

DARK HERESY™

THE
CHAOS COMMANDMENT™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

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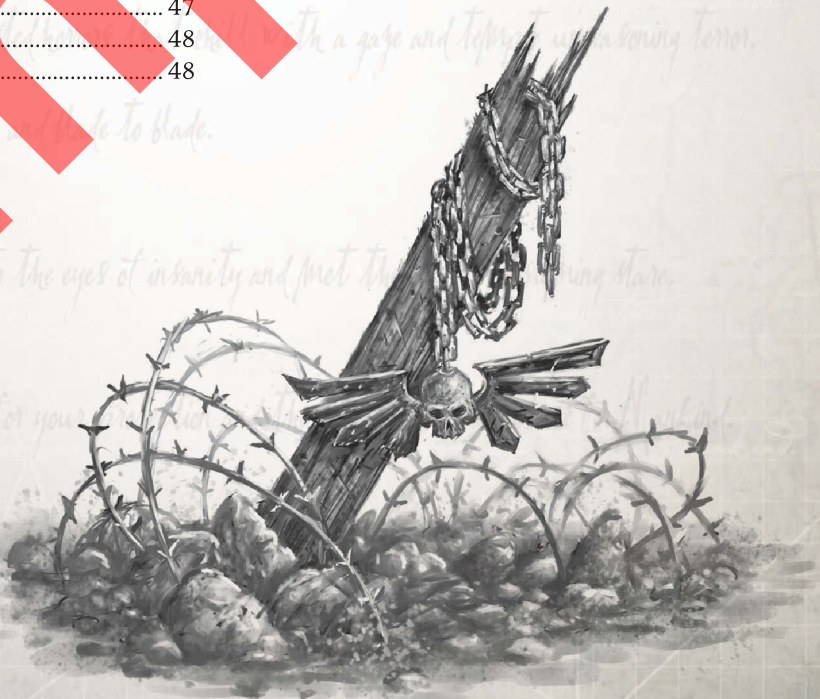
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INTRODUCTION

"I have returned from my long rest. I weep for the decadence and depravity into which this once proud sector has descended. I helped forge the Calyx Expanse into the Calixis Sector in glory, and in its debasement I will destroy it."

—St. Drusus, upon his return from the dead

THE CHAOS COMMANDMENT is the third and final instalment of **THE APOSTASY GAMBIT**, a trilogy of **DARK HERESY** adventures pitting a cell of Inquisitorial Acolytes against a deeply-rooted apocalyptic conspiracy within the Imperial Church. This conspiracy, which exists at all levels of the Calixian Church, calls itself the Maledictor's Hand. Their goal is to throw down the ruling nobility and cleanse the Calixis Sector of these "sinners" by fomenting a holy war to cleanse the debased black heart of the Sector with sacred fire. **THE CHAOS COMMANDMENT** is set at the eve of this sector-spanning upheaval, with the Acolytes facing their greatest challenge yet, the daemoniacally-possessed, resurrected corpse of St. Drusus and the assembled armies that have flocked to his banner.

Like its predecessors, **THE BLACK SEPULCHRE** and **THE CHURCH OF THE DAMNED**, **THE CHAOS COMMANDMENT** can be played as a stand-alone adventure, part of a larger campaign, or as part of **THE APOSTASY GAMBIT** trilogy. If played as a stand-alone adventure, it is assumed that the Acolytes, and in fact the majority of the Calixian Inquisitors, know that St. Drusus has returned from the dead and is forming an army



with which to cleanse the sector of sinners and heretics. When used as part of **THE APOSTASY GAMBIT** trilogy, the knowledge of the resurrection of St. Drusus, and the terrible events that have led to it, have been acquired by the Acolytes through the events of the previous books.

GAME MASTER'S BRIEFING

THE CHAOS COMMANDMENT, unlike **THE BLACK SEPULCHRE** and **THE CHURCH OF THE DAMNED**, is heavily weighted towards combat. Specifically, it contains a fair amount of psychic combat and battles of will, although good old-fashioned gun fights are also to be had in ample supply. While the adventure does favour combat-heavy Acolytes like Guardsmen and Arbitrators, there is still plenty to do for more academic or stealth-focused characters. This adventure takes the Acolytes from a siege at the gates of Hive Tertiam on Fensworld to the secretive halls of a powerful Calixian noble house. From there they move to a ship, commissioned by their patron Inquisitor and used as a private interrogation and investigation station, and then to the lonesome Cathedral of St. Drusus, located on the dead world Grangold. Finally, they enter the very Warp itself where they do battle with their old nemesis the Dei-Phage in a desperate attempt to free the spirit of St. Drusus from bondage and halt the vile plans of The Maledictor's Hand once and for all.

