of Terror; although the Ordo is spreading

its reach further and further with each passing year.

In principle, it is possible for an Inquisitor to be a member of more than one Ordo or even of none. In general, the Ordos themselves discourage membership of more than one Ordo Majoris, demanding loyalty from their members in return for the use of their resources; but membership of an Ordo Minoris at the same time as that of an Ordo Majoris is more common, albeit a privilege usually reserved for the most distinguished of specialists.

It is almost impossible for an Inquisitor to survive long without some form of support network, especially in their early years of service. For the majority, the Ordos provide this network, but many Inquisitors with strong factional beliefs choose to remain outside the Ordos and so they



must turn elsewhere for support. To this end, many factional cells and cabals have built up their own networks and holdings. None of these rival the vast resources of the Ordos Majoris and any substantial military force is extremely rare, but the resources of a faction are often more specialised than those of the Ordos. One of the most main resources shared between members of a faction is information; the Thorians and Xanthites in particular have long established secret libraries in sectors throughout the Imperium. Other factional cells may share networks of agents and informants or specialised equipment, but the most important purpose of these factional cells is to further the beliefs of the faction and to stand united against those that oppose them. Often an Inquisitor has taken a carta against a rival who he believes has gone too far, only to find that the accused has powerful friends who are prepared to defend him.

As with the Ordos, the resources of each faction tend to be controlled by established members in good standing although these need not be Inquisitor Lords. Instead they are often identified by grandiose titles, often thought to be mere affectations by the uninitiated; or by hidden electoos that grant access to the faction's facilities. The factions tend to keep knowledge of the resources they control to a bare minimum, partly because there are those who would view them as being too dangerous to their interests; but mainly because there are those within the Ordos who seek to control all Inquisitorial activity and are jealous of the power that these factional cells can bring to their members.



AMALATHIAN PERSONALITIES

Inquisitor Lopez Castellan

The path to becoming an Inquisitor is pitted with death, madness and knowledge of things that should be beyond the ken of mortal men. For every man and woman to bear the rosette, ten thousand acolytes will have perished unsung in the forgotten places of the galaxy. Those that ascend to the rank of Inquisitor pay for it with their own blood, their sanity, and their humanity. For some the process takes decades, others centuries in the service of the Inquisition, but there are a small minority for whom the elevation is a rapid affair, be they guided and schooled by an Inquisitor as an apprentice or by unseen benefactors. It is known that an Inquisitorial Seal can only be bestowed upon an individual with the support of three Inquisitors or an Inquisitor Lord, but in as political an arena as the Inquisition, there are innumerable circumstances whereby an Inquisitor could come to inherit much power over a peer, power enough perhaps to have an individual of his choice elected to the role of Inquisitor. Giving the power that comes with the seal to a possibly unworthy individual would strike most Inquisitors as madness, but there are those that would consider such a course of action for a very compelling reason: the debt owed to them by the new Inquisitor would be eternal and easily exploitable. Using their underling as a proxy for acts deemed terrible by their own peers, or simply having another Inquisitor in their back pocket for when they are needed are reason enough for some to ensure the rapid rise of an acolyte to Inquisitor.

Lopez Castellan was a promising Lieutenant within the Arantal Highlanders, an Imperial Guard Regiment whose home was a single mountain chain above roiling seas on their ocean world. Raised for fighting orks on Camus in the neighbouring Cyclades Sector, the regiment left their homeworld in 960.M41 and within two years were a fraction of their original strength thanks to the ferocity of the feral greenskins in the tundra of Camus. Castellan fought diligently and to the letter, storming strongholds and ceding ground in equal measures without complaint. To him, servitude to the God-Emperor was the essence of being, and the orders he received were the Emperor's will as interpreted by the Generals above. Whatever they commanded, he would do to the best of his ability, no matter how contradictory his previous orders seemed to be, nor as unsettling as attacking the flank of guardsmen from Thess while they fought the greenskins at Mara Peak. Corruption could hide within even the most innocent of visages, and the men from Thess had deserved their fate.

The attack on the Thessians essentially destroyed the last of the Highlanders, and Castellan was due to be assigned to a new command when Inquisitor Ravenwood presented himself at Castellan's bunker. Ravenwood told him he had been overseeing the mission on Camus, and was impressed with Castellan's dedication and offered him a role within his cell of acolytes. Castellan could not refuse a representative of the Emperor, and left with Ravenwood that very night.

The Inquisitor introduced him to the murkier side of the Cyclades Sector, and Castellan spent two years purging parasitic Ne'a from the lawless Thibosian worlds, saving the populace from slavery in the Ne'an hives. With the xenos threat eliminated, Castellan was ordered to leave

the world, despite the protestations of another acolyte, Yanu, a preacher. Yanu was convinced the heathens needed brought into the Emperor's light, but Ravenwood would not relent, telling his acolytes their talents were needed elsewhere. Castellan soon found himself tracking and assassinating an Adeptus Mechanicus Explorator at the sector's southern edge. He never saw Yanu again.

With the Explorator dead, Ravenwood summoned Castellan to the Inquisitorial fortress on the Sector's capital world, Ki-Niang and met with him in the offices of Lord Inquisitor Sebastian Porteous. There Porteous bestowed upon Castellan the rank of Inquisitor and congratulated him on his remarkable ascent through the Ordos. Ravenwood had spoken well of him, and Porteous revealed his pleasure that such a capable man would be bearing the Seal. Castellan was shocked, but Ravenwood reassured him that he would remain his mentor and offer all the support he needed.

For ten years Castellan continued purging the widely spread worlds of the Cyclades Sector of xenos taint, and



successfully petitioned to join the Ordo Xenos thanks to Ravenwood's sponsorship. Castellán's military acumen was vital to his successes, and through his contacts in the Imperial Guard soon led a sizeable contingent of veteran guardsmen. Castellán made plans to return to Camus to reclaim it in the name of the Emperor once and for all, but as his ship neared orbit, it was intercepted by a familiar vessel. Ravenwood barred his way and demanded Castellán come aboard. Ravenwood told him in no uncertain terms that there would be no landing on Camus, and if he wished to leave the system alive, he would relinquish his vessel and troops. Castellán refused, but Ravenwood reminded him that he was nothing without his backing. Castellán had no option but to stand down, and was soon back on Ki-Niang with Ravenwood.

Ravenwood held Castellán within the Inquisitorial Fortress for three months before letting him out of the windowless cell he had been held in. Porteous was with him, and they had a mission for Castellán to undertake. Warpstorm Kahler to the Sector's west was dwindling and threatening to disappear completely. Two systems were known to lie beyond it, and it was not in the Sector's interest for the spacelanes to be opened to these worlds – the taint that lay on them could bring down every other world. Castellán was to find a way to prolong the warpstorm, on pain of death, and three of Porteous's best assassins were ready to carry out that threat. They told Castellán of a Xanthite by the name of Morazan who would hold the secrets of the warp needed for such a task and set him free with a warning that the assassins would track him and kill him if the task had not been completed in one year.

Castellán's first notion was to escape or kill the assassins, but on the three occasions he tried he failed, and came close to death on the third; the assassin Nile leaving him with a scar across his throat. Seeing no other option but to press on, he tracked Morazan to the night world Jodra and infiltrated his labyrinth and captured the Xanthite. Castellán offered Morazan his life in exchange for returning Kahler to the ferocity it had boiled at before, and on the world nearest to the warpstorm, Quy, Morazan sacrificed the ice-stalker colonies in a cataclysmic night of atomic fire as fuel for his ritual. As the ice-stalkers plunged through the fractured ice, the raw power of the warp surged into the altar Morazan had built, and pink and purple lightning sundered the sky. Without warning, the altar exploded and warfire consumed Morazan. Something had gone grossly wrong, but ancient sensors Morazan had supplied showed the warp was raging once again. Hideously disfigured by the encounter with the warp, Castellán fled to orbit and returned to Ravenwood and Porteous to tell them his mission was complete.

On arriving at Ki-Niang, Castellán found the Inquisitors waiting for him. They boarded his craft and told him that Kahler had not simply returned to the size it had been, but was now growing and had already begun to consume the world he had just left. The growth showed no sign of abating. Once again, Castellán found himself faced with death, and took to the stars to find a way of stopping Kahler from consuming the Cyclades Sector, Porteous's three assassins as ever silent observers.

Lopez Castellán is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Castellán	61	70	58	63	60	71	72	71	75

Special Abilities: Draconian Tyrant

Exotic Abilities: Fearsome – ravaged by the energies of the warp, Castellán has been horribly disfigured. When not wearing his gasmask, Castellán counts as Fearsome. Vampirism – Castellán's corrupted soul hungers for the life of others. He must pass a Leadership test if he takes an opponent out of action in hand to hand combat or will spend an action feasting upon their still warm blood.

Mutations: Atrophied legs; Wyrdling – contact with the warp has awoken psychic abilities within Castellán that he is yet to master. When using any psychic powers, all difficulty ratings are doubled, or if Difficulty 0, count as Difficulty 5.

