

CREDITS

LEAD DEVELOPER

Ross Watson

WRITTEN BY

Alan Bligh and John French

EDITING

Leigh Anne Gross

PROOFREADING

Sam Stewart

DARK HERESY DESIGNED BY

Owen Barnes, Kate Flack, and Mike Mason

GRAPHIC DESIGN & LAYOUT

Kevin Childress, Mark Raynor
& Rory McCormack

COVER ART

Imaginary Friends Studio

INTERIOR ART

Matt Bradbury, Karl Kopinski, Theo Stylianides

ART DIRECTION

Zoë Robinson

PRODUCTION MANAGER

Gabe Laulunen

MANAGING RPG DEVELOPER

Michael Hurley

PUBLISHER

Christian T. Petersen

GAMES WORKSHOP

LICENSING MANAGER

Owen Rees

LICENSING & ACQUIRED RIGHTS MANAGER

Erik Mogensen

INTELLECTUAL PROPERTY MANAGER

Alan Merrett

HEAD OF LEGAL & LICENSING

Andy Jones



Cubicle 7 Entertainment
Ltd, Unit 6, Block 3, City
North Business Campus,
Gormanston,
Co. Meath. K32 DP60,
Ireland.

Warhammer 40,000: Salvation Demands Sacrifice © Copyright Games Workshop Limited 2019. Dark Heresy, the Dark Heresy logo, GW, Games Workshop, Space Marine, 40k, Warhammer, Warhammer 40,000, 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited.

All rights reserved.

www.cubicle7games.com

WHAT'S ALL THIS, THEN?

THE **RADICAL'S HANDBOOK** is a labour of love, first beginning from the fertile imagination of Alan Bligh and John French in mid-2008. It is a resource for all those interested in the details of the Inquisition, particularly for those who enjoy learning more about how that labyrinthine organisation deals with heretics, aliens, and daemons.

SALVATION DEMANDS SACRIFICE presents three alternate Radical Career Ranks—the Demagogue, the Infil-traitor, and the Saboteur. For rules on how to use these Radical Career Ranks, see pages 40-41 in **THE RADICAL'S HANDBOOK**. Each of these Radical Careers is a method for an Acolyte to experience the darker side of the Inquisition, existing as part of the shadow war waged by the agents of the Golden Throne against the myriad enemies of Mankind—the Enemy Within, the Enemy Without, and the Enemy Beyond.

A copy of the **DARK HERESY** Rulebook and **THE RADICAL'S HANDBOOK** are both necessary to utilize this booklet.



DEMAGOGUE

"You have been forsaken! You have been enslaved by lies, beaten by injustice, and bled by greed, but you have not bowed your heads or bent your knees. If it takes a thousand years and a river of blood, then so be it, but we will be free!"

—Unidentified heretic on Tranch prior to the rising of the Pale Throng

Demagogues are rabble rousers and agitators who can sway great crowds with their words. These fiery orators may be cult leaders, idealists, madmen, fanatics, or subtle manipulators and agent provocateurs. All, however, have the skill to draw crowds together with words, bind them with rhetoric, and loose them on a target like a pack of dogs. Worlds have burned because of the actions of such men and women. Some wish for nothing more than to see the world around them torn down and set aflame, to stoke the fires of anger and dissent to the point of an all-consuming inferno. Some demagogues are created by the injustices done to them or those around them, injustices that push the demagogue past the confines of society and into open insurrection against all in authority. Many Demagogues within the Imperium are touched with such conviction and faith that they use their skills to build crusades of the credulous and desperate. Of these renegade preachers, many profess faith in the God-Emperor of Mankind in some form, but a few are spurred by the touch of Chaos and the lure of false gods.

To the Imperium, demagogues are, for the most part, a menace whose activities must be controlled—and if necessary curtailed—with force. This can be more easily said than done, for many demagogues are adept at slipping through the Imperium unseen and unaccounted for. It is common for recidivist demagogues to appear long enough to create a brushfire rebellion or riot, only to melt away when the authorities move against them and replicate the destruction they have unleashed somewhere else. These elusive agitators are the most dangerous and hunted variety of demagogue, and many are counted amongst the most notorious of recidivists and heretics.

Some demagogues are not the crazed fanatics or simple rebels they appear, but servants of the Inquisition acting as provocateurs and instigators for reasons hidden from all but the most subtle investigator. Most of these tame agents of hatred serve Inquisitors of a Radical disposition—and those who follow the Recongregator philosophy or Istvaanian doctrine in particular. Unlike true demagogues, these secret provocateurs choose their causes and targets with the dispassionate consideration of a master surgeon choosing the proper blade. One moment, they are calling for the overthrow of a mining cartel on Sepheris Secundus, and the next, they are rousing the mutants of Scintilla to frenzied revolt. For this most dangerous breed of demagogue, the effect their mission requires is all, and how it is masked is of no consequence.



BECOMING A DEMAGOGUE

Demagogues who serve Radical Inquisitors usually assume the role through necessity. When you are charged with bringing blood and destruction or instigating fundamental changes in the structure of Imperial authority, the ability to create a riot, instigate a mutiny, and foment rebellion is useful indeed. Talented orators and socially adept Acolytes may embrace this role and dedicate themselves to perfecting its finer points, while some are thrust towards it by their master.

Required Career: Adept, Cleric, Imperial Psyker, or Scum.