The opening section, set during the attack on Hive Tertiam by loyalist Imperial Guard units against a bastion of Drusian Cultists, is relatively linear. The Acolytes must lead their Guardsmen over the walls of the cultists' fortifications, break their line, and infiltrate their heavily fortified position. Once the Acolytes have cracked the cultists' defences, they must follow up on rumours of powerful members of Drusus' cult both orchestrating the production of weapons and supplies for their war effort and recruiting Imperial Guard units to the banner of the Risen Saint.

From the shattered ruins of the gates of Hive Tertiam, the Acolytes must use their own intuition and guile to infiltrate the compound of House Drajkon, a powerful noble family with aspirations of sector-wide power. This part of the adventure is more free-form, with the Acolytes using whatever skills, tactics, and measures necessary to extract a powerful psyker and self-described Prophet of St. Drusus who is under the protection of House Drajkon.

Once they have their man, they move to their Inquisitor's vessel, where they are set upon by a daemon sent by the Ruinous Powers to stop their investigation into The Maledictor's Hand. This section is also relatively free-form, with the Acolytes using their wits, along with previously-gathered information and the materials at hand, to simply survive a long night of being stalked by a daemonic assassin.

Finally, the Acolytes' harrowing expedition through the Cathedral of the Bloodied Saint on Grangold and subsequent journey through the Chaos Gate into a pocket-realm of the Warp are linear and straight-forward. Here the Acolytes forge ahead, meet the manifold challenges that rise against them, and finally put down the Dei-Phage in a final apocalyptic battle—or die trying.

ADVENTURE STRUCTURE

THE CHAOS COMMANDMENT is broken into four parts:

CHAPTER 1: LAYING SIEGE

St. Drusus once again walks among the living, and war has come to the Calixis Sector. The once beloved general and Imperial Saint, now in fact a daemon known as the Dei-Phage inhabiting the great man's corpse, has proclaimed that the established order of rule, a combination of local Imperial Adeptus and ancient Calixian noble houses, has become corrupt and needs to be torn down. The entirety of the sector is thrown into chaos as the Imperial power structure fractures along sectarian lines, countless Imperial Guard and other military units defect to form the army of the resurrected saint, and the noble houses alternately call for clemency, gird themselves for war, dither, or go to ground.

In this section the Acolytes begin at the head of an element of the Canopus Heavy Foot Regiment, assaulting a fortified position that defends the approach to Hive Tertiam on Fenskworld. Ostensibly there to destroy the numerous foundries and manufacturums churning out materiel for Drusus' Own Militia, the Acolytes' real objective is to follow-up on rumours of high-ranking cultists and Drusian followers who are said to be holed-up there. What they find in the bunker is a psychic nightmare brought forth by a powerful and hideously altered psyker called The Oracle who was once a son of House Drajkon, an ambitious local noble house. Additionally, they learn that House Drajkon has aspirations to sector-wide influence and has dallied with human augmetics. Finally, the Acolytes find evidence that the House is harbouring Molokor Kambyses, a wild-eyed blasphemer who claims to be a prophet of St. Drusus.

CHAPTER 2: THE NEW FLESH

Following the leads gathered in the first section, the Acolytes delve deeper into Hive Tertiam to infiltrate the compound of House Drajkon. Beneath the urbane veneer of the members of House Drajkon and the austere splendour of their compound, the Acolytes find a truly horrible secret. Deep below the compound itself lies a complex of laboratories, workshops, and medicae theatres where heretical Tech-Priests toil away, designing cutting-edge augmetics and performing numerous horrible and proscribed experiments on living subjects.

It is here in the augmetics facility that the Acolytes finally run their quarry to ground. Kambyses, already a dangerous rogue psyker, is currently being turned into something even more powerful and terrible by the Fleshcrafters and augmetic Magos employed by House Drajkon. The Acolytes have to contend not only with Kambyses' new form, but also the house guards, scientists, and any constructs or experiments the scientists see fit to unleash on them. Kambyses needs to be extracted from House Drajkon and remanded to the custody of the Inquisition by any means necessary. The Acolytes need to find their way into the compound, locate the psyker, and bring him out—alive or dead.



CHAPTER 3: THE LONGEST NIGHT

With Molokor Kambyses, or his mortal remains, in custody, the Acolytes are directed to withdraw to the private ship of their patron Inquisitor with all due haste, where Kambyses' interrogation (or auto-séance) takes place. Unfortunately, the Fleshcrafters of House Drajkon have placed a trap in Kambyses' mind. When this psychic bomb explodes, it destroys the psyker and opens a portal to the Warp, immediately killing those in the interrogation chamber (possibly even including the Acolytes' patron).