Psychic Powers: Psychic Ward, Detection, Psychic Shriek

Equipment: Mk III Belt Fed Bolter, Knife, Morazan's Staff*, 2 Demolition Charges, 2 Smoke Bombs, Gasmask, Heavy Robes on all locations except head

*Taken from Morazan's charred hands, the Xanthite's exquisite runestaff is topped with the skull of an Alpha level psyker. Castellán is yet to master the use of the staff, so cannot claim any damage bonuses in hand to hand combat, but has found that he can better direct his burgeoning psychic abilities while wielding the staff – all ranged abilities count $\frac{3}{4}$ of the distance to the target, rather than $\frac{1}{2}$ as is normal with a runestaff.

Inquisitor Drake Kaled – Ordo Hereticus

Drake Kaled was born the son of a Navy Captain amongst the wealthy and privileged citizens of Teluga Prime. As a young man, Drake was obsessed with the Imperial Navy; he followed his father's exploits in the vid-casts and spent his free time reading all he could about the Navy - details of its ships, accounts of past actions and biographies of famous Captains and Admirals. Even as a young man, Drake came to the conclusion that the Imperial Navy was the foremost instrument of the Emperor's will - without it the vast Imperial Guard and even the Astartes would be helpless to defend the Imperium.

Thus, it was at a young age that Drake resolved to follow in his father's footsteps. As the son of a Navy Captain, he was pretty much guaranteed a place in the Navy Academy, but it soon became clear to his tutors that his abilities would have secured him one in any case. Drake graduated first in his class, and as a bright young ensign he was assigned to the Emperor-class battleship 'Spear of Light'. His abilities soon marked him out as a rising star amongst the ships junior officers, a fact that might have earned him the enmity of his fellow officers, but instead he earned their respect and was promoted to Second-Lieutenant within two years.

Kaled's first crossed paths with the Inquisition when Inquisitor Corticelli requisitioned the 'Spear of Light' as his headquarters during the Barrass Heresy. Kaled was among a number of liaison officers seconded to Corticelli's service, and as Corticelli's purge continued he came to recognise that Kaled could make a valuable addition to his team. Corticelli delegated more work to Kaled to see how he would cope, and was pleased with how Kaled handled himself. At the height of the fighting, Kaled was assigned to lead kill-teams in a number of battles against the heretics. Kaled acquitted himself well until one day he and his team were ambushed by a band of well-armed heretics. Kaled's hitherto undetected psychic powers were revealed when he instinctively threw up a psychic shield to protect himself. It seemed unlikely that his powers had gone undetected all this time, the scans he endured as a young Navy recruit did not detect any psychic abilities, so thought likely that they had lain dormant until triggered and amplified by the Chaos incursions and the extreme peril Kaled found himself in.

Even though he had saved their hides, Kaled was beaten to within an inch of his life by the zealous survivors of the kill-team and was turned over to the Inquisitor. Testing by a psyker in Corticelli's warband revealed that although he would never be powerful, he was a Primaris psyker, one able to defend himself without undergoing the soul-binding. Corticelli made arrangements to turn Kaled over to the Blackships and told him something of the treatment he could expect during his time in the hands of the Adeptus Astra Telepathica. He added that if his psyker's assessment proved correct and Kaled survived his time aboard the Blackships and at the Scholastia Psykana, that there would be a place for him as an acolyte on his team. Mindful of Kaled's pride in his Navy record, Corticelli arranged for his records to indicate he had resigned on medical grounds.

Kaled realised that as a member of the Inquisition, he would have the power to serve the Navy in ways which had never been possible before, and this helped to give him the



focus and determination necessary to survive the ordeals of the Blackships and Scholastia Psykana. When he returned to Corticelli's service five years later, the mental focus he had learned at the Scholastica made him an excellent investigator.

Over the years Corticelli shared some of his beliefs with Kaled. Corticelli referred to himself as a third generation Amalathian, his mentor's mentor had attended the Conclave at Mount Amalath and had been one of those responsible for drawing up the Amalathian Decree. Corticelli believed that at the start of the 41st millennium, the Imperium had been about to enter a new Golden Age but that destiny had been destroyed by a succession of selfish men, heretics and invasions by foul xenos. It was his belief that if the Imperium could be drawn back to that state then the Emperor's plan could be put back on track and the glorious new age would begin. As a student of military history, Kaled saw something of the truth of his master's beliefs - the armies of the Imperium, and more particularly its Navy, had been at their strongest during those days and Kaled knew in his heart that if they could be returned to that strength, they would be able to lead a glorious crusade to push back the xenos.

After attaining Inquisitorial rank, Kaled became a member of several prominent Amalathian cells and for many years he pursued investigations to ensure the stability of the Imperium, with particular reference to maintaining the effectiveness of the Imperial Navy in the face of the mounting external threats. However he later started to lose faith in the Amalathian agenda. In their early days the Amalathians had been one of the more united factions, but as the founding members died their idealism died with them. Different interpretations of the Amalathian Decree had appeared, and despite the fact that the Amalathians preached unity and opposed the infighting that divided the Inquisition, they had descended to fighting amongst themselves. Following the Mendoza Incident (where one



it was these rumours that led to Kaled toppling the corrupt Egan Dynasty, the prevention of a potentially devastating Hrud migration through the Scarion Subsector, and the apprehension of the Pirate Lord Kalgeron.

The only Ordo Kaled publicly claims membership of is the Ordo Hereticus, but in truth he maintains few links with that Ordo; this has led in part to numerous rumours that he is a member of a secret Ordo dedicated to overseeing the strength of the Imperial military. Although in theory, any Inquisitor can requisition Navy ships and personnel at a moment's notice, Kaled's close association with the Navy has given him easy access to resources that many Inquisitors can only dream of. The web of contacts, goodwill, favours and blackmail that Kaled has amassed over the years have enabled him to requisition ships and troops with far less hassle than his fellows.

In one high profile but mysterious incident, an entire battlefleet under the command of Admiral Goodchild was rerouted via the Hastor System where it was used to level an ancient fortress and pursue a number of unknown vessels that had taken a close interest in the planet. Although some said that Kaled had risked disaster by diverting a battlefleet from its mission in this way, the truth is that Kaled's life-long association with the Navy means that he is far better able to judge the consequences of requisitioning ships than most of his peers. Even the smallest Cobra Destroyer performs a vital role in the battlefleet to which it is assigned, and so he has worked hard to prevent members of the Inquisition from permanently 'borrowing' Navy ships. It is his view that this constitutes a misuse of authority - there are plenty of ships in the Imperium that can be requisitioned for travel, however even the smallest freighter may be a vital lifeline for an Imperial world and in general it's preferable to book travel on a ship that is already going in the right direction, or else to use a ship from the Inquisitorial fleet that is maintained exclusively for use by members of the Ordos.

group of Amalathians wiped out another due to a disagreement over the interpretation of several key passages in the Amalathian Proclamation and the Ostrakov Affair (which further weakened the power of the Amalathians and led to the fall of Inquisitor Corticelli) Kaled withdrew entirely from factional politics.

From then on Kaled forged closer links with the Imperial Navy than he did with his fellow Inquisitors. At first many felt that this policy would restrict his work and destroy his impartiality rendering him unable to properly prosecute investigations into the Navy, but it soon became apparent that his ties to the Navy brought great advantages. Navy personnel are among the most widely travelled individuals in the Imperium, as is common with ships crews, rumours are rife. Separating fact from fiction is always difficult, but

Although he has withdrawn from the Amalathians and factional politics in general, it is ironic that his beliefs are still very close to those of the early Amalathians (albeit with a sharply defined focus on maintaining the strength of the Navy). His hard-line, but pragmatic policies have brought him much respect from his peers and it is rumoured that he was once offered a position as an Inquisitor Lord, but has so far turned it down preferring to work on the front lines.

Drake Kaled is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Kaled	65	70	58	61	70	79	80	88	89

Special Abilities: Gunfighter, Leader.

Psychic Powers: Psychic Ward, Detection.

Equipment: Bolt Pistol + reload, Force Sword, Naval Issue Stub Pistol + two reloads, Flak armour on all locations except head, Psi-tracker, 2 Frag Grenades, 2 Photon Flash Grenades, Injector implant with 8 doses of Detox, Gun Skull with Autopistol, Medi-Skull.

OR

Equipment: Two Naval Issue Stub Pistols + four reloads, Knife, Heavy Coat (1 point of armour on all locations except head), Light Flak vest (additional 2 points of armour on chest & abdomen), Injector implant with 8 doses of Detox.

Naval Issue Stub Pistols – Type: Pistol, Range: F, Mode: Single/Semi(2) Acc:-, Dam:3D6+2, Shots: 13, Rld: 2, Weight:20

Although thus far he has only trained a single acolyte with the intention of making them an Inquisitor, in recent years he has used a number of Navy Officers to head his investigations and it is thought that he is looking to raise a number of young Inquisitors to carry on his work.

Inquisitor Kaled is now well into his third century, and has undergone juvenant treatment on a couple of occasions and various parts of his body have been replaced due to illness and injury; however where possible he prefers vat-grown cloned implants rather than mechanical ones. Rather more mysteriously, there are reports that he has been mortally wounded and even killed on more than one occasion – his continued survival is perhaps proof of the rumours that he has acquired one or more of the Hastor Stones and has used their arcane powers to restore himself to full health. He is a very private individual and is seen as cold and unemotional. Few people know what he does off-duty; it would probably surprise them to know that he has a love of poetry and sculpture, although much of his time is spent reading up on naval tactics.