Alternate Rank: Rank 3 or higher (1,000 xp).

NEW TALENT: INSPIRE WRATH

Prerequisites: Fellowship 30+.

Your words are capable of making individuals and crowds turn to violent anger. You gain +20 to Interaction Skill Tests when trying to inspire hate or anger against a particular object of your venomous words. Under these circumstances, you double the number of individuals you affect within a group. When combined with the Master Orator Talent, this results in you being able to affect 20 times the normal number of people.

DEMAGOGUE ADVANCES

Advance	Cost	Type	Prerequisites
Charm	100	S	—
Charm +10	100	S	Charm
Command	100	S	—
Command +10	200	S	Command
Command +20	300	S	Command +10
Deceive	100	S	—
Deceive +10	100	S	Deceive
Deceive +20	200	S	Deceive +10
Disguise	100	S	—
Disguise +10	200	S	Disguise
Unremarkable	100	T	—
Air of Authority	200	T	Fel 30
Master Orator	200	T	Fel 30
Inspire Wrath	200	T	Fel 30



INFIL-TRAITOR

“Maxil, Maxil, what’s wrong, your eyes man! What are you doing with that... no!”

—Last words of Adept Acolyte Danvers

An Infil-traitor is an unwilling assassin, a living weapon turned against former friends and allies to sow terror and death. Infil-traitors are disposable weapons whose chief effectiveness lies in their ability to be rapidly converted from captives or abductees and turned unexpectedly against their erstwhile comrades. Captured, tortured, and mentally re-wired, either by the dark arts of the witch or sorcerer or through the application of ancient and sinister technologies, Infil-traitors have no idea of what has happened to them until their programming is triggered—and then they become blank-eyed killers.

Although the processes of creating an Infil-traitor are much the same as that of creating one of the Mind-Cleansed (see page 11 of **THE INQUISITOR’S HANDBOOK**), the process is performed with much greater speed and nowhere near as thoroughly. The mental programming overlays rather than replaces the subject’s original thought patterns, instilling a set of pre-programmed commands and mimetic knowledge crudely and brutally on the subject’s mind.

The use of Infil-traitors is a long-established practice both by the Inquisition itself (which uses them often to infiltrate heretical sects) and by some of its enemies, such as the Logicians and the Brotherhood of the Horned Darkness within the Calixis Sector (although the means by which these two organizations create their living weapons differs greatly). It is also far from unknown, though it is considered a particularly odious tactic, for certain Inquisitors and Radical factions to employ Acolytes and agents turned Infil-traitors against their rivals within the Holy Ordos.

FLAWED CONDITIONING

The mental conditioning and mimetic programming that makes an Infil-traitor is far from perfect, and if he is subjected to sufficiently powerful trauma, his mind can shatter or regress and the conditioning unravel. If an Infil-traitor fails a Fear Test by more than three degrees, suffers mental trauma, suffers Critical Damage, a psychic attack on his mind, or is called on to perform a self-destructive act by his programming, this conditioning may break down. If any of these factors occur, the Infil-traitor may try and pass a **Hard (–20) Willpower Test** to break free of the conditioning. If successful, the Infil-Traitor falls catatonic for 1d5 hours (or until roused by medical attention), after which time he is free of the conditioning and this Trait. If he fails, the conditioning holds and he suffers 1d5 Insanity Points. Alternatively, the character may spend 200 xp to automatically pass the Willpower Test.



BECOMING AN INFIL-TRAITOR

The first criteria for a character to become an Infil-traitor is to run afoul, in secret, of some agency, enemy, or cult with the means and motive to abduct and modify him accordingly. The character suffers 2d5 Insanity Points and gains the Trait Flawed Conditioning (see below) and may choose advances from this career rank representing his conditioning.

The Infil-traitor should receive a specific task (such as an assassination, act of sabotage or particular bit of theft or spy work) that he must carry out at the behest of the agency that has programmed him, as well a trigger event or code word, both of which must be secretly agreed between the player and the GM in advance. The Acolyte will then carry on behaving as normal until his conditioning is triggered, at which point he must try to carry it out to the best of his ability until he accomplishes his mission, his conditioning breaks down, or he dies trying.

Required Career: Any

Alternate Rank: Rank 4 or higher (2,000 xp)



WARNING

This career option is intended to provide experienced players with an opportunity to be a 'double agent' of sorts—at least for a while. As such, it may well result in their character eventually being eliminated from play, quite possibly at the hands of their comrades once their treachery comes to light! There is, however, a 'way back' if their conditioning can be broken, which can provide the chance for some great roleplaying experiences and memorable events on the way, to say nothing of the later adventure where characters get revenge on their former puppet master. This option should only be taken in full cooperation between the player(s) and the GM, and with a mind to how it may affect an ongoing campaign.

INFIL-TRAITOR ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Tech)	100	S	—
Deceive	100	S	—
Deceive +10	200	S	Deceive
Disarm	100	T	Ag 30
Intimidate	100	S	—
Intimidate +10	200	S	Intimidate
Survival	100	S	—
Unremarkable	100	S	—
Arms Master	100	T	BS 30, Basic Weapon Training (any two)
Combat Master	100	T	WS 30
Concealed Cavity	100	T	—
Sprint	100	T	—
Lightening Reflexes	200	T	—
Logis Implant	200	T	—
Quick Draw	200	T	—
Swift Attack	300	T	WS 35