

DARK HERESY

PURGE THE UNCLEAN



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

"So far from the light of the Throne, it is easy to get lost in the darkness."

— Inquisitor Vovnus Kaede.

Purge the Unclean is an adventure anthology for *Warhammer 40,000 Roleplay: DARK HERESY* consisting of three linked but very different journeys into the shadows of the Imperium within the Calixis Sector. The adventures follow several of the plot threads left open at the conclusion of *Illumination*—the introductory adventure in *DARK HERESY*—and are suitable for Acolytes under Rank 5. However, the adventures have also been designed with an eye towards the fact that not every GM will wish to run their campaign within the 40KRP's core Calixis Sector setting. While these adventures all showcase some of the darker aspects of the Golgenna Reach, they can easily be moved to other portions of the vast Imperium with little effort on the part of the GM.

Each of the adventures within this book stands alone, yet they are also linked; a GM may use them as a springboard for an entire campaign. Each of the adventures also has an "Ordos" sidebar for GMs that wish to explore more of the interplay and rivalries of the various Ordos of the Inquisition. One of the terrible but unseen villains of the Calixis Sector is whispered of within the pages of this august tome. What place he (or is that a she, or an it?) plays in each GM's campaign, if any, is up to them.

While all three adventures within this anthology involve investigations of some sort, they are each thematically geared towards a different mode of gaming: action, horror and intrigue. Sidebars throughout provide useful advice for GMs (new and experienced), on how to run the various styles in an effective manner.

The three adventures are:

REJOICE FOR YOU ARE TRUE

A seemingly harmless Imperial cult hides dark secrets behind a friendly exterior. The Acolytes will have to go undercover on the Calixis Sector's capital world of Scintilla, to understand what the Joyous Choir has to do with kidnappings and corrupt xenos technology. The answers are not for the faint of heart.

SHADES ON TWILIGHT

Of all the mysteries of the galaxy, none conjure up such powerful images as that of the space hulks, the cast-off debris treasure troves of the warp. When a space hulk broadcasting the call sign of a long lost Inquisitor enters the Golgenna Reach, the "expendable" Acolytes are sent aboard to see what they can discover before the Imperial Navy destroys the ship—perhaps with them upon it!

BARON HOPES

A brutal group of mutant terrorists answering to a name that has been thought buried for a decade has returned to bring destruction and terror to the mines of Sepheris Secundus, the mineral powerhouse of the Calixis Sector. The Acolytes are accompanied by a mysterious "expert" in order to search out and crush the criminals, once and for all. The past, however, never seems to rest lightly.





REJOICE FOR YOU ARE TRUE

FAITH IS A POTENT NARCOTIC

•
UNCOVERING THE
TRUTH OF THE TRUE

•
THE MATTER
OF THE METER

•
IN THE HOUSE OF STROPHES

•
POMP UNDER THE
CIRCUMSTANCES

•
AT THE BARKING SAINT

•
LADY BORELL'S SOIREE

•
ORDAY'S DEPARTURE

•
WHAT HAS BEEN
DISCERNED SO FAR?

•
THE ALABASTER COURT

•
CONVERSATIONS WITH
THE CHOIR

•
STRIKE AGAINST STROPHES

•
TO AMBULON

•
EVERY VISION HAS ITS PRICE

•
IMPOSSIBLE PROCESSING

•
NPCs



CHAPTER I: REJOICE FOR YOU ARE TRUE

“There shall be no mercy for those too weak to adhere to the correct course. For mercy shall destroy us if it erodes our strength and weakens our resolve. Find courage in your hatred of the xenos, the impure and witch. To do otherwise is to shame the very foundations of the institution you represent.”

— Inquisitor Globus Vaarak, informal address to retinue.

Scintilla—ancient, vast, powerful, corrupt. The capital of the Calixis Sector embraces moral decay with the same zeal that other more wholesome worlds cleave to martial honour or faultless piety. Indeed, corruption is so inherent to the culture of Scintilla’s mighty hives that they might literally cease to function without it. Strange then that a sect such as the Joyous Choir would arise on such a world... Barely five years old, the Joyous Choir is a growing cult. The Ecclesiarchy approves of the “Choir” as it actively promotes a relatively benign version of the Imperial Creed, though not as yet formally accepted. The Joyous Choir believes, naively enough, that the Emperor wants all of His subjects to be happy. They hold that it is their duty to seek to be as contented as possible with their lives, ever striving towards being at perfect harmony with their place in the Imperium. They refer to their philosophy as the state of being “True”, embracing the notion that the “Truer” they are, the more likely that the Emperor will smile on them and that good luck will surely follow.

This quaint viewpoint is not so different from a thousand other variants of the Imperial Creed—what’s interesting is that members of

the sect have undeniably prospered. Membership in the Joyous Choir has become a fad among the younger members of the noble houses of Scintilla and it’s swiftly catching on among the middle-hivers as well. Cynics declare that the Joyous Choir is nothing more than the newest fad, sure to be gone within a few seasons. These sceptics point out an obvious reason why the cult’s members are prospering: all of the rich young nobles with money to burn are bankrolling the differing projects and schemes of their fellow Choir members—nothing at all mystical about that. The Inquisition would normally be inclined to agree with the detractors, however, evidence has recently been discovered that is not so easily dismissed.

While the low-ranking members of the Joyous Choir truly believe that they are working for a legitimate faith, the Choir is in fact a lucrative front for a group of black market merchants who deal in a particularly dangerous commodity: psykers. The Joyous Choir employs individuals known as Counsellors who specialise in assisting adherents to their cult in becoming True. Counsellors employ a wide variety of methods in assisting their charges’ quest, including workshops, group discussions, individual therapy sessions and