Inquisitor Spurlock Valkenburg

Young Spurlock's parents were adepts of the Administratum, and had they not been killed in a cult uprising on Huronn IV Spurlock would have inherited his father's role as a mnemonic courier in the Departamento Valetudo. Instead, Spurlock was shipped off to the Schola Progenium on Helin's Reach. Spurlock had already been trained in a number of memory techniques by his parents, and had assumed he would eventually join the Administratum, but the Drill Abbots decided that his pious nature and his ability to learn by rote made him a perfect prospect to be a preacher - he could memorise and repeat entire slabs of holy writings and was intelligent enough to know which were most appropriate for the situation at hand, to whip a crowd into a holy rage or to subdue them with a few humble words. Thus, Spurlock's destiny was once again set and after leaving the Schola he travelled the space lines preaching the word to pilgrims travelling the route of The Grand Pilgrimage.

During his frequent visits to Gathalamor, Spurlock Valkenburg studied the history of the planet and its links with the Ecclesiarchy; he became obsessed with the great Conclave that had happened there hundreds of years before he was born. Studying the proclamations, Valkenburg was convinced that he was living in blessed times - the High Lords had decreed that the hardships of the last few millennia were over, that the Emperor's plan was now proceeding as He had foreseen and that they were standing at the brink of a new Golden Age. Valkenburg preached these revelations to the pilgrims he accompanied and was content to serve the Emperor in this way.

It was while aboard the pilgrim vessel Mauritaan that Valkenburg first came into contact with the Inquisition. A momentary failure of the ships Gellar field during warp transit enabled several malignant warp entities to enter the ship. One of the passengers revealed himself to be

Inquisitor Tanemura, and he and his retinue mobilised the crew to repel the beasts. Although not a warrior himself, Valkenburg played a pivotal role in defeating one of the creatures that found its way to the passenger decks. Trusting his soul to the Emperor, Valkenburg stood alone with just his staff of office and prepared to defend his flock. His enhanced memory did not fail him, and he recalled a prayer said by the Ecclesiarch at the closing of the Amalathian Conclave, one called on the Emperor to defend His pilgrims in dark places. As the creature approached, Valkenburg chanted the prayer with such fervour that a nimbus of holy light played like a halo around his head and the beast was repelled and appeared visibly diminished. Just then, Inquisitor Tanemura led a squad of armsmen onto the deck. He and his men made short work of the creature in its weakened state, and as it was destroyed Valkenburg collapsed in a heap.

Tanemura was not a religious man and so believed that Valkenburg must have been a latent psyker and that was how he had been able to repel the daemon. Thus, while Valkenburg recovered from his exertions, Tanemura subjected him to a series of tests, all of which came up negative for psychic ability. As Valkenburg recovered, Tanemura realised that his well-trained memory and his remarkable faith would make him a useful tool in his operations. Valkenburg felt unable to refuse a request from one who spoke with authority from the God-Emperor and so his destiny changed once more.

Over the years, Valkenburg had proved himself a more than capable acolyte and was eventually promoted to Inquisitorial rank and became an active proponent of the Amalathian movement. His experience aboard the Mauritaan had convinced him of the truth of the



proclamations of Amalath, indeed he had felt their power first hand and thus knew them to be divinely inspired, so his fervent belief in the Emperors plan for humanity was centred around the fact that His divine plan was back on course at that the time of the Conclave.

As his Inquisitorial career progressed, Valkenburg became more disillusioned. He came to believe that the Emperor's plan had been hijacked by selfish men, knocked off course by weak generals who have allowed aliens to advance into Imperial space, and let down by men of insufficient faith. The conclusion he reached was obvious - the Emperor's plan needed to be 'reset', the Imperium put back to the state it was at the time of the Amalathian Conclave and allowed to run its course once more.

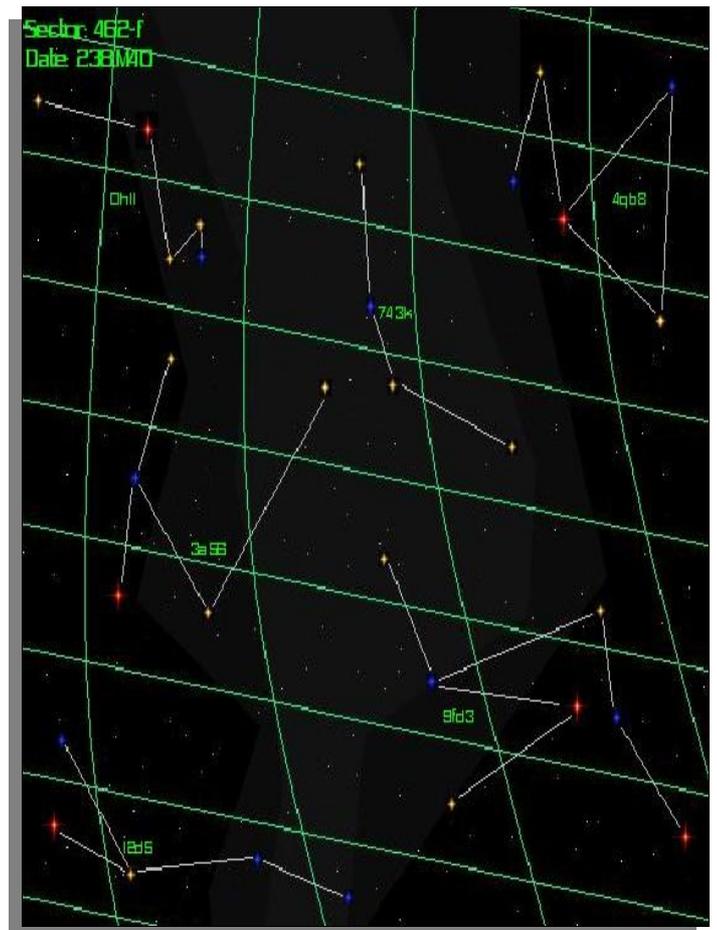
It was here that Valkenburg's infallible memory helped him once more. He employed a horde of historians and librarians, and spent many years scouring archives, reading histories of the early 41st millenium, and examining star charts. His goal; to build in his Reclusiam a map, a chart showing the Imperium as it was at the time of the Conclave at Amalath. He knows his map will never be complete, knows that so much is simply unknown and unknowable, but he has faith that the Emperor will show him the way. He now spends much of his time in his Reclusiam identifying sectors and worlds which have changed significantly since the Great Conclave, and plotting how to return them to their previous state. To aid him in this task, he has gathered a cell of like-minded Inquisitors, each operating in different sectors and occasionally meeting to discuss the big picture. Each Inquisitor also has a network of agents, some of which link them to other cells with similar beliefs. Even with this extended network, Valkenburg realises that the task is perhaps beyond their powers, even defining the state of the Imperium when the Great Conclave took place is practically impossible, never mind returning the Imperium to that state. But still they persevere; it is the only way to bring about the new Golden Age, and so they concentrate their efforts on those areas that have changed the most - hoping, praying, that it will be enough.

Thus, Valkenburg has become a hero to many citizens - for example, his campaign to retake the Carilion Sector won him great acclaim, and was even mentioned at a meeting of the Senatorum Imperialis. There is however a darker side to his work, and a great many atrocities have been committed in his name - more than enough to have him declared a heretic and executed for his crimes. On Telios Prime, a thriving hive world, Valkenburg released a terrible plague killing 80% of the population to reduce it back to its level at the time of the Amalathian Conclave. And the hard-won Fulgron sub-sector, taken after a thirty year campaign by the Imperial Guard and Space Sharks Chapter was once again lost to the Orks after Valkenburg's agents scattered millions of spores across

worlds in the sector.

Where Inquisitorial involvement has been suspected in these terrible events, blame has thus far fallen on Istvaanians and/or Recongregators - Valkenburg's outspoken Amalathian beliefs and his great fame have kept him above suspicion.

In recent years however, some within the Inquisition have begun to notice a pattern - worlds lost for a thousand years have been recaptured while others lost for the same amount of time have been regained. Seen against the enormity of the Imperium, the number of worlds is almost insignificant and has thus far been dismissed as coincidence, but people are beginning to take note of the pattern and it is perhaps only a matter of time before the connection is made with Valkenburg and his cronies.



Spurlock Valkenburg is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Valkenburg	53	64	-60	54	70	74	88	66	73

Special Abilities: Curse of Undoing, Leader; Word of the Emperor.

Equipment: Stub pistol with reload; Bionic arm (S=30); Bionic left hand incorporates blades which count as a Scythian venom talonloaded with Bloodfire; Bionic right hand incorporates a digital-laspistol; Injector implant with 15 doses of Detox; Heavy robes (AV=2) on all locations except head; Displacer Field; Bio-scanner.

Inquisitor Tomashek Goddard

Born to a prosperous family in the spire of Hive Proximo of Subiaco Diablo in the Belis Corona Sub-Sector, Tomashek Goddard has lived under the malefic gaze of the Eye of Terror since birth. Warned as a child not to look back at it, Goddard's life is now preoccupied with undoing its malignant effects on the Sectors Ocularis.

