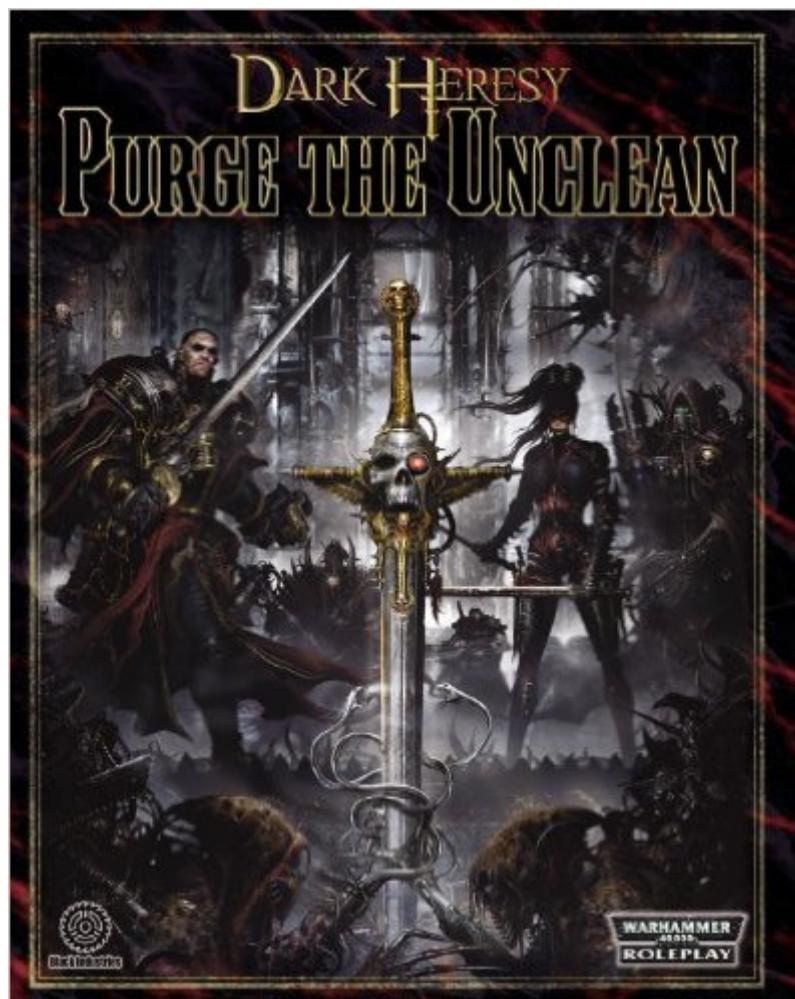


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# Dark Heresy RPG: Purge The Unclean



## Synopsis

Step straight into the world of the Imperial Inquisition with this adventure anthology featuring three linked, but very different, journeys into the shadows of the Imperium within the Calixis Sector! "Rejoice for You are True" - the Acolytes go undercover on the Calixis Sector's capital world of Scintilla to investigate a seemingly harmless Imperial cult. "Shades on Twilight" - the mysterious appearance of a space hulk broadcasting the call sign of a lost Inquisitor leads to an action-packed search to discover secrets best left forgotten. "Baron Hopes" - a brutal group of mutants answering to a name long buried has returned to sow rebellion and heresy in the mines of Sepheris Secundus, the mineral powerhouse of the Calixis Sector.

## Book Information

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## Customer Reviews

This book contains THREE excellent adventures for the Warhammer 40,000: Dark Heresy role-playing game. All of the adventures take place in the Calixis Sector (i.e., the setting from Dark Heresy). The first adventure, Rejoice For You Are True, is an investigation into a heretical cult. The second adventure, Shades of Twilight, is a fast-paced adventure full of combat and danger within the corridors of a warped space hulk. The characters are even assisted by a Space Marine! The final adventure, Baron Hopes, is a horror-filled look into the corruption of Chaos and rebellion against the Empire.

These are the first Dark Heresy adventures I've read... looking to start up a game soon using Runequest 6... so I can't say much about the system specific bits. I do like the setting though and these adventures carry over that atmosphere well... if a bit sparingly. The first adventure is probably of the most use to me right off... hive Sibellus could make for a recurrent setting in a continuing campaign. The second adventure is more limited and IMO needs a lot of bulking up to reach its potential for a creepy bit of exploration in a haunted 'space dungeon'. The third one, while described as the 'horror' adventure is more of a combat scenario IMO and I'm not as interested in that style of play so I didn't read it as carefully. I'm sure there'd be ways to push the horror and downplay the combat. For my tastes... I favor the original Rogue Trader take on the setting, it's less self-serious for one thing, so I wish these adventures had a bit more of that sort of dark humour... these adventures are pretty straight-faced... but it shouldn't be hard to add a bit of what's missing during actual play. All in all I think the book is a good intro to the sorts of games that could be run in the setting. I'd imagine any GM worth his biscuits would tweak the adventures before running them, particularly the second one (Spaceship From Hell, a supplement for Stars Without Number, would make an excellent addition for adding creepy encounters to this adventure).

The FFG holiday sale comes through again. Three adventures for Dark Heresy, 1st edition though. One adventure is about the Joyous Choir, a cult on Scintilla. They just want you to be happy, is that so wrong? It's a Slaanesh cult, right? Well, play the darn module and find out. Shades on Twilight - this is set on the Space Hulk Twilight. And right there, I'm a happy camper as I love Space Hulks. Baron Hopes - this adventure does a nice job of taking you inside just how the Imperium does business. If you want to deliver a hard lesson to your players about the grimdark existence, this is it. Good collection.

I have been very impressed with the quality of supplements for Dark Heresy, and Purge the Unclean was no exception. Each of the three missions highlights a specific skill set (infiltration, combat, mystery solving) to cater to a wide range of players. Each could be played in 2 - 4 sessions, making this an investment for 2 - 3 months of adventures. Well worth it.

I'm actually not a big fan of any official gaming modules for almost any pen-n-paper RPG. Usually they are rather dumb... eh-eh-eh... mass-market oriented. Very often they rely on players ability to guess the bizarre mindset of the author who thinks its pretty logical to shoot this stranger and then try peaceful communication with another one. However I still decided to buy this one - mainly

because Dark Heresy is still nowhere near the abundance of game materials as some older games and thus any piece of gaming material or setting descriptions is valuable. I was really amazed that the module was fairly interesting and well-thought. While I may criticize small parts of it (first adventure has several pre-determined events that are hard to duplicate by game mechanics and look like deus ex machina), the overall impression was very favorable. Second adventure (out of three) is just superb, third one has some great possibilities for hard-core roleplaying. The adventures are very logical and realistic if this word can be applied to W40K - no good players/bad villains staff, interesting NPCs, clever behavior, lots of future plot hooks etc. Enemies are subtle, stylish and smart - unexperienced players can easily meet kill their characters nowhere near the module climax. The quality of writing is also not bad aside from mapping. The maps look gorgeous but are very difficult to use for actual fighting - they are small compared to character tokens, covered with art that makes them difficult to copy in bigger scale. This problem can be worked around but the designers should have paid more attention to it! Nevertheless I definitely advice you to buy this book - even if you don't actually play the module it has some great materials for your own ideas. And yes, there are official Dark Heresy stats of a space-marine inside! ;-)

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