

DARK HERESY™

BLOOD OF MARTYRS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

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

Faith is spread and maintained throughout the Imperium (and beyond, the in the case of the Missionarius Galaxia) by the Adeptus Ministorum, or Ecclesiarchy, a massive and powerful institution of the Imperium that wields considerable influence. There are many groups and factions associated with the Ecclesiarchy, from the Battle Sisters of the Adepta Sororitas to various splinter faiths, sects, and cults, all preaching the Imperial Creed and battling the corruption of heresy and unbelief. In the bloodstained stars of the Calixis Sector, faith is more important than life, and millions of men and women march to war serving the Ecclesiarchy's purpose. *Blood of Martyrs* is your comprehensive guide to the power of faith in the grim darkness of the far future. This book is both a rules and setting expansion, containing a wealth of in-depth information on the Adeptus Ministorum in the Calixis sector along with plenty of new options for players and Game Masters alike to enhance their Dark Heresy campaigns.



WHAT IS IN THIS BOOK?

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

CHAPTER I: A MILLION WORLDS, ONE EMPEROR

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

CHAPTER II: PATHS OF THE RIGHTEOUS

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

CHAPTER III: BRIDES OF THE EMPEROR

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

CHAPTER IV: FAITH AND FURY

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

CHAPTER V: RELIQUARY

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

CHAPTER VI: ECCLESIArchY CAMPAIGNS

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



A MILLION WORLDS, ONE EMPEROR

THE ORIGINS OF
IMPERIAL FAITH

•

CALIXIAN ECCLESIArchY

•

SYNODS AND CULTS

•

MINISTORUM INTERESTS

•

SAINTS OF THE
CALIXIS SECTOR

CHAPTER I: A MILLION WORLDS, ONE EMPEROR

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

—Ecclesiarch Theodacus V, Indroit to the Verses of Dusk

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

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

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

While all subjects of the Imperium offer worship to the Emperor, the manner in which they do so varies enormously from one culture to the next. So vast are the Emperor's domains and so varied his

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

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

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