Encased in a life of privilege gifted to him by his family's wealth the young Tomashek knew no ills. The fourth of six sons, Tomashek was schooled extensively in history, politics and etiquette, and raised to act as a liaison with the other noble houses of Subiaco Diablo and beyond. He attended the prestigious Behendia Universariat to finalise his instruction in the ways of mercantile dealings and the customs of the other Spire Houses, not least the sabre duels that decided arguments in the Inancia Household and the ritual scarring of the Nu-Wen that all transactions were sealed with. It was during his time at the Universariat that Goddard came to the attention of the Inquisition.

It is a commonly held belief within the Inquisition that when the rich, powerful and intelligent come together, sedition and heresy will take root. Across the Sectors Ocularis the Ordos had many agents within a thousand different institutions, ever on the lookout for signs of deviancy. Within the universariat, the Ordo Malleus's mole was Karl Othenberg, a man recruited by Inquisitor Steiner Brass many years before in exchange for leniency over proscribed goods. Othenberg had been given instructions to gather information on a power-hungry cabal of students known as the Children of Destiny and investigate rumours of sorcery and Chaos-worship. The Children of Destiny were an exclusive group, drawing only members from the very richest of Subiaco Diablo's dynasties, something that the Othenbergs could no longer claim to be. Karl moved to recruit an agent of his own, and amongst the fops and dandies that made up the elite came across Tomashek Goddard, a focussed, athletic and devout student that would make the perfect infiltrator. Othenberg made to befriend Goddard and after gaining his trust shared with him the fears surrounding the Children. Initially Goddard was opposed to involving himself in the subterfuge, but Karl threatened him with the caveat that his failure to cooperate would be viewed as guilt on the part of the Goddard family, forfeiting their empire. Rather than risk the full weight of the Inquisition upon his House, Tomashek agreed to investigate the Children.

After gaining sponsorship to join the Children through a cousin, Goddard spent three months attending lavish parties, banquets and being a houseguest of the group's leader, Sigurd Vansittart. Vansittart was clearly feeling him out, trying to gauge if the newcomer was worthy of being made privy to the group's secret activities. After another month of discussing politics and the Imperium at large, Vansittart invited Goddard to a meeting in a basement below the universariat's library. Wearing a micro-bead linked to Othenberg, Tomashek attended the meeting with great trepidation. The discourse Goddard was party to consisted of little more than fanciful discussions about buying out the minor Houses, but over the weeks, the discussions took on a far more recidivistic slant, with talk of attacks on the Navy to free up the space lanes for craft from blockaded systems, and the removal of the Governor to allow the Vansittart's to seize power. Though there was heresy in the air, Othenberg needed evidence of Chaos-

worship to confirm Brass's suspicions and bade Goddard to continue playing along as a co-conspirator and do everything he could to stay close to Vansittart.

Goddard became Vansittart's confidant, talking long into the night about his plans to bring Subiaco Diablo under his thrall. As Vansittart's trust in Goddard grew, he revealed to him things kept secret even from the other members of the coven. Vansittart had encountered a daemon-worshipping cult below stairs in his house. The servants desired the power to escape the hereditary bondage that kept them locked in their caste, and prayed to an entity they knew as Wisdom. Vansittart had the servants killed, but the notion of gaining power and prestige was too overriding for him to forget. He had seized the cult's heretical texts and iconography and taken to worshipping Wisdom himself.

The daemon had blessed him with an extra eye on the palm of his left hand that let him read the books and scrolls the cult had hoarded. He had learned sorcery from the texts, and with it, he would have the power to enact his plans of conquest. Tomashek found the revelations repulsive, and found keeping his disgust in check exceptionally challenging while Vansittart shared his heresy. Though the threat hanging over his family was severe, it was now Goddard's desire to rid the galaxy of an enemy of the Creed that fuelled him most. He went to Othenberg and told him everything Vansittart had revealed.

The Children of Destiny were on the pyre by dawn, with Vansittart the first to burn in the blessed promethium.



Goddard was placed in isolation for purity testing, and after three months enduring daily submersion in Holy Water and the torture rack, he was declared taint-free and inducted into the service of Inquisitor Steiner Brass of the Ordo Malleus as an acolyte. Brass was a True-Amalathian, and believed passionately that the Emperor's Divine Plan was on track. His role as an Inquisitor was to keep back the enemy beyond to allow the Emperor to bring His will to the fore. Goddard trained under Brass for nineteen years,



disrupting cult activity on Chima Lomas in the Nemesis Tesseract Sector as well as Subiaco Diablo itself before coming to bear the seal himself. Goddard continued eliminating the destabilising threat of Chaos on his home world, notably working with a cell of his peers to destroy a cabal of daemon summoners known as the Dusk Bringers with aid from the Adeptus Arbites.

Goddard was painfully aware by this stage of his career of just how widespread the taint of Chaos was right through the sectors that ringed the Eye of Terror. On every world cults and individuals sought to weaken the barriers between real space and the warp and summon their daemonic patrons to wreak havoc on the righteous. As well as the obvious threat of a full-blown incursion, Goddard had seen firsthand how the encroachment of the aether on the real twisted men and women. Mutation and malicious thought increased wherever the warp whispered through the barrier, and Goddard strove to eliminate any

who would dabble with the aether to protect the sanctity of the human race. He set about founding cells of operatives to counter the threat of the warp and its denizens first on Subiaco Diablo, then Chima Lomas, and then right across the Segmentum Obscuras. He sought out men and women from many wings of the armed forces, as well as those from other, less glorious, pursuits to be his frontline in the fight against the malefic. To these soldiers and desperadoes he added psykers from the Scholastica Psykana, their innate abilities great weapons in the face of the daemonic, and soon Goddard had hundreds of skilled operatives under his command to further his increasingly Purist beliefs.

After Brass died at the hands of the Excommunicated Inquisitor D'Agostini, Goddard took up his works and inherited his staff of savants whom had worked within the Ordo Malleus Archives on Nemesis Tesseract for decades. The collated knowledge of the daemonic he acquired through them allowed Goddard to become one of the most active and successful daemonhunters in the Sectors Ocularis thanks to the dozens of largely autonomous cells under his command. The autonomy Goddard imparted on his cells allowed him to concentrate on the worst threats his operations uncovered, and search for Brass's killer and his protege, the heretic Mikael Van Helser; a search which is still yet to come to fruition.

With the outbreak of the 13th Black Crusade, Goddard and his cells found themselves in the frontline of the fight against Abaddon's armies. Cults they had been observing and infiltrating suddenly took up arms, or completed rituals long thought to have been abandoned, opening warp portals and bringing daemons to the surfaces of hundreds of worlds. Goddard took to battle on the icy surface of Nemesis Tesseract to defend the Inquisition's fortress from hordes of mutants while his ship, the *Brilliant* fought against the traitor vessels that had delivered their fell cargo to the world. As the land battles turned to stalemates, Goddard returned his cells to disrupting cult activity where he could, taking a personal interest in a rebellion brewing on Agripinaa. Joining forces with the renowned Inquisitor Benedict Saussure he found the Governor's family to be complicit in the insurrection against the Imperium and had them removed from power. Only now, some months later, Goddard has come to believe that Saussure faked the evidence linking the Governor to the rebellion to facilitate his plan to change the world's leadership. Goddard believes such radical change has threatened Agripinaa's long-term stability and is currently attempting to track down Saussure to bring him to call for his actions.

Tomashek Goddard is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Goddard	64	73	62	61	74	72	71	78	76

Special Abilities: Ultimate Leader

Equipment: Bolt Pistol*, Lak 7**, Sword, Pscannon Shell***, Flak armour on all locations except head

OR

Equipment: Autopistol with red-dot laser sight, shock maul, Carapace armour on chest.

*Goddard's bolt pistol suffered damage in the past, and as a result firing it is a risky action that if failed will result in the gun jamming. One action is required to clear the jam, and the shot is wasted.

**A stubber native to Subiaco Diablo, the Lak 7 has the following profile: Type: pistol Range: A Firing Mode: single Acc: - Damage: 2D6+4 Shots: 7 Reload: 2 Weight: 15

***A pscannon round configured to fire from a bolt pistol, this round takes 1 action to load, and inflicts double damage to psykers and triple damage to daemons.

Decreeist Philos Speid

Philos was born the favoured first son of Lord and Lady Speid on Holy Terra. After having 9 daughters Lord Speid was happy to finally have a son to carry on his tradition. While his other children were a source of joy he had dreamed of having a male successor for his seat in the Imperial Senate.

From the time of his first words Lord Speid set about teaching him the ways of Imperial politics and even before he could write Philos is said to have engaged his father in debate. The child grew into a brilliant young boy who flourished in the Terran Academy. While Lord Speid rejoiced he held a nagging feeling in his heart as his son grew. Despite his voracious appetite for learning and a healthy lust for debate, his father sensed something off in young Philos.

