



# IMPERIUM MALEDICTUM



# DAIGNOSTICA OBSCURUS

THREE MENDACIOUS MEDICAE TECHNICIANS FOR YOUR  
GRIM AND TREACHEROUS ADVENTURES IN THE MACHARIAN SECTOR

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# DIAGNOSTICA OBSCURUS

The Macharian Sector is awash in violence. Pitched gunfights are so common in the bowels of Rokarth that the clatter of autogun fire raises alarm only if it sounds especially nearby. Protests at ever-rising tithes grow more common, even in the face of brutal repression by the Vigilites. Even the highest levels of society are awash with blood, as petty spats among the highborn are resolved in lethal duels, ruinous sabotage, assassination, and even outright revolt.

In confronting such horrors, frequent, often grievous injuries are all but unavoidable. Eventually, your players will find their characters have more Critical Wounds than they can handle. Medical expertise is hardly common, and adequately equipped surgeries are even less so. If the party's Patron can't provide sufficient treatment, your players will sooner or later find themselves searching desperately for medical assistance.

**Diagnostica Obscurus** provides three medical practitioners ready to tend to a character's unfortunate injuries — for a price. Along with their medical talents, each has secrets and an agenda for the party to find themselves entangled in.

If your characters are especially injury-prone, the NPCs found in **Diagnostica Obscurus** can become a regular feature of your campaign. They may become the source of entire adventures by themselves. Each profile includes a series of Plot Hooks you can use to draw players into their affairs, with a final Apex Mission to bring the character's story to a close.

Though each NPC is assigned a set location, there is no reason that you can't deploy them elsewhere as fits your campaign. Noxia Vex's decrepit clinic could be found in the depths of any Hive, while Magos Erudir Phi-VI could find subjects worthy of his study almost anywhere. Feel free to adapt the contents of **Diagnostica Obscurus** to suit your own game.

