

# DARK HERESY

## CREATURES ANATHEMA



ROLEPLAYING IN THE GRIM  
DARKNESS OF THE 4<sup>I</sup><sup>ST</sup> MILLENNIUM

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# INTRODUCTION

The Imperium faces many foes. Aliens and daemons lurk beyond its borders, while corruption, heresy, and treachery fester within. Agents of the Inquisition face these threats more often than most, and the Holy Ordos have become adept through necessity at surviving against and defeating such opponents. The Calixis Sector is no stranger to creatures both bizarre and nightmarish—it is home for many persistent and deadly enemies of mankind. In order to prevail against such monsters, no matter how bizarre or lethal, the Inquisition provides its Acolytes with the most powerful weapon at its disposal: knowledge.

## WHAT'S IN THIS BOOK?

**CREATURES ANATHEMA** is a bestiary of the monstrous enemies that await in the shadows of the Calixis Sector. Also present is a series of commentaries and advice from Inquisitor Felroth Gelt, a very experienced member of the Ordo Malleus who is very knowledgeable about the sector at large. Gelt began his career as a Monodominant Puritan, but over the centuries he turned more and more often to the lure of the Radical. He joined the Xanthite faction in 809.M41 and vanished from official records. Thus, his contributions to the book are quite suspect, having been born in such a contrary and inconstant mind. Other contributions are included from Gelt's allies or contemporaries, and should also receive the same scepticism.

The creatures listed in this book come with ready-made hooks that a GM can use to drop the monsters directly into his game. The following chapters each focus on a different breed of monster that Acolytes may face in the course of their duties.

### CHAPTER 1: MUTATION

Chapter 1 begins with a section on mutants and mutation in the Calixis Sector, including a look at some specific mutant threats and two breeds of mutantkind that hunger for the downfall of the Imperium. Mutants like the ones found in this chapter can provide excellent sources of villains and antagonists for Acolytes.

### CHAPTER 2: FORBIDDEN SCIENCE

Chapter 2 focuses on Forbidden Science: the horrors and mistakes of tech-heresy laid bare.

### CHAPTER 3: DEATH WORLDS

Chapter 3 discusses death worlds of the Calixis Sector and provides both an overview of these deadly planets and also details some of the more dangerous denizens thereof.

### CHAPTER 4: VERMIN & PREDATORS

Chapter 4 showcases certain verminous and predatory lifeforms existing in the Calixis Sector. The teeming masses of humanity found in hives across the Imperium attract vermin and other beasts which prey upon mankind.

## NEW TRAIT

### IMPROVED NATURAL WEAPONS

This creature's attacks are powerful enough to crush plasteel or punch through armour. The creature's natural weapons no longer count as Primitive.

### CHAPTER 5: XENOS

Chapter 5 includes several different alien species inimical to human life; the alien is an obstacle to the Imperium's prosperity. In addition, this chapter also includes a sampling of xenos weaponry.

### CHAPTER 6: THE FORCES OF CHAOS

Chapter 6 deals with the Great Enemy, Chaos, and those daemons and other warpspawn who serve the Ruinous Powers and are often found within the Calixis Sector.

### CHAPTER 7: ADVERSARIES

Chapter 7 centres around how to use adversaries in a Dark Heresy campaign, including advice on how to scale enemies for your player group and some optional rules to shape the roles of enemies in the game.





## MUTATION

USING MUTATION IN  
YOUR GAME

•

ARCHIMEDES NOXT

•

HULLGHAST

•

SINNER'S PLAGUES OF  
THE DRUSUS MARCHES

# CHAPTER I: MUTATION

*Twisted in flesh is twisted in soul.*

—Abbess Sevencia of Sisk

**M**utants, also known as twists and chem-dregs, can be found on almost any human world in the galaxy, and are often a fact of life that Imperial authorities (and most Imperial citizens) would rather ignore. In its most basic sense, mutation is the changing of the divine physical form of mankind into something unnatural or even alien. This twisting occurs within a person's very genes, warping them at the deepest level and ensuring that their progeny will be tainted with mutation as well.

The Magos Biologios has long striven to determine the causes of mutation, often with varying levels of success. The most accomplished Tech-priests theorize that mutation is the result of extreme environmental conditions, radiation, or toxins. It is certainly true that the largest concentrations of mutants can be found in the rad-sumps beneath hives or on heavily polluted worlds such as Solomon. However, families have lived in the blighted Interior Zones of Solomon for generations without exhibiting mutation, and some of the wealthiest spire-families on Scintilla have abominations in their family trees hidden away behind locked doors.

In the Calixis Sector, as with the Imperium as a whole, mutants are dealt with in one of two ways. If they are not exterminated, they are oppressed and controlled. Most worlds,



## USING MUTATION IN YOUR GAME

Corruption is a strong theme in Dark Heresy, and mutation is one outward method to illustrate it. The lot of a mutant is a sorry one, filled with guilt imposed by the Ecclesiarchy for whatever sin may have caused his body to twist and change. However, it is important to remember that mutants, while bizarrely altered by their cursed "gift," are essentially humans, and the kinship between mutantkind and mankind can be a potent story element.

hive worlds in particular, have sizable mutant underclasses that are employed as serfs or indentured labourers. They are often responsible for handling the jobs no one else will take, and work in hellish conditions with little in the way of rest or recompense.

It is no surprise that while the Ecclesiarchy preaches that the mutant should beg forgiveness for their sins of mutation, many mutants rebel against this line of reasoning. Some mutants take pride in their deformities, dubbing themselves the next step in human evolution. This is dangerous for the Imperium, for once a mutant believes itself superior to 'true' humans, it is but a short step before it actively resents its position in Imperial society. Such resentment can breed insurrection and all-out rebellion. These bitter, merciless wars are usually fought to the total annihilation of one side or the other, for the mutant knows better than to expect mercy from the Imperium, and the Imperium knows mutantkind is eager to extract retribution for a lifetime of oppression.