Lord Speid ignored it at first. The complaints of his sisters were petty; they were just jealous that Philos was the favoured successor to their father's seat. Communications for the Academy were composed by simpletons who had passed their prime and now instructed rather than lead. Other Lords were petty and conniving, inventing misdeeds Philos had performed while unattended in the Senate chambers for fear that, when his time came, he would overtake them despite their advantage in age. When Lord Speid himself started seeing open hostility from Philos after the miraculous birth of his twin younger brothers he told himself that it was a natural phase.

But then the incident occurred. Imperial records show that on the 52nd day of the Terran Academy's 12th year of class body 7,653 that there were 12,376 pupils attending. However, on the 53rd day of the 12th year of that same class there are only records of 12,253 students. Likewise schematics of the building before that time are difficult to come by but they do show a full wing of the Imperator building that is no longer in existence.

It is still a subject of gossip after Imperial Lords and Ladies have imbibed too many of the Emperor's libations. While the Lord Speid's influence was strong enough to erase parts of history it wasn't enough to fill the empty gaps.

Over the coming years the once prominent Speid household became more secluded, especially after the mysterious death of the youngest twin son. Philos is said to have been taught by the best tutors on Terra from the home of Lord and Lady Speid, but no records of these instructors can be found, nor has anyone been willing to lay claim the normally prestigious honour of teaching the child of a royal family by the name of "Speid."

After his maturation Philos spent significant amounts of time off Terra training in the various military institutions of the Imperium. No significant records of his achievements



can be found, though his sabbaticals to Terra do coincide on (on separate occasions) with two of his sisters being transported off world to join Sisterhoods of the Imperial Church.

Close to his 75th birthday Philos (by arrangement of his father) took the exam to become a member of the Imperial Order of Decreeists. His test scores were unprecedented. The lack of distinction with which Philos served in a number of Imperial organizations throughout the galaxy was all but made up for his uncanny knowledge of Imperial structure, galactic mapping and varying institutions of law (his psychological profile, however, has since gone missing).

For close to a century Philos has been a Decreeist at the behest of the subcommittee headed by Lord Speid the elder and now Lord Speid the younger (though Philos has not returned to Terra since his surviving brother took the reins from his father). While he serves his duty well it is whispered that the decrees he is given are ones which tend to have a certain amount of moral flexibility attached with them, and that Philos carries these out with a particular zeal. Of course, there are no Imperial records to back these claims.

Philos Speid is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Speid	42	54	48	52	76	68	87	72	89

Special Abilities: Dead Eye Shot, I Am the Law*, My Word is His*

Wargear: Blessed Monocle*; Bolt Pistol with selector slide*; Imperial Decree*; 1 Edictus Round (varying based on mission)*; 1 Kraken Bolt; 2 Inferno Bolts; Rebreather; 4 points of flak padding on all locations except head.

* These special rules are described later in this book.

AMALATHIANS AND THE IMPERIUM

(Or: using Amalathians in games of Inquisitor)

The concept of Amalathianism was born out of a great conference where representatives of many different branches of the Imperium came together to plan the future of the Imperium, and one of the defining traits of Amalathians is that they tend to maintain close links with all arms of the Imperium trying to ensure all work together for the good of mankind.

This section includes details of these organisations, how they fit with the Amalathian agenda, and how they may be included in your Amalathian-themed games, scenarios and campaigns.

Imperial Governors – They rule in His name

Imperial worlds are left to rule themselves however they see fit, and although many are effectively run as hereditary dictatorships, the Imperium does not mandate this form of government, only caring that worlds meet their obligations under the tithe. Thus there are worlds in the Imperium that are run as democracies, oligarchies, etc. Where a world is ruled by a council or elected committee, it is usually the chairman or first minister who nominally holds the title of Imperial Governor and thus is ultimately responsible for the planet. The Imperial Governor is made an honorary member of the Adeptus Terra, and so although the Imperium may not care how he runs his planet, rebellion against the rightful governor is regarded as rebellion against the Imperium and the governor can call upon the support of the Imperial authorities to help maintain peace (of course, in that case the governor is likely to be subsequently deposed or even executed by the Imperium for allowing rebellion to fester in the first place).

Campaign Overview - The Imperial Governor has come under increasing stress recently by a rise in cult activity that threatens to overthrow his regime. So far, the planetary defence force and the enforcers have been able to contain the cult attacks, but they have uncovered evidence that there is an off-world force coordinating the cult rebellion and have asked a famous Amalathian Inquisitor for help. The Amalathian must discover who is behind the cults and what their real objective is.

Scenario 1 - The Attack - The Amalathian has learned through his intelligence network that a cult attack on a government building is about to take place. The Amalathian must thwart the attack, but must also find some evidence to help him discover who is behind the cult.

This scenario is designed as an action-packed start to the campaign - the Amalathian's team will be outnumbered by the cultists, but must prevent them from carrying out their dastardly scheme (the details of which are left to the GM - for example, the GM might rule that a couple of the cultists are suicide bombers with bombs strapped to them - these must be identified and taken down before they can reach their objective). For the secondary objective, the gathering

of evidence, the GM might decide it is being carried by one of the cultists, or that it is sufficient for the Amalathian to capture and interrogate a member of the cult.



Scenario 2 - The Chain - Using the information captured during the attack, the Amalathian must now try to use it to trace whoever is behind the cult. The information concerned a meeting between the leader of a cell and the representative of the mastermind behind the cult. The Amalathian must discover what was discussed and track the representative back to his base.

This scenario requires stealth and subterfuge on the part of the Amalathian. There are two main options when it comes to discovering what was discussed during the meeting - he can either attempt to sneak within listening distance, or capture the cult member after the representative has left. This latter case is perhaps more risky, as the representative must not know that the meeting has been compromised. Similarly, there are a number of options when it comes to following

the representative back to his master - the Amalathian might have a homing device that can be planted on the representative, or he might prefer an old fashioned approach and simply skulk in the shadows as he follows his target.

Scenario 3 - The Reveal - The Amalathian has discovered the location of the person who is coordinating the cults and has launched a raid to capture them and bring them to trial. The Amalathian is keen that justice should be seen to be done, so must bring the cult leader in alive (although not necessarily uninjured!).

But just who is behind the cult?

- *Chaos Magus* - The cult activity is exactly what it first seems. The attacks are being coordinated by a powerful Magus who is dedicated to the dark powers and who must be destroyed for the good of the Imperium.

- *Political rival* - the cults are being organised by a rival of the Imperial Governor who hopes to destabilise the government to the point that the Imperium will step in and remove the Governor from power, at which point he will be able to step in and take the role for himself.

- *Imperial Organisation* - A twist on the 'Political rival' idea, in that the rival is in fact an organisation like the Ecclesiarchy or Adeptus Mechanicus. Keen to expand their power base in the sector, they have secretly been working to destabilise the existing regime to the point they will be 'forced' to step in and take control of the planet themselves.

- *Rogue Inquisitor* - An Inquisitor following the Recongregator or Istvaanian philosophy has been fostering the cult activity for his own ends.

A neat twist in the campaign would be to lead the Amalathian to suspect the activities of a Recongregator played by one of the other players, only to reveal that in fact he was mistaken and the two rival Inquisitors will have to join forces to combat the real enemy.

The Administratum – Upon them turn the wheels of governance

The Administratum is the largest of the divisions of the Adeptus Terra; is a gargantuan bureaucracy whose servants include most of the population of Holy Terra as well as millions of adepts spread across almost all of the worlds in the Imperium. The Administratum is split into numerous sub-departments and offices, each with a specific role in the smooth functioning of the Imperium. Unfortunately, the Administratum has grown so vast that no one can say how many divisions there are, nor what their purpose may be. Amongst the most well known departments are the Departmento Munitorum, the Estates Imperium, and the Historical Revision Unit.

Adepts of the Administratum can be found in the retinues of many Inquisitors, and are particularly common with Amalathians. They are often employed as savants, and advisors, and their in-depth knowledge of the labyrinthine bureaucracy of the Imperium is often invaluable to an Inquisitor who chooses to work alongside other Imperial institutions.

Administratum adepts wear thick robes (AV 2), and generally carry a small ceremonial knife and often a side-arm (usually a laspistol). Adepts in the employ of an Inquisitor are more likely to have received some weapons training. The majority of equipment they carry will likely be



related to their job - things like data-slates, holo-quills, servo-skulls fitted with recording information, are common but will often have no in-game effect.

Imperial Navy – They Bind the Stars Together

The Imperial Navy as an institution dates back to Roboute Guilliman's reorganisation of the Imperial military following the dark days of the Horus Heresy, although its roots are far older going right back to the Emperor's re-conquest of the Sol system. During the Heresy, warships were attached directly to the Crusade fleets led by the Primarchs, and fully half of the fleet followed those Primarchs when they turned against the Emperor. One of the early duties of the fledgling Inquisition was to purge the ranks of the military, and to monitor the separation of the Imperial Army into the Imperial Guard and Navy.

As the Amalathians are dedicated to maintaining the stability of the Imperium, the Imperial Navy is often vital to their plans. The Navy fights at the forefront of every crusade, and is the first line of defence against marauding alien warfleets. Thus, the Navy itself must be defended against heretics and traitor if it is to perform its role in the Emperors grand plan.

