

WARHAMMER
40,000

ROLEPLAY

IMPERIUM MALEDICTUM



INQUISITION
GM'S GUIDE

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

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

THE INQUISITION

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

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

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

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

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