Answering this pre-determined signal, a daemoniac assassin emerges from the tear in reality and sets to killing everyone aboard. A distress call goes out to the Tricorn Palace, but it may be long hours until the forces of the Inquisition can be mobilised to deal with this threat. The Acolytes need to rally any of the ship's staff who remain and attempt to survive the ensuing hours until reinforcements arrive, all the while being stalked by the sadistic daemon. During this time, crewmen and Acolytes alike can be killed or dragged away one by one as the daemon wages a campaign of death and terror on its human prey.

After the pitched battle with the daemoniac assassin, the Acolytes encounter the final psychic vestiges of Molokor Kambyses. Free from his daemoniac possession and wishing to make penance for his heresy, Kambyses' warp echo informs the Acolytes that the resurrected St. Drusus and his nascent army are hiding on Grangold, a dead world in the Adrantis sub-sector and home to an ancient cathedral dedicated to St. Drusus.

CHAPTER 4: INTO THE BREACH

After escaping the daemoniac assassin and meeting with senior Inquisitors and members of the Calixian Synod, the Acolytes are put in charge of a hastily constructed task force and sent off to Grangold to confront the Risen Saint. Ferried by ships of Battlefleet Calixis, the Acolytes' ragtag army consists of Loyalist Imperial Guard units, squads of Arbitrators, elements of the Adepta Sororitas, and even a few squads of Adeptus Astartes. Their orders are to lay siege to the ancient cathedral where St. Drusus is reported to be in residence, shore up a Space Marine spearhead led by elements of the Iron Hands 3rd Company, and destroy the False Saint.

Once on Grangold, they find the Battle Brothers of the 3rd Company dead amongst the remains of a host of daemons. One survivor, Brother-Sergeant Balkan, lives just long enough to give the Acolytes directions to the Dei-Phage. The foul daemon is not, after all, in the cathedral, but is in the Maze of Tzeentch, a hideous pocket-realm of the Warp accessible only through a stable gate that lies within the cathedral's heart. The Acolytes also find a huge tome in the cathedral, nearly as big as a man and made of incredibly dense metal pages, that can help them defeat the daemon. With their forces, the Acolytes must then enter the domain of the Lord of Change and face the Risen Saint and his minions.

In this final, apocalyptic battle, the Acolytes finally face St. Drusus and the daemon that possesses him. While their task force engages the Risen Saint's daemon host and traitor army, the Acolytes engage in a battle of wills with the daemon for St. Drusus' spirit, which is still trapped within his body. They must fight to free Drusus' spirit from this daemoniac influence as the Dei-Phage, wearing the Risen Saint's body, does everything in its power to destroy the Acolytes and rip from them their immortal souls.

BACKSTORY

Hundreds of years ago, in the distant past of the Calixis Sector, after its pacification and official founding, a conspiracy was formed within the Calixian Synod of the Ecclesiarchy known to its members as The Maledictor's Hand. The members of The Maledictor's Hand believed that the amount of sin, debauchery, and corruption among the Sector's people, and especially among its noble houses, was an affront to the God-Emperor. They felt that, due to this widespread malfesance and decadence, the entire sector would need to endure a massive, bloody upheaval to cleanse it of sinners and bring it back to the righteous path. Of course, during the chaos of this massive holy war, The Maledictor's Hand would seize control of the Calixian Synod to guide the sector back to the fold with its own holy vision. Very recently, The Maledictor's Hand achieved one of its primary goals when Ignato, one of the conspiracy's founding members, was made Arch-Cardinal and took up residence in the Cathedral of Illumination on the sector capitol of Scintilla.

It quickly came to light that Ignato's plans for the sector were too radical even for the heretics of The Maledictor's Hand. Unbeknownst to the Hand, Ignato had hatched a scheme to use daemoniac possession to resurrect Saint Drusus, one of the founders and the first governor of the Calixis Sector. He would use the resurrected Saint Drusus to gather an army and sweep the entire sector clean of anyone deemed a sinner. Once his colleagues within the conspiracy found out the full extent of his nefarious plan, they immediately moved against him. Using the services of a powerful rogue psyker named Caecilius Vraine, the Hand imprisoned Ignato in an arcane life-support system while Vraine went about in the Arch-Cardinal's skin, raiding his slumbering mind for memories and personality, and performing the duties of the Arch-Cardinal without anyone the wiser.