The vast majority of serving Navy crewmen will be unarmed, except perhaps for a home-made knife or a heavy tool which can be used as an improvised club - if they are very lucky they may have a tool such as a rivet gun which can be used at a distance. Similarly most navy crew are unlikely to wear any armour, however those crew members working on the ship's plasma reactor or in sections exposed to the void will be issued void suits which are often reinforced with armour plating. Aboard ship, the only crew trusted to carry weapons are the armsmen responsible for enforcing order - they

are usually equipped with a large-bore shotgun and occasionally with a shotgun pistol. In the event of a boarding action, armsmen are issued with heavy carapace plating which is worn over their usual flak-weave coveralls - due to the cramped nature of boarding actions (and to save weight), the carapace plating usually only protects the armsman's front - in the bitter, brutality of ship-board combat an armsman should not be turning his back on the enemy anyway.

Administratum and Imperial Navy Profiles

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Administratum Adept	35	35	40	45	45	45	80	30	50
Random	25+2D10	25+2D10	30+2D10	40+2D6	35+2D10	30+3D10	70+2D10	25+2D6	45+2D6

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Navy Officer	65	60	55	60	65	60	60	65	70
Random	55+2D10	50+2D10	45+2D10	55+2D6	55+2D10	45+3D10	50+2D10	60+2D6	65+2D6
Armsman	65	65	60	60	60	55	55	70	60
Random	55+2D10	55+2D10	50+2D10	55+2D6	50+2D10	40+3D10	40+3D10	65+2D6	55+2D6



Officers of the Imperial Navy are altogether better equipped; almost all will carry at least a knife and sidearm (usually a naval pistol or laspistol) and swords are common, especially amongst the higher ranks. In many cases these swords are heirlooms, beautifully crafted and ornate antiques passed down through naval families. The close-quarter nature of boarding actions means there is little opportunity to draw a sword when the fighting turns hand-to-hand, so it is not uncommon for Navy Officers to sport guns fitted with blades, or swords with a small pistol built into the hilt. The most prized of these are the Chimera Pistol-Sword, a fine long-bladed sword with a duelling pistol concealed in the ornate hilt.

Adeptus Mechanicus – Disciples of the Omnissiah

The relationship between the Mechanicus and the rest of the Imperium is a complex and difficult one. The two were united by the Treaty of Mars, but in many respects the Mechanicum is akin to an allied empire. The ancient pact between Mars and Terra gives the Mechanicum absolute control over its own domains; the Forge Worlds are exempt from the Imperial tithe, and raise no regiments for the Imperial Guard and pay no taxes to the Imperial treasury; instead they supply weapons for the armies of the Imperium.

The Mechanicum values its independence and does not brook Imperial interference in its affairs. However, the Inquisitorial Mandate supersedes the Treaty of Mars, and although rarely welcome, agents of the Inquisition have the right to carry out investigations on worlds controlled by the Mechanicum. Inquisitorial authority gives Inquisitors the right to make demands of the Mechanicum that even the High Lords would dare not make, however it is common for members of the AdMech to dispute this authority. Thus, the Inquisition's relationship with the Mechanicum bears many similarities with their relationship with the Chapters of the Adeptus Astartes – although they technically have authority over both organisations, enforcing that authority is difficult at least, sometimes impossible. Where an Inquisitor suspects a member of the Mechanicum of heresy, the most prudent course of action is to go to the Fabricator-General of the Forge World and to conduct his investigation in concert with agents of the Mechanicum. The Skitarii-Provosts stand ever ready to punish hereteks

and traitors, and should the heresy be beyond even those stalwart warriors the case may be referred to a Diagnostic Coven of the Collegiate Extremis or in extreme cases the secretive Lords Dragon may be called in to investigate.

The Amalathians are the faction that has perhaps the closest relationship with the Adeptus Mechanicus; their support of the status quo tends to win them more friends in the Mechanicum than some of their peers keen to break the Imperium's dependence on the adepts of Mars.

Adeptus Astra Telepathica – The Emperor's voice amongst the stars

For millennia the Inquisition and the League of Blackships have worked in concert to control, gather and sort the psychic population of the Imperium. The Blackships are manned by members of the Adeptus Astra Telepathica and the Inquisition provides oversight to their activities. Although rumours persist of an Inquisitorial Ordo dedicated to watching over the Blackships, if such a body exists it must be extremely secretive, and it is the Ordo Hereticus that is known for having the closest links to the League. Indeed it is not unknown for members of the Adepta Sororitas to be found guarding the Blackships, however Blackship guards are more commonly Inquisitorial Stormtroopers permanently seconded to the League.

Although it is common for Inquisitors to be 'encouraged' to perform a tour of duty aboard a Blackship at some point during their career, there are some within the Holy Ordos who perform this duty far more often than their brethren, and many factions take a keen interest in their human cargo. Some Inquisitors will scour the cargo looking for those with the potential to serve the Inquisition; Monodominants check that psykers are properly controlled and the checks for taint are rigorously performed; Thorian search out potential divine avatars; and Amalathians, knowing as they do that psykers are essential for the future of the Imperium, ensure the smooth running of the ships.

Blackship Officer

The officers of the dreaded Blackships take their grim and thankless duty very seriously, and rule over their crews with an iron fist. These men and women are responsible for running the ship and heading landing parties.

The Captain of the Blackship is responsible for sorting the psykers in his charge into four groups. Primary psykers who have the strength of mind and discipline to protect themselves from malevolent warp entities. Secondary psykers are usually destined to become astropaths - while powerful, they must undergo the soul-binding which grants them a little of the Emperor's strength and protection, but at a terrible price. Some primary and secondary psykers are destined for the Astronomicon - their soul will be drained to power that great beacon. Those psykers with powers too random to be useful, or with minds too vulnerable, form the third group: even though they are too dangerous to let live, even in death they can still serve by being fed to the infernal mechanism of the Golden Throne; their psychic energy being painfully leached from their body to keep the Emperor alive. The final group comprises those psykers that are tainted in any way: they are instantly killed and their bodies disposed of lest they infect others.

Blackship Officers are generally armed only with a sidearm, such as a laspistol or stubber, although they may draw heavier weapons on occasion. Swords or knives, often ceremonial, are common. They almost always carry a copy of the Black Charter*.

Blackship Guard

Although the Adepta Sororitas sometimes supply troops to guard the Blackships, particularly if there is a member of the Ordo Hereticus onboard, the main body of Blackship guards are drawn from the ranks of Inquisitorial Stormtroopers. These grim faced men and women are responsible both for protecting the psykers in their charge and for protecting others from the psykers. Obviously, much of their time is spent aboard ship, but they also supply teams to collect the tithe from planetary authorities, and to form psyker-capture teams when a psyker does go rogue and escapes their clutches.

Blackship Guards can be represented using the Imperial Guard Veteran profile. They are usually armed with shotguns, autoguns or lasguns, and shock mauls to subdue unruly psykers. Common equipment includes bolas launchers, manacles, null collars* and other restraints; and they generally wear flak armour with some carapace plates and a sinister visored helmet.

Witch-seeker

The Witch-seeker is a very specialised officer of the Blackships. It is his duty when a Blackship arrives at a planet to go down and ensure that the authorities are properly controlling and rounding up their psychic populace. Through either technology, a psychic familiar, or some 'sixth sense', a Witch-seeker will hunt down rogue psykers in the general populace.



Witch-seekers tend to dress in priests' robes, and are generally well armed to enable them to defend themselves while seeking out witches. Auspexes are common equipment for them, particularly psi-trackers, and they are often accompanied by some form of familiar to aid them in their hunt. Witch-seekers often have the Witch-hound* ability.

* Rules for the anti-psyker equipment and skills used above can be found in the Lectures On The Wych – pt2 article that appeared in Fanatic Online.

Astropath

Astro-telepaths, otherwise known as astropaths, are psykers capable of transmitting messages across vast interstellar distances. No ordinary psyker is capable of such feats, and it takes many years of training for an astropath to gain the ability. Their training cumulates in a ritual known as the 'Soul Binding' which gives the astropath a little of the Emperor's strength. Despite their years of training, coming so close to the psychic greatness of the

Adeptus Astra Telepathica Profiles

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Blackship Officer	55	50	55	60	65	70	60	60	70
Random	45+2D10	40+2D10	45+2D10	55+2D6	55+2D10	55+3D10	50+2D10	55+2D6	65+2D6
Witch-seeker	70	65	55	60	60	75	60	75	60
Random	60+2D10	55+2D10	45+2D10	55+2D6	50+2D10	60+3D10	45+3D10	70+2D6	55+2D6
Astropath	35	35	40	45	55	65	65	40	50
Random	25+2D10	25+2D10	30+2D10	40+2D6	45+2D10	55+2D10	55+2D10	35+2D6	45+2D6

Emperor is always traumatic to the psyker and some do not survive the process with their sanity intact. Of those that do survive, almost all suffer some level of nerve damage – often to the sensitive optic nerves, and thus most astropaths are blind, while some lose other senses in addition.

Astropaths generally wear green robes, the colour of their office, and commonly carry a staff or cane topped with an eye, a common symbol of their profession. All astropaths will carry a Psykana Mercy Blade; usually this is a small knife with which they are meant to take their own life, but it may take other forms. Astropaths will always have the Telepathy psychic power, but may also have additional powers from the same discipline.

Astropath Abilities

Soul-bound – A soul-bound psyker receives some measure of protection from their close encounter with the Emperor's might. Once per turn they can reroll a failed Wp test when attempting to use or nullify a psychic power.

Warp-sight – While generally blind, astropaths do not act it, as they tend to have a sixth-sense in place of their normal vision. This warp-sight means they count as having a 360o field of view - their vision is blocked as normal by intervening terrain as it too has a slight warp-presence that can obscure those behind it. Characters with the Blunt ability may be almost invisible to the astropath, but a true Pariah will appear as a gaping void, a hole where something should be. The astropath will know where the Pariah is, but will be unable to actually 'see' them.

The Senatorum Imperialis - They govern the destiny of mankind

Decreeist

Imperial Decreeists are the word of the God-Emperor incarnate. As representative of the Imperial Senate on Terra they travel the Emperor's Imperium to deliver edicts from his Throne. Generally these take the form of rather mundane changes to law but they have been known to transport more grim messages.

If the ornate bolt pistol carried by all Decreeists isn't enough to show the force behind their words, they are always preceded by the Imperial Compliance Officers



whose merciless reputation has caused more than one Imperial Governor to take their own life upon seeing them make landfall on their planet.

Generally there is little fanfare surrounding the arrival and departure of an Imperial Decreeist. They will make a formal, public announcement of any policy change and work with the planetary Governor to ensure that the full legal ramifications are understood while the Compliance Troopers in the Decreeist's charge will temporarily take charge of the local Arbites to bring them up to code.

The words inscribed on their data-slate carry the full weight of the Emperor's might and to ignore a Decreeist is to invite the Imperium's full wrath.

Rare are the cases in which a Decreeist has been threatened with force great enough to cause them to leave without their orders being fulfilled. In those cases the

non-compliant party is known to disappear or expire under rather extraordinary circumstances.

Decreeist Abilities

I am the Law – Decreeists are the closest most Imperial citizens will ever see to a living symbol of the law handed down from Terra. Any Imperial character wishing to fire on the Decreeist or their warband must pass a leadership test before doing so.

His Will be Done – Decreeists are known to be amongst the Emperor's most tenacious servants. If taken out of action before their decree is fulfilled this character gains the 'True Grit' ability.

My Word is His – The Decreeist is an eloquent speaker whose voice conjures images of holy Terra and he enthroned within. Any Imperial character (barring Inquisitors) must obey mundane orders from a Decreeist. If the Decreeist's request contradicts a standing order the character is obeying then the character may only ignore the Decreeist if they pass a leadership test.

Decreeist Wargear

Blessed Monocle - A signature piece of wargear for any Decreeist. The Blessed Monocle is a master crafted bionic eye that constantly briefs the wearer on information they request merely by thinking it. A character with a Blessed Monocle may take a SG test to find out background

Senatorum Imperialis Profiles

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Decreeist	40	55	50	50	65	65	70	60	85
Random	30+2D10	45+2D10	40+2D10	45+2D6	55+2D10	50+3D10	60+2D10	55+2D6	80+2D6

knowledge otherwise unknown to them on a character, location, subject etc. They gain +15% to this test for each action spent searching for information and may research as a combined action with a -15% penalty.

Proclamator – A Proclamator amplifies the words of a Decreeist so that their message may ring out for all followers of the God-Emperor to hear. A Proclamator doubles the range at which a Decreeist's words can be heard and may be affixed to the Decreeist, their Compliance Officers, a servitor or even devices the size of a frag grenade.

Edictus Rounds – An Edictus Round is inscribed with the name of its intended target and it is said that the Emperor himself judges you when it is fired. An Edictus round is a standard bolt rounds with the range of exterminator shells. Only one may be carried into battle per character that the Decreeist may be “judging.” A Decreeist must pass a Ld test in order to fire the Edictus Shell at anyone other than the target whose name is inscribed on it. Only one of these may be taken per mission.

His Holy Wrath – While often the subject of jokes amongst Compliance Officers, a bolt pistol with the make of His Holy Wrath is seen as an ill omen if not a symbol of death for Imperial officials. These ornate pistols hold only one round, the rest of the gun housing an advanced targeting system which links up with the wielder's Blessed Monocle. If wielding His Holy Wrath a Decreeist adds +10% to hit their intended target and if they spend a turn aiming (in addition to the standard bonus) they are able to completely negate any penalties accrued due to their target moving in the previous turn as their monocle and pistol synchronize. His Holy Wrath may only fire Edictus rounds.

Bolt Pistol with Selector Slide – While some Decreeists opt for His Holy Wrath, others sport a modified Bolt Pistol with what's known as a Selector Slide. The selector slide is a one shot auxiliary chamber that houses a special round. One action may be spent to switch from the general clip to the special round. The wielder also has the option to take an action to load a single round into the auxiliary chamber if it is empty.

Imperial Decree – An Imperial Decree is the charter that a Decreeist is charged with carrying. It can take the form of a data-slate, holo-projector or even parchment. Any Imperial character reading from the Imperial Decree gains the ability “My Word is His” (this is only relevant to the words actually contained within the Decree, though GMs are free to play loose with this if players want to get crafty). Any character who already has the “My Word is His” ability rolls a leadership test and applies the amount by which they passed the test as a negative modifier to Imperial character's leadership test.

Sycophant Praetorians

Amongst the lower castes of Terra there are many members of the Cult of His Divine Word. They seek to be closer to the Emperor through study of his law. The highest honour that can be awarded to a member of this cult is selection to be converted into a Sycophant Praetorian Servitor. It is said that as a Sycophant their minds will be free to study His word while their bodies enforce it.

Adeptus Arbites – They are judge, jury and executioner

Amalathians often work closely with the Adeptus Arbites. As the keepers of the great Book of Judgement, the Arbites are the first line in maintaining the stability of the Imperium. They care not for the vagaries of local law, only concerning themselves with transgressions against Imperial law. All too often, the criminals they seek are members of the Adeptus, who constantly weave plots driven by lust for wealth, power, forbidden knowledge, or simply for the love of intrigue.

The Judges are the keepers of Imperial Law, they command massive armies of retribution and are relentless in their pursuit of justice. Their flowing robes echo the styles of a more ancient time when the Emperor himself dictated the laws of the fledgling Imperium. The Arbitrators are the militant arm of the Adeptus Arbites. These grim faced men and women are warriors of justice and are fanatically loyal to their cause. The most common image of the Arbitrators is them garbed in carapace armour with sinister visors and armed with combat shotguns and power mauls, however there are a whole host of ranks and specialised roles. Detectives sift holo-records seeking cyber-criminals and hereteks, Executions teams seek out the guilty wherever they may hide, Patrol groups prowl the dark streets of Imperial cities and shock troops break up the queue wars that frequently break out around government buildings.

Compliance Officers

Veterans recruited from the numberless fighting organizations within the Imperium, Compliance Officers are a travelling security force, with close links to the Arbites,



and charged with assisting Decreeists in spreading new Imperial laws. The most important factor during recruitment into the Compliance Corps is the subject's psychological make-up. Suitable candidates will display specific loyalty either to the Imperium as an organization or to their commanding officer. Candidates who hold a more abstract loyalty to the concept of the Emperor or who are overtly superstitious about their Imperial beliefs are rejected.

Allowing for this build of loyalty there is a high preference given to subjects displaying traits of amorality. Those who see death as an acceptable form of punishment for a wide range of offenses (including mild infractions) are highly favoured. As such it is not unheard of for penal legionnaires to be drafted into the Compliance Corps.

Adeptus Ministorum – Vessels of the will; defenders of the faith

The Amalathians as a whole maintain good relations with the Ministorum; their philosophy of maintaining the Emperor's realm in the materium wins them favour with many factions of the Ecclesiarchy. During the reformation that followed the Age of Apostasy, the Ordo Hereticus was setup to watch over the Ecclesiarchy and to ensure that the dark days of the Age of Apostasy never come to pass again, and indeed many Amalathians have joined the Ordo with the same aim in mind. The Convocation of Nephilim tied the Orders Militant of the Adepta Sororitas to the newly formed Ordo, and as well as functioning as the troops of the Ecclesiarchy, the sisterhood also forms the Chamber Militant of the Ordo Hereticus.

Although the majority of the Adepta Sororitas belong to the Orders Militant, the Non-militant Orders are also of great use to an Inquisitor. Sisters of the Orders Dialogous are experts in ancient languages, alien writings and even diabolic tongues, and thus they are much in demand by Inquisitors keen to unlock the secrets hidden in such texts. Their knowledge of language and dialect also makes them invaluable to Amalathians who in the course of their duties will need to communicate with all manner of human civilizations, some of which may speak incomprehensible versions of low gothic.

The Orders Hospitaller provide physicians, surgeons and nurses to the Imperial military, and are often regarded as saintly figures to those under their care. As well as the obvious advantages to having a trained medicae on their staff, the Sisters Hospitaller are often called upon to perform darker duties for the Inquisition. Their expert medical knowledge is invaluable in keeping a heretic alive

under even the worst torture, and it is not unknown for a Sister to put aside her compassion and extract knowledge from a subject herself – especially one who has turned his back on the Emperor of mankind.

Even though the Orders Famulous are more often associated with Thorian Inquisitors, to whom their knowledge of the bloodlines of the nobles families of the Imperium can prove invaluable, they are also in great demand by the Amalathians. The Sisters Famulous provide advisers, diplomats and chamberlains to the noble families of the Imperium and work to ensure the great and good work towards the good of mankind; and thus their work is of great use to Amalathian Inquisitors who seek to maintain the stability of the Imperium.

The profile below can be used to represent a Sister from any of the Non-militant Orders; the difference between the Orders will come in the equipment carried and any special abilities the Sister may have.



Members of the Orders Dialogous may wear a habit in the colours of their Order, however it is not uncommon for them to be attired in more practical clothing while working in the field. There are no particular special abilities associated with Sisters Dialogus, however all such characters receive +20% to any checks relating to interpreting unfamiliar languages.

Sisters Hospitaller are usually attired in a habit in the colours of their Order which may provide a couple of points of armour to all locations. Their medicae training can be represented with the Medic special ability. Common equipment includes medi-paks and stimm injectors (to keep injured troops on their feet); they may be armed but this is unlikely to be with anything heavier than a laspistol and knife.

A Sister Famulous will generally wear a habit, but it is not unknown for them to dress in garb similar to that worn by the noble women of the house to which they are attached; in this case though their clothes will be conservative with an Imperial edge to their styling. A Sister will invariably appear to be unarmed, however many have a digital weapon secreted about their person and may carry a rosarius if they feel their life may be in danger. Appropriate skills for a Sister Famulous include Persuade (see *The Negotiator* article on the *Tau Water caste*) and Word of the Emperor.

Sisters of the non-militant orders will have the Acts of Faith special ability as described in the Sisters of the Emperor article, however they may choose between the following abilities if they pass their Wp test; Nerves of Steel, Regeneration or Word of the Emperor.

Adepta Sororitas Profiles

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Non-Militant Sororita	35	35	40	40	60	70	75	40	55
Random	25+2D10	25+2D10	35+2D6	30+2D10	50+2D10	55+3D10	65+2D10	35+2D6	50+2D6

"So, Adept, I trust everything has been satisfactory?"

Lord Governor Justinioch XXV's face was pasted with a plastic grin. His cataracted eyes bore fine traces of silver around the pupils where bionics augmented his failing flesh without completely replacing it. The same could not be said for his legs, which flexed and whined even when stationary in testament to the Lord Governor's tenure in the Emperor's Imperium.

The man from the Inquisition's face bore no expression. Justinioch frowned.

The Justinioch clan had ruled over this region since it was reclaimed by the Imperium in the old crusades. With each generation it was the same, an Inquisitor would come onto the world for a brief inspection to make sure order was being maintained.

At least that, was the current Lord Justinioch's understanding. He had been quite offended at the arrival of this young pup who had the audacity to assume authority over him. With each passing moment in the Adept's presence the Lord Governor's fear of the Inquisition was replaced by a righteous fury. Despite seeing the marvels of his empire this child seemed silent and unimpressed.

"Well," he continued, "you can tell your lord that everything is satisfactory then. Ebonus Prime has been the jewel of the region for all the millennia of my family's rule and under my leadership it has shined like never before. You are lucky, Adept, to be here for such a momentous occasion."

For a week the man from the Inquisition had been escorted around Ebonus Prime's capital city of Antioch to appraise the state of the planet to round off his month long tour of the sector. It came during the end of their Festival of Remembrance, a yearly celebration of the Emperor retaking the world. This festival had been larger than any in generations, and as soon as the Adept was gone Justinioch would end the festival with the announcement of a new crusade.

While no overt threats existed in the regions immediately outside of Imperial space it was untamed territory, inhabited by a number of unsavoury species. It was of vital importance that a strong presence be maintained to dissuade the more aggressive xenos scum from advancing. But no longer, under Justinioch's rule he would expand the reach of the Ebonus region for the first time in recorded Imperial History.

Finally they were nearing the end of the Adept's visit and Justinioch was glad to be rid of him. The pair stood in the royal receiving chamber of Antioch with Justinioch's son and successor silently in tow. The chamber was a vast, high ceilinged room held up by white marble columns. Its walls were covered in fresco paintings depicting the heroic deeds of Ebonus's rulers. It was a peaceful room but for the constant chirping of the squat restoration servitors strapped to their ever-moving gurneys, forever labouring to restore the hall's paintings.

The Adept looked up at one of the servitors as they finished one section and moved on.

"Curious little creatures aren't they," Justinioch mused. "Their work is never done. As soon as one section is restored they must move on to the next. It's a cursed duty they undertake, pointless, even for servitors."

"I would have to disagree with you Governor," the Adept said. It was the first words he'd managed to conjure up in hours.

"Lord Governor," Justinioch corrected, "but do continue, I don't often get to hear the thoughts of outsiders."

"You may be disappointed then to know that my birth is not as foreign as you might imagine. I had my birth on the planet of Ebonus 6."

"Ebonus 6!" The Governor let out a long and rasping laugh. "My Great Grandfather barely managed to name that pile of slag. I wasn't aware there was anything beyond tech menials that came out of there."

"I was a farmer by birth, actually, but an actor by trade."

"You are a strange boy," said the Governor, "there haven't been any farms on that planet since it was by civilized men, and that was the better part of four centuries ago."

"Your recollection may be a little off, Lord Governor," the Adept said.

Justinioch looked away from the Adept and waved his hand.

"Well it's of no consequence. I can't be bothered with the details of every insignificant rock in this kingdom; my successor will show you to the landing dock outside, your transport is waiting. Tell your master that all is well and we will see him or his successor in a generation."

The Lord Governor turned to leave.

"No Justinioch, all is not well."

The towering figure of the Lord Governor stopped and turned slowly to face the Adept, drawing himself up to his full height. Though they bordered on ancient, Justinioch's servo legs could bring him up to nearly 9 feet in height.

"That your master sent you in his place is insult enough, but that you think to challenge me in this place? I will see you dead boy, and I will send your impudent head to your master. Under my leadership this planet has thrived and we are on the cusp of launching another crusade to reclaim the regions which your Inquisition has seen fit to ignore for centuries."

"You are a fool Justinioch," said the Adept. "A fool for your arrogance and a fool to think you are different. If you didn't have the ire of the Inquisition already you certainly would have earned it now."

The choler in his blood rose.

"Boy," he said to his son, "our clan does not abide such insults. This cur and his master have shown their worthlessness and I fear them not. We have the military might of an entire system behind us and this scum talks of ire? The Adept didn't even think to come armed. Shoot him in the head."

Justinioch's successor drew an ornate but heavy caliber revolver from his belt and pointed it at the Adept.

"Zephon delta trai."

As the Adept spoke those words Justinioch watched as his successor's face went blank and he lowered the pistol.

"Order epsilon demos. Shoot your father in the spine," said the Adept.

Justinioch felt the cold touch of a muzzle on his back. The loud staccato of the gun was punctuated by the sick thump of bionics and flesh as Justinioch the elder crashed onto the floor. Drugs pumped through his body to try and ease his last moments of pain while sparks shot out from the thick metal column in his back.

The Adept knelt in front of Justinioch and reached into his robes. He pulled out the seal of the Inquisition.

"This, Justinioch, is the only weapon I will ever need. You think that an Inquisitor requires a bolter and chainsword? All this time you showed me around your planet you imagined that I did nothing but observe the surface," the Adept knowingly tapped his temple where the slight protrusion of a wire could be seen leading to his right eye. "For generations I have kept operatives on your planet to gather information which they fed to me while you blathered on. You are so lax and arrogant that you didn't even know."

The Adept looked up at Justinioch's son.

"But I suppose you can't be blamed for that, neither did they."

Justinioch's face contorted in confusion. Words did not come out but the Adept could read his expression.

"Is your memory really that poor Governor? I know you were just a boy the last time we met, but generally the Inquisition leaves a bit more of an impression."

"Menius?" The word bled out as a whisper.

"Yes Justinioch, Inquisitor Menius Tal. I would never send an errand boy on a mission so important. Your arrogance is astounding. If the planets beyond you were ripe for the taking do you not think the Emperor's Inquisition would have done it? You cannot comprehend of the things beyond your borders because you refuse to see beneath the surface."

The confusion in the dying ruler's eyes gave way to anger.

"Don't worry Justinioch," said the Inquisitor, "your planet will go on as it always has under the rule of your dynasty and the watchful eye of the Inquisition."

He got up to leave, but as Menius approached the exit he turned back to Justinioch.

"Oh, and Governor, you misunderstood my meaning when I said you were mistaken about Ebonus 6's industry. All vegetation on that planet has been quite dead for some time, there have been no farms there since the Imperium settled it, but that was closer to seven centuries ago."

The doors to the landing pad opened and Menius walked to his waiting transport. In the receiving chambers Justinioch died and the servitors continued their work.

THE AMALATHIAN SOURCEBOOK



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